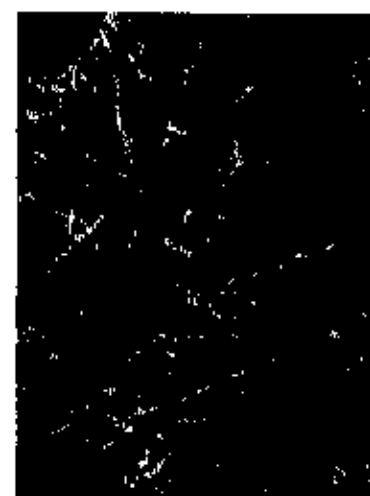


**2**  
**ND**

**ACR**

**ARMORED  
CALVARY  
REGIMENT**





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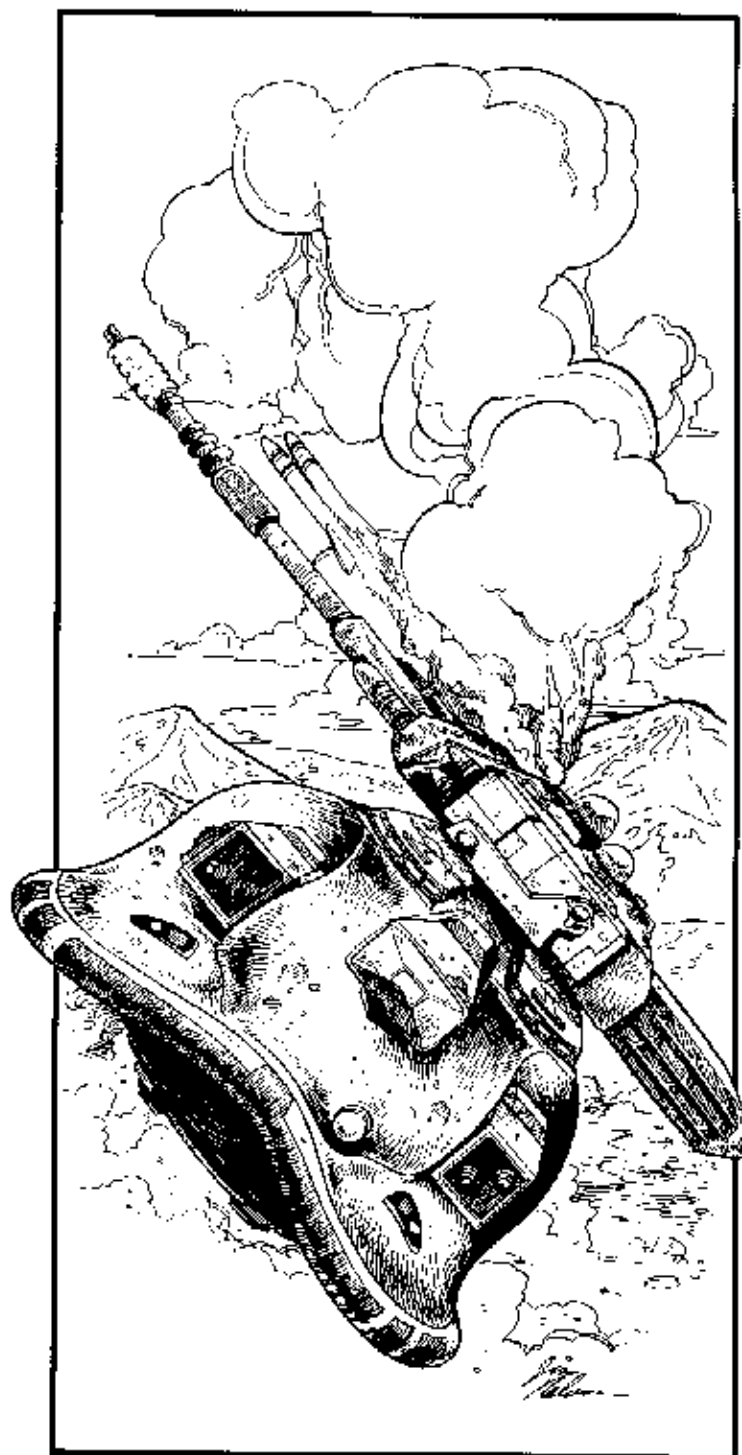
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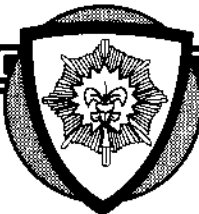
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## INTRODVCTION

The Second Armored Cavalry Regiment may be Mankind's oldest army unit still in existence. Early in the unit's history, it acquired a reputation for toughness, especially when on the defensive or when faced with overwhelming odds. Though only auxilia-sized, the regiment has retained its high profile.

Tradition plays an important part in the lives of the tankers of the Second. They consider themselves to be the military heart of Shannedam County, and they may be right. Commanders on both sides have noted that the appearance of the Second is one of the most heartening sights a soldier can see because the Second will attract the attention of the entire county.

Because of this status, the unit is one of the most traveled in the area. The unit has been transferred out of the county only rarely, but it is commonly moved from planet to planet within the county. This policy has placed the unit in almost every kind of action on every contested planet.

### HOW TO USE THE SCENARIOS

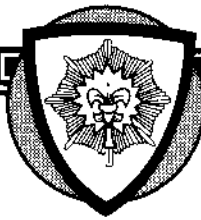
Each of the twelve scenarios recreates a battle or encounter that involved the Second Armored Cavalry. The scenario rules include all information necessary to understand the game situation and to play it out. Each scenario opens with a firsthand account by one of the participants of the engagement, or by someone closely associated with the battle, followed by a brief discussion of the battle's historical context.

The **Game Set-Up** section provides whatever special game information is needed to play the scenario, including how to lay out the mapsheets and which special terrain features exist.

Attacker and Defender forces for each scenario are described in detail. This information includes damage, problems, or special abilities of any vehicles at the start of the battle. Also noted is each vehicle's starting position on the map, or where and when it enters if the scenario calls for it to arrive after the start of the action. All vehicle statistics can be found in the **Centurion Vehicle Briefing**.

The **Special Rules** section covers any additional rules that may be required to play the scenario. These advanced rules should be used in conjunction with the basic **Centurion** rules.

The **Victory Conditions** describe the conditions under which the scenario ends. It should be very unlikely that the scenario continues until one side is completely destroyed. The Victory Conditions list special objectives for each side. These special objectives will often be more important than the destruction of the opposing side's vehicles. To discover the winner, divide the higher point total by the lower point total and consult the Victory Table on Page 47 of the **Centurion** rule book.



# SECOND ARMORED CAVALRY REGIMENT

## BRIEF HISTORY

The Second Armored Cavalry Regiment claims to be the oldest combat unit serving mankind. Its troopers are steeped in the tradition of their ancestors, and they are proud almost to the point of insubordination. Though not a large unit, the Second has a list of achievements that rivals any legion's. These successes have produced the independence and cocky attitude so pervasive in the unit.

The ancient roots of the Second reach back to a province known as the United States of America, a former political division of Terra. The leaders of this district formed the unit to help quell an uprising by some members of the indigenous population. Early records are incomplete, but the unit apparently met or exceeded every expectation. As the decades passed, the unit traveled throughout Terra. It participated in numerous actions, first serving local rulers, then the planetary government.

As Mankind sought the stars, numerous military teams went into the reaches of space, but the Second Armored Cavalry never left Terra. As unit after unit left for the stars, the Second remained on Terra until Mankind came into contact with the Baufrin.

## BAUFRIN INFLUENCE

By the year 3000, Mankind had developed a sizable star empire. Human colonies dotted numerous solar systems. Humans had encountered a number of alien races, including the Huldice, the Lungdo, and the Hivers, but the Baufrin represented a special challenge. Already in conflict with the Hivers, Mankind drew on all of its reserve units to deal with the Baufrin.

When man discovered these creatures, his intolerance and ethnocentrism quickly got the better of him. Early contacts turned to skirmishes. The Second went to the planet of Shannnedam as relations between Humans and Baufrin stayed just below the level of all-out war. It was a time of discovery for the unit. New tactics were devised, and equipment was upgraded by local armorers. After months of hard work, it seemed that the unit would be ready to face any threat on the planet. Expectantly, the troopers waited at their stations, hoping for the chance to use their skills, but praying they would not have to fight the seemingly peaceful Baufrin.

The diplomats of Terra were not idle during this time. They located and contacted representatives of the Baufrin race, which was difficult because the Baufrin shy away from organizations larger than a family. The Baufrin representatives, called Independent Elders, signed a treaty with Terra in 3010.

The unit's commander, Colonel Methius Jeffries, petitioned the Grand General to stay on the planet Shannnedam. Jeffries argued that the presence of the Second would protect the colonists and encourage more settlers to come to the area. Jeffries' request was accepted, and the tankers'

families and support equipment were transferred to the planet Shannnedam. To this day, the planet, now known as Defiance, remains the homeworld for the Second Armored Cavalry.

One of the first duties of the Second was to help integrate the Baufrin and Human cultures. Shannnedam became an increasingly popular planet for Human and Baufrin traders. More and more Baufrin colonists arrived in the area, and the Second accepted its first Baufrin volunteers in 3013. This landmark move virtually ended Human-Baufrin conflict on Shannnedam and the surrounding planets. Soon, other military units began to incorporate Baufrin volunteers. This was when the unit reorganized to include some Baufrin concepts. For a unit the size of a regiment, the Baufrin organization worked very well. By the end of the century, Humans and Baufrin had constructed a broad and lasting peace.

## THE SNOW PLAGUE

With a general peace, the Second assumed more duties relating to the security of the people of Shannnedam. Pirates, warlords, and organized criminal bands were commonplace, mainly because the government was so far away. As the only garrison on the planet and the only government unit within the district, the Second Armored Cavalry began to live up to its reputation. Deployed in Troops, members of the Second sought out and destroyed these threats. Although rarely engaged in a standing battle, the unit fought hundreds of skirmishes, seeing action on every planet in the district. During this time, members began wearing the distinctive yellow scarf and gloves, now so common. The blue "2" on the back of the scarf reminded the civilians that the Second was protecting them. All vehicles mounted a blue "2" on a yellow pennant on the whip antenna.

In the year 5000, the Snow Plague hit almost every Human and Naram planet in both empires. It was the most destructive force ever seen by either people. Within 20 years, half of Humanity was killed. By the year 5034, fully 80 percent of Mankind lay dead. Almost no planets escaped. Terra suffered heavily, despite a strict quarantine procedure. The military command chain shattered, leaving every unit to fend for itself. The troopers of the Second set about ensuring the unit's survival.

Colonel Ishoru, the unit commander, quickly dispersed the unit among the planets of the district. Squadrons were grouped into four general areas, and the Troops were scattered as widely as possible. The Troop Captains were used to independent action and were well-versed in field operations. Direct contact with other Troops was strictly prohibited. From the year 5000 to 5012, no Troop of the Second operated on the same continent as another. Captains carried the quarantine even further. As a result, half the unit survived the plague. Only the Second Squadron was destroyed. In memory, members of the rebuilt Second Squadron always circle the "2" on their scarfs and pennants. By the year 5013, the plague had run its course on Shannnedam and the surrounding planets. The Second, with its Baufrin troopers and surviving Humans and Naram, led the relief efforts. The unit saved countless lives, preserving the human colony on Shannnedam.



## THE KESSRITH

With the devastation of the Snow Plague, Mankind spent most of its energy attempting to survive. The people of every planet tried to take care of themselves. In such a weakened state, they were easy targets for the KessRith, one of the most aggressive races in the galaxy.

Fifteen years after the Snow Plague began, the KessRith were contesting almost every planet in Shannadam District, including Shannadam itself. The district governor, under advice from his military commanders, ordered the planet evacuated. Spaceports teemed with refugees fleeing the planet, as the KessRith grew more powerful. The defenders of Shannadam, as ever, were the men and women of the Second ACR.

For seven months, they fought to protect those who had not yet left. Finally, in the year 5028, the Second ACR was evacuated on the last ship to leave the planet. Though the planet fell, the tankers knew the Second would return. It took more than 1500 years, but they were right.

From the year 5028 to the year 6578, the Second fought all along the shrinking border. The tactics they learned fighting bandits and pirates were passed to the other members of their unit, and the Second achieved a standoff with the KessRith. The fighting was always fierce, but the tankers refused to abandon their goal, the return to Shannadam. Generations of tankers were born, fought, and died without seeing the planet they fought so hard to regain. Their dedication was finally rewarded, however, when, on June 23, 6578, they returned to Shannadam to fight the KessRith on the tankers' home soil.

In 6582, the Baufrin leader Suphra Decla negotiated a separate peace agreement between the resistance, called the Commonwealth, and the KessRith. Despite heated warnings and threats by Terra's ruler, Alexander Trajan, who had supplied the Baufrin-Human resistance in Shannadam County, Suphra Decla went ahead with the treaty. The populace went about the business of setting up a new government. The new Commonwealth was divided into 21 Grand Dukedoms. The planet of Shannadam was chosen as the seat of the newly proclaimed Alaric March Grand Dukedom. The Shannadam District was slightly redefined and renamed Shannadam County. The Second Armored Cavalry Regiment was selected as the only standing military unit to be placed on the planet of Shannadam. The unit's motto, "Always ready," was usually restated as "Always ready to defend our home."

The peace accords did not truly settle matters between the Second and the KessRith. Though the Second readily accepted the peace, it steadfastly refused to allow a KessRith into the unit. This policy does not endear the unit to diplomats on either side of the KessRith border, but the Grand Duke has upheld the Second's refusal on six occasions.

## TERRAN OVERLORD GOVERNMENT

The appearance of TOG and the arrival of the Renegade Legions radically changed life in the county. In the year 6682, more than 300,000 legions arrived in the Commonwealth, fleeing TOG tyranny.

The TOG defeat of several key KessRith garrison worlds, most notably Durmella in 6679, had forced the KessRith back and allowed TOG

to search for new foes. Still angry about the separate peace agreement gained

by the Baufrin a century earlier, TOG's increasingly evil empire

looked for new worlds to conquer. When the Renegade Legions received

shelter within the Commonwealth, old hatreds flared. TOG prepared

for another war, this time against Humans.

Forty years later, the war began. TOG forces attacked and

subsequently destroyed the Commonwealth and Renegade

defenders of the Potsdam and Alesia

Grand Dukedoms. Over the next nine decades, TOG

forces pushed ever closer to Shannadam, beginning their

attack on Shannadam County in 6811 with the taking of Ancona.

Striking from Keserdal County, TOG bypassed the nearer planets of Iol, Olisipio,

Zama, and VeFros. The expected target of Thapsus was hit only as a diversion. With their forces

outflanked and suffering from the loss of one of the major planets of the county, the Commonwealth and Renegade Legions had to

revise their entire county defense system. The Second was pulled back from duty on Mysia and was restationed on the capital.

The last 19 years have been difficult for the people of the county. After Ancona, other planets fell to the might of TOG. Olisipio fell in 6812;

Mysia and Thapsus in 6814. Over the next 15 years, the TOG war machine seemed to be everywhere. The Second saw action on many different

planets, using its mobility to slow the TOG advance.





## CAESAR'S FOLLY

TOG's ability to take Ancona so quickly menaced Shannedam, but the invaders did not make a direct assault on the planet until 6829. In the spring of that year, the invaders landed on the planet Syriph XX, with two full legions blundering into the Renegade staging area. Also on the planet was the Second Armored Cavalry Regiment, temporarily attached to the 871st Renegade Strike Legion (The KessRith Tamers). The battle began the day of the landing, with the Second in the thick of the fighting. Hit-and-run attacks by the Second kept the enemy off balance, while the assaults of the Strike Legion began to crumble the TOG position. In such a desperate situation, the invaders began to call Syriph XX Caesar's Folly.

A golden opportunity presented itself on Caesar's Folly, as the planet was renamed, when the air support wing of the 816th TOG Strike Legion was lured away from its legion. Moving quickly, centuries and troops from the 871st Renegade Strike Legion and the Second ACR overran the fighter bases and destroyed the 816th's supply areas. When the fighters returned, they discovered that their bases were destroyed and their supplies were gone. With no supplies or bases, the fighters were quartered with the carrier wings of the Imperial Navy, helpless to assist their comrades on the ground.

The Renegade forces wasted no time in attacking the 816th. Deprived of their air cover for at least a few weeks, the 816th was ripe for the picking. The 871st isolated the 816th from its sister unit, the 9865th Infantry Legion, and began destroying every enemy century within the trap. The Second was stationed between the two TOG legions to block any relief effort by the infantry legion. No match for the 9865th in numbers alone, the Second fought a delaying action under the command of Colonel Lombard. The Second held its defensive lines for a vital week, while the 871st crushed the 816th. Reduced in size by more than 50 percent, the Second was rotated off Caesar's Folly for rest and resupply.

## CURRENT EVENTS

The Second was rotated off active duty for only eleven months. After being resupplied on the planet Mala, the Second went to Ku Crassus, where the 199th Renegade Strike Legion was stalemated with the better-supplied 3241st Strike Legion. Although listed as an attached unit of the 199th Strike, the Second is given almost free reign to conduct actions within its area.

## ORGANIZATION

The Second Armored Cavalry Regiment is organized on the Baufrin model, with four Squadrons of seven Troops. The designations of the Second follow the ancient Cavalry standard of platoons: Troops instead of Centuries, Squadrons instead of Cohorts, and a Regiment instead of a Manus. Each squadron is organized identically, with a headquarters Troop, one howitzer battery, three Troops of light grav armor, one Troop of medium grav armor, and one troop of heavy grav armor, called a Company instead of a Troop.

Troops have an almost universal organization, with one Headquarters Platoon, two Armor Platoons, and one Armored Infantry Platoon. The size of the vehicles varies according to the missions of the Troop and its general weight. The mainstay of the regiment is the Wolverine Light Grav Tank. Comprising more than half of the combat vehicles of the regiment, these fast gravs give the regiment an excellent response time and a mobility rarely matched by the TOG legions it faces. This mobility is gained at the expense of firepower, but the members of the regiment have spent years perfecting their techniques. A hit-and-run style of warfare is their forte, and few can match them.

Within each Troop, the Headquarters Platoon handles all supply, communications, and maintenance duties. The troop commander normally leads from a Wolverine of the Second Platoon or coordinates his unit's movements from the communications vehicle of the Headquarters Platoon. Call letters identify each vehicle. The troop letter is always first, followed by the platoon number, then the vehicle number. The second grav of Third Platoon, B Troop is called, for example, B32.

Armored Infantry Platoons, when present, are always assigned to the Third Platoon. The platoon commander, a Lieutenant, controls the vehicles. The infantry squads are deployed by the Troop Captain under the command of a Platoon Leader.

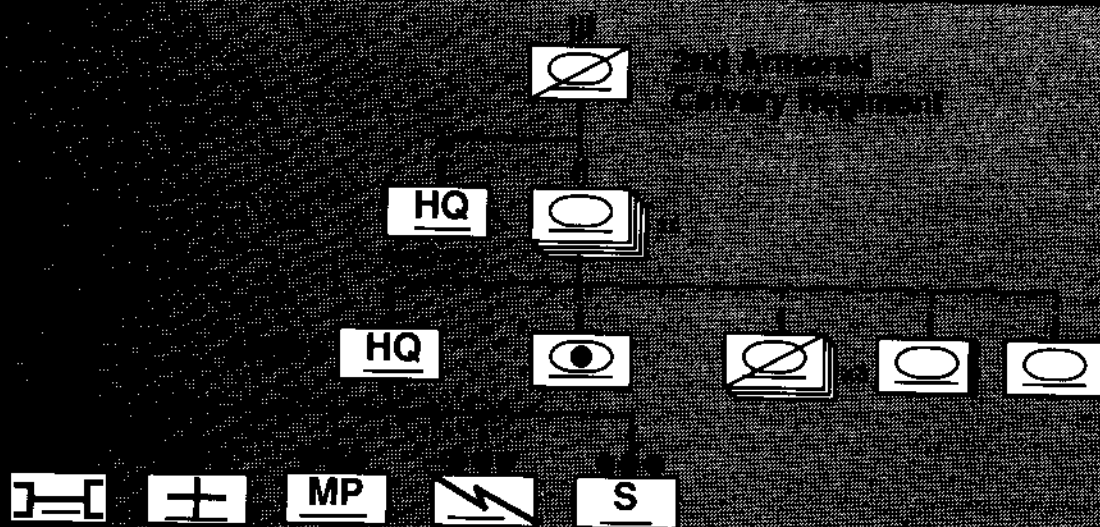
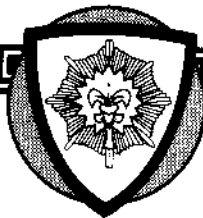
## REGIMENTAL TRADITIONS

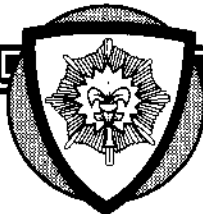
The first thing one notices when dealing with members of the regiment is their uniform. The uniform is navy blue with yellow piping along the pants leg. A jacket is always worn, and yellow gloves are either worn or carried folded over the belt. Squadron and platoon numbers are worn on the right sleeve, and the regimental number is worn on the left. The yellow scarf is knotted in front and contains only the regimental number on back. Tankers wear black boots with silver spurs, a reminder of the days when horse cavalry wore spurs. Infantry uniforms are similar, except for the addition of a foamed aluminum and ceramic back and breast plate, which is worn over the shirt. Each member of the regiment carries a Westron 12mm caseless sidearm. Infantry troops carry an additional firearm, with the type depending on their duty. A saber is also added to the dress uniform.

The jargon of the tankers seems to come from another time. All members of the regiment are called troopers. Vehicle crews are also called tankers, and infantrymen are sometimes called boys, dogs, or dog soldiers to reflect their perceived lower status. Only other members of the regiment may use these terms for the infantry, however. It is a grave insult for an outsider to call any member by these names. The regimental commander is always called "the Old Man," no matter what the commander's gender or race.

The unit contains only Humans, Naram, and Baufrin. No other races are recruited, and no others have ever been accepted. KessRith are particularly disliked by the regiment as a whole. Members of all three races have been promoted to regimental commander at various times during the unit's history. Members of the unit have been known to disobey, or ignore, commands from other legion officers. Although dealt with harshly, the practice of recognizing only superior officers within the regiment remains.







## SELECTED UNITS

### A TROOP, FIRST SQUADRON, SECOND ACR

#### Light Grav Armored Troop

##### Headquarters Platoon

- 1 Supply Vehicle
- 1 Maintenance Vehicle
- 1 Recovery Vehicle
- 1 Wolverine Light Grav Tank

##### First Light Armored Platoon

- 3 Wolverine Light Grav Tanks

##### Second Light Armored Platoon

- 3 Wolverine Light Grav Tanks

##### Third Armored Infantry Platoon

- 3 Viper APCs
- 3 Bounce Infantry Squads

##### Fourth Light Recon Platoon

- 3 Seeker Light Grav Tanks

#### Troop Quality: Elite

The tankers of A Troop are the cream of the crop. As the lead troop of the regiment, these men and women get the most difficult missions. Because they are required to conduct all media relations, as well as fight in all forms of combat, these troopers get the best equipment and technicians.

The Fourth Light Recon Platoon is unique to A Troop. Attached after the fighting on Caesar's Folly, this unit has yet to see combat. The Seeker is a new design, and the troop is eager to test the vehicle.

The treatment of A Troop is typical of the way Commonwealth soldiers deal with the media. Although selection to A Troop is highly sought, this is usually because of the outstanding combat record of the unit, not the unusually high amount of "air time" the troop receives. The Commonwealth forbids civilians from entering combat zones, thus excluding most media coverage. The media are also forbidden to stage battles, to misrepresent the enemy or the Commonwealth, or to expose themselves to danger. Because of these restrictions, most filming is done in the rear areas. In the words of General Biders: "The media are one of our most important tools in exposing the evil of the TOG Empire and boosting the morale of our own units. Every effort must be made to oblige the media, without divulging troop strength or endangering the populace we are sworn to protect." This policy has been successful, despite grumbling from newsmen who want to know "what is really happening."

#### Captain Nath'al Benenez

##### Commander, A Troop

##### Leadership: 5

Captain Benenez has been in command of A Troop for three years, the longest term for a commander in recent history. The Captain was born and raised in the Naram Republic but maintains that he is Human. As is the Naram custom, Benenez wears his dark hair very long.

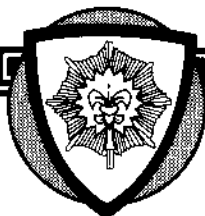
Because the A Troop commander is required to act as the regimental-media liaison officer, his time is split between combat duty and public relations. An experienced combat soldier, he grudgingly lends his good looks and deep voice to the war effort.

**Lieutenant Isabelle Antinaggio** is the second-in-command and commander of Second Platoon. The Lieutenant leads from the A21 tank, which has recently been replaced. Lieutenant Antinaggio has survived the complete replacement of three crews and six grav tanks of various tonnage. She has never been wounded in battle, but recruits assigned to her tank are understandably nervous.

**Sergeant Tracy Lee Uhler** is the commander of the Fourth Platoon, or Recon Platoon. Though she lacks the rank to command a platoon, she took over the duty from the moment the new Seekers were assigned to the unit. A veteran of many campaigns, she received the Commonwealth Medal for Conspicuous Bravery for her actions on Caesar's Folly. Sergeant Uhler has been described as a tanker with the soul of a fighter pilot. Her disposition and training make her the perfect choice for the recon command. Captain Benenez expects little trouble in the confirmation of Tracy's battlefield promotion, even though the jump makes her an officer.

**Sergeant Yari Debuman**, the oldest member of the unit, commands APC A32, "The Old Thrash and Trash." He has served with Third Platoon for almost five years and has seen more than his share of combat. Though qualified for promotion, he has refused on three occasions. For unknown reasons, he also refuses to be photographed.

**Second Lieutenant Gena Paddule** is the second Media Liaison Officer, a position unique to A Troop, and commander of the Headquarters Platoon. A former model and local actress, she is responsible for coordinating media coverage with the other duties of the troop. She is an able spokeswoman when the Captain is away and an able, if uninspired, supply officer.



## **E COMPANY, FIRST SQUADRON, SECOND ACR**

### **Heavy Grav Armored Company**

#### **Headquarters Platoon**

1 Supply Vehicle

1 Maintenance/Command Vehicle

1 Recovery Vehicle

#### **First Heavy Armored Platoon**

3 Deliverer Heavy Grav Tanks

#### **Second Heavy Armored Platoon**

3 Deliverer Heavy Grav Tanks

#### **Third Heavy Armored Platoon**

3 Deliverer Heavy Grav Tanks

### **Troop Quality: Elite**

Nicknamed "The Tip of the Spear," this unit is called on to provide a breakthrough when the Second ACR is attacking and to shore up the line when the regiment is on the defensive. This unit is often held in reserve to provide extra push for regimental counterattacks. To accomplish these goals, the unit replaces the normal third platoon of three Spartius Armored Personnel Carriers and the attached squads of Bounce Infantry with three additional Deliverer Heavy Grav Tanks.

The troop is always high on the list of units requiring additional maintenance, but this is because of the amount of combat these tankers see. In fact, Commonwealth commanders have often remarked that casualties are lighter than would be expected for a unit of this type. The pride and élan of this unit are among the highest in the regiment.

### **Captain Richardo Ferguson**

#### **Commander, E Company**

#### **Leadership: 4**

Captain Ferguson has the dubious honor of twice being voted the officer least liked by enlisted troops in his career. First as a Lieutenant and then again following the fighting on Caesar's Folly, Captain Ferguson earned these sentiments for his utter lack of remorse on the battlefield. He states matter-of-factly that he has never taken a TOG soldier prisoner and he does not intend to start. The ruthlessness of his attacks has sometimes broken the spirit of the enemy before the real battle even starts. As heartless as he is toward the enemy, he shows only marginal sympathy to the troops of his command. Pushing them relentlessly, he drills every day, even when on campaign. He has never permitted a soldier to transfer out of his command.

Captain Ferguson has yet to meet his match on the battlefield. The commander knows he has been as lucky as he has been efficient. He wins victory after victory despite the odds, letting his achievements justify his manner. His promotion to E Company follows a series of impressive victories over TOG heavy tank centuries. Colonel Lombard hopes that this promotion will finally match the Captain's tactics with the mission of the unit he commands.

Captain Ferguson commands from the E13 tank of First Platoon.

**Second Lieutenant Brooks Wainwright** is the commander of the Third Platoon. Newly appointed to the command after the fighting on Caesar's Folly, Lieutenant Wainwright has yet to master the numerous tasks required of a platoon leader in Ferguson's command. Until Caesar's Folly, Wainwright was a tank commander in J Company, assigned to rear guard of the landing fields when the regiment left the planet. That changed when the 9865th Infantry Legion launched a surprise attack on the airfields. His commander was killed almost immediately by long-range Gauss fire, and the enemy was threatening to overrun the perimeter when Brooks took command. Despite being outgunned, J Company stood its ground and then drove back the attackers, destroying several TOG heavy tanks in the process. Wainwright was severely wounded in the battle. In the hospital, he was hailed the newest hero of the Second, and he was promoted for his bravery. His return to duty was a media circus, and now he is finally beginning to settle into the routine of his new job. He commands from the E31 tank.

**Sergeant Seneca Smithing** is the commander of tank E33. Although it is unknown to all save Colonel Lombard, Smithing's real name is Seneca Claudius Forrister, son of Maximus Forrister, Councilman of Defiance. Maximus Forrister had always expected his only son to follow in his footsteps, but the youth wanted to be a soldier. When it became apparent the elder Forrister would never allow the heir to his fortune to be risked in a war, Seneca ran away, enlisting in the Commonwealth Army as a private. From that time almost seven years ago, Seneca Smithing has climbed the military ladder to tank commander.

Though his father has not heard from him in seven years, he has not stopped looking and would pay handsomely for information.



## SECOND HOWITZER BATTERY, SECOND SQUADRON, SECOND ACR

### Howitzer Battery

#### Headquarters Platoon

- 1 Supply Vehicle
- 1 Maintenance/Command Vehicle
- 1 Recovery Vehicle

#### First Howitzer Platoon

- 3 Pedden Artillery Pieces
- 3 Chuck Wagon Supply Vehicles

#### Second Howitzer Platoon

- 3 Pedden Artillery Pieces
- 3 Chuck Wagon Supply Vehicles

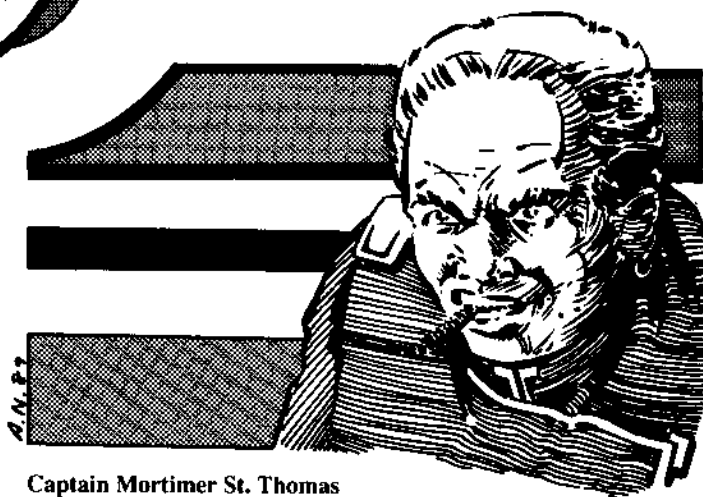
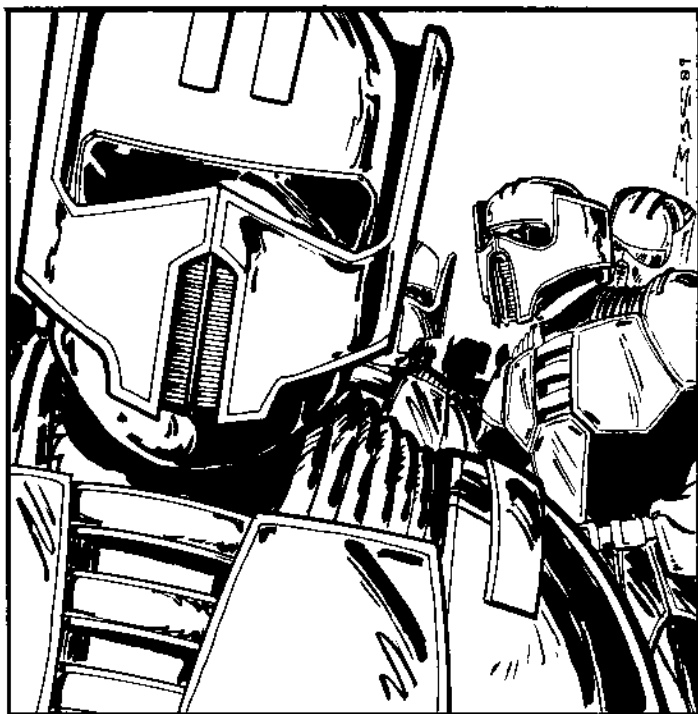
#### Third Howitzer Platoon

- 3 Pedden Artillery Pieces
- 3 Chuck Wagon Supply Vehicles

### Troop Quality: Regular

The troops of the Second Howitzer Battery are fairly typical of the artillery troops of the regiment. Standard doctrine calls for the regiment to place its artillery support well behind the front lines. When this is not possible, the units are placed close to the lines and fire on the move to minimize the vulnerability to counter-battery fire. When the units are stationed near the front lines, they usually receive an infantry platoon for support. The infantry platoon is assigned to engage the enemy, allowing the artillery to leave the field.

Artillery is an important part of the Second Armored Cavalry Regiment because the regiment is often on the defensive.



**Captain Mortimer St. Thomas**  
**Commander, Second Howitzer Battery**  
**Leadership: 4**

Captain St. Thomas is a gruff, intense man. He is always attired in a spotless, pressed uniform, even under the most extreme of conditions. When looking at him, however, one gets the feeling his dress clothing is worn only to remind him that he is an officer. Captain St. Thomas is a man of near-violent energy. Quick to anger and quick to praise, he loves his command. He knows the name of every man in his battery, from the drivers to the supply masters. Young for a captain, St. Thomas has served all of his professional life in an artillery battery of the Commonwealth. He is a common sight, prowling among the gray pieces, cigar clenched in his teeth, personally inspecting the readiness of his units. Those who know him believe St. Thomas would fight TOG unarmed. The Captain speaks constantly of getting face to face with the enemy and "seeing just what these guys are made of." Captain St. Thomas leads from the number 13 vehicle in the First Platoon.



**Lieutenant Trent Kersley** is the second in command of the unit and commander of the First Platoon. A personal friend of Captain St. Thomas, Kersley has been with the Captain for the past 14 years, refusing a command of his own several times. Lieutenant Kersley believes he is the unit's good luck charm, and he may be right. The First Platoon has yet to suffer a casualty under his command.

Kersley is relaxed and casual, the opposite of Captain St. Thomas. He portrays himself as a simple country boy caught in the scope of a huge war. In fact, this is far from the truth. As a Defiance Military Academy graduate, he is well-versed in the art of war. Had it not been for the deep friendship he discovered in the Captain, he would likely be a Captain or Major by now.



## HEADQUARTERS TROOP, THIRD SQUADRON, SECOND ACR

### Headquarters Troop of a Light Armored Squadron

#### Maintenance Platoon

3 Grav Recovery Vehicles

#### Medical Platoon

3 MASH Grav Vehicles

#### Signal Platoon

1 Grav ECM Vehicle

1 Grav EW Vehicle

1 Grav Communications Vehicle

#### Supply Platoon

3 Chuck Wagon Supply Vehicles

#### Headquarters Platoon

3 Viper Command Vehicles

#### Special Forces Platoon

3 Spartius APCs

3 Squads Bounce Infantry

### Troop Quality: Regular

The Headquarters Troop of the Third Squadron is unique among the regiment because it uses a Special Forces Platoon instead of the normal Military Police Platoon. The other three Headquarters Troops contain the normal MP Platoon, with three squads of bounce infantry carried in Viper APCs. Though the troop is listed as regular, the Special Forces Platoon is considered elite. These commandos have given the entire troop a rather shady reputation.

The Special Forces Platoon grew from the need to have an organic unit that could conduct behind-the-lines operations in support of the tank units. The primary tasks of the platoon are to scout enemy terrain, provide reconnaissance, destroy enemy supplies, and coordinate the activities of guerrillas. Because of the length of their missions and the lack of supporting units, the Special Forces Platoon uses the heavier Spartius APC instead of the Viper. The normal scope of MP operations does not require this heavier vehicle. Since its birth, the platoon has compiled a list of successes. Its record has started plans to convert the Military Police Platoon of the Fourth Squadron into a Special Forces Platoon.

Among the other three squadrons, the MPs operate as a rear security force. Unlike their TOG counterparts, the Commonwealth Military Police are more concerned with keeping enemies out of the rear areas, not keeping troopers from deserting. Though they undergo a different training program, the MPs are still soldiers, ready to respond as a combat unit should the need arise.

The Viper Command Vehicle is a standard Viper APC, with the passenger compartment replaced by a command module consisting of an upgraded communications cluster, military data base, and map displays. From the exterior, the two versions look almost identical, helping mask the command center of the squadron or platoon. The only visible difference between the command vehicle and the standard Viper is in the antenna array, with the command Viper mounting three extra antennae. This command vehicle is extremely popular with the officers of the Second because of its firepower and protection, which far outclasses other command vehicles.



**Lieutenant Callahan Hendrix**  
**Commander of Special Forces Platoon**  
**Leadership: 5**

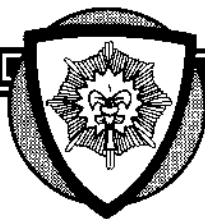
Lieutenant Hendrix has commanded the platoon since it was formed by Lieutenant-Colonel P'Kim. Hand picked by P'Kim, he was hesitant at first. As one of the few Humans ever to escape from a TOG penal facility, Hendrix often has quite different views of warfare. He violently opposes TOG armies and has been fighting them since he was a child. His long career is quite distinguished, but there are few, outside upper level commanders, who would recognize his accomplishments. He is a typical member of a special forces team. The Lieutenant is physically unimposing, and his face has no prominent features. It is joked that a waiter would fail to notice him, and the joke is not far from the truth. Behind the bland exterior, however, is a vicious warrior. A soldier's soldier, Hendrix is a man respected, not for his position, but for his deeds.

The Lieutenant is as quiet in combat or off duty. He rarely speaks, preferring to let his face express his feelings. When he does speak, it is to the point.



**Captain Doctor Philip Lewis** is commander of the Medical Platoon. The platoon has three doctors and nine medical assistants to care for the wounded tankers of the squadron. Doctor Lewis is a capable doctor but is somewhat disorganized. As a result, the unit often suffers from supply problems.

Grav tanks provide a high degree of protection to their crew members. The chance of a MASH crew living through a tank's destruction is high, even if the internal ammunition explodes.



## S TROOP, FOURTH SQUADRON, SECOND ACR

### Medium Grav Armored Troop

#### Headquarters Platoon

- 1 Supply Vehicle
- 1 Maintenance/Command Vehicle
- 1 Recovery Vehicle

#### First Light Armored Platoon

- 3 Aeneas Light Grav Tanks

#### Second Medium Armored Platoon

- 1 Trajan Heavy Grav Tank
- 2 Horatius Medium Grav Tanks

#### Third Armored Infantry Platoon

- 3 Romulus APCs
- 3 Bounce Infantry Squads

### Troop Quality: Regular

Though listed as a medium grav armored troop, S Troop varies in strength from a heavy platoon to a light troop. This is because the medium troop of the Fourth Squadron is composed mostly of escaped slaves and TOG deserters manning captured TOG equipment. Many of the soldiers in the Renegade Legions can document their suffering at the hands of TOG, but soldiers of the Medium Troop can truly say they have seen the worst of the enemy. Nicknamed the "First Free Troop," the tankers of S Troop are always held in reserve when the regiment enters battle. Regimental Communications Techs immediately begin breaking down TOG IFF, Identify Friend or Foe, codes. Once a reasonable set of codes is established, S Troop is unleashed. The troop nears the front lines and hides under whatever cover is available, and all vehicles power down. When the front shifts, S Troop heads for the TOG rear, having allowed the front-line TOG units to pass by. The troop operates almost exclusively deep behind enemy lines, to devastating effect.

The members of this troop are, without a doubt, the most vicious in the regiment. They will gladly accept the surrender of a defeated unit, provided the soldiers agree to swear loyalty to the Second ACR on the spot. Those showing the least hesitation are gunned down. Naturally, the Second ACR commanders frown on this recruitment technique, but S Troop has been extremely successful. There is never a shortage of volunteers for the unit, but finding serviceable TOG vehicles to replace losses can be difficult. The troop has been known to refuse Commonwealth replacement vehicles and enter combat understrength. The troop has accomplished every mission since its staffing with former slaves.

To the delight of the Second ACR command, the reputation of the First Free Troop is growing. There is even a rumor of bounties on the heads of S Troop officers. This has made members of S Troop more daring and determined to strike at their former masters in any way they can.

When at normal strength, this unit does not vary that much from a normal medium troop of the regiment. Using the TOG counterparts of the standard light tanks and light personnel carriers, S Troop is ideally configured identically to the other light troops of the regiment.

### Captain Pulo Mayen Commander, S Troop Leadership: 4

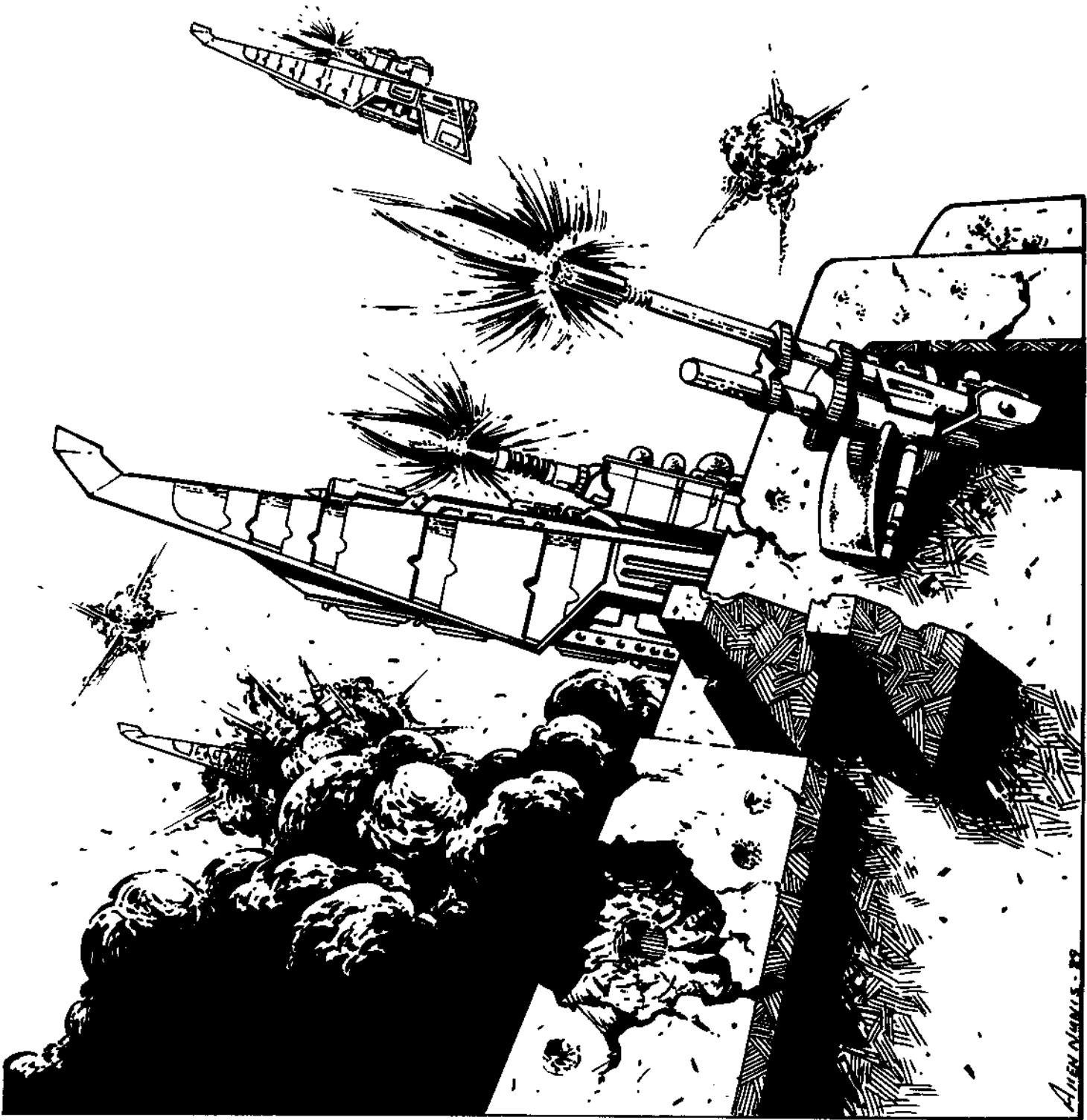
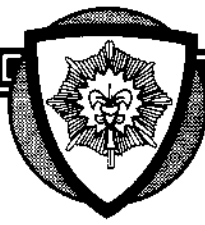
Pulo Mayen is a giant of a man. Standing nearly two meters tall, he weighs more than 136 kilos, most of it densely packed muscle. He is bow-legged and bow-armed, the result of numerous TOG-made breaks, and his chest and back are viciously scarred. Pulo, never Commander or Captain Mayen, is easily the strongest man in the regiment. He commands S Troop with respect alone, always the first man into battle and the last man out. His hate for TOG is as well known as his strength.

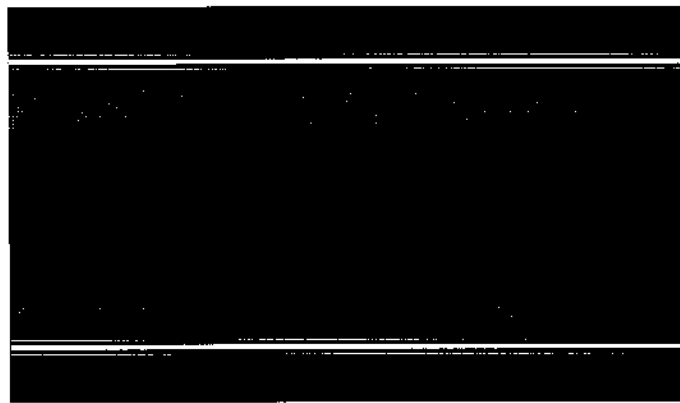
Pulo has been a tanker since his escape twelve years ago. Naturally skilled as a driver, he served among numerous legions before being accepted into Officer's Candidate School. Upon completion, he was posted to the Second ACR. Pulo is a direct tactician. Rarely subtle, his victories, and subsequent promotions, have come from brute force and will power. Colonel Lombard is worried about what will happen when Pulo comes up against something that is stronger than he is.

As is customary for the troop, the commander leads from the heaviest grav tank in the troop. Pulo currently commands from S21, the Trajan of Second Platoon.

**Second Lieutenant Morganna Twellen** is the commander of the Third Platoon. Her family fled TOG-controlled space following the declaration of the Patria Potestas. Her grandmother, a successful infantry commander, was assigned to the Second ACR following her clearance by Commonwealth Military Intelligence. Morganna continued the family tradition of serving with the Second ACR. She is slightly claustrophobic and will only ride in an APC for short periods of time, leading the men and women of all three squads from the "nice, safe, wide open ground," as she puts it. She is the only person to beat Pulo in unarmed combat, winning one fall of three during the last regimental games.







**Name:** Andrew Armand Lombard

**Race:** Human

**Age:** 46

**Sex:** Male

**Rank:** Colonel

**Position:** Commander of the  
Second Armored Cavalry  
Regiment

**Leadership Rating:** 6





### Physical Profile

Lombard is a man of medium height and weight. He has fought the aging process for his entire life and appears much younger than his years. He runs five kilometers every morning, and he occasionally participates in regimental athletic events. His brown hair is still unstreaked with gray, despite the weight of command. His steel blue eyes are his most striking physical feature, a feature he uses to great effect when dressing down subordinates.

### Biography

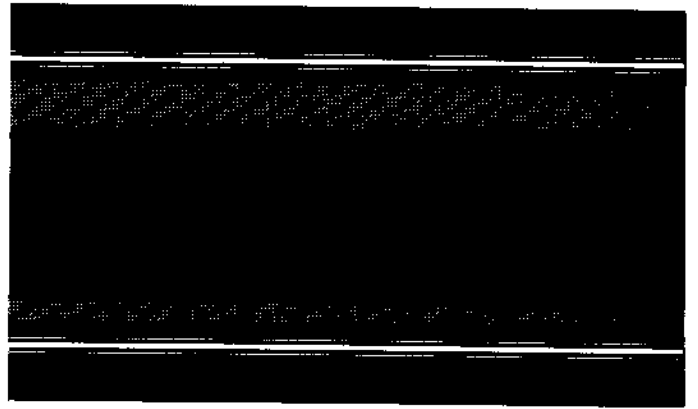
Colonel Lombard has fought with the Second ACR all of his adult life. He entered the regiment as a new Second Lieutenant, fresh out of the military academy. He had entered the army not to fight the TOG, but to get an education. Following his initial tour of duty, he received a promotion and troop command. He served as commander of C Troop for several years and was eventually promoted to commander of the Third Squadron, a post he held until taking command of the regiment. An able tanker and capable officer, Lombard is the first commander in recent history to serve his entire career with the regiment. His promotion, only months before the regiment left for Caesar's Folly, was unanimously hailed by the troopers he leads. The new position has not been easy for Lombard, however. Restricted to the rear areas, he is still learning the job of observer, regulating the flow of the men and machines under his command. As a squadron commander, he had been allowed much more freedom to inspect the lines and take a more direct role in the fighting.

Colonel Lombard is an excellent tactician. Years of line command have given him a thorough understanding of modern armored combat. His tactics on Caesar's Folly were especially successful. The ability of the Second ACR to hold back the vastly superior forces of the 9865th Infantry Legion led to the destruction of an entire TOG legion by the 871st Renegade Strike Legion.

### Personality

Lombard is devoted to the unit he commands. He has reached his professional goal, and it is unlikely he would accept another promotion, no matter how lofty. Though he is normally a quiet leader, Lombard's outbursts are legendary. Even when a Second Lieutenant, he possessed an air of authority and command. He has mastered the art of leading without bossing. Still a bachelor, he has been romantically linked to several of the women in the unit throughout his career. When off duty, which is seldom, Lombard is quiet and reserved.





**Name:** Arlish Hallaene

**Race:** Naram

**Age:** 39

**Sex:** Male

**Rank:** Lieutenant-Colonel

**Position:** Executive Officer, Second  
Armored Cavalry Regiment

**Leadership Rating:** 4



### Physical Profile

Hallaene is an extremely small specimen of his race. Slightly vain, he is always immaculately dressed.

### Biography

Hallaene's first posting was almost his last, as his unit was overrun a few hours before his arrival. With his unit destroyed, his commanders placed him in the supply platoon, mostly to keep him out of the way. Hallaene soon proved himself a logistical genius. He was sent to OCS and then to Staff College. When reassigned to a Naram Armored Regiment, he began to implement several changes. His ideas have received enthusiastic welcome since his posting with the Second five years ago. He was considered for command of the regiment, but he asked that his name be removed, citing his lack of line command experience. As the unit's Executive Officer, Hallaene has begun to acquire the necessary experience to rise to regimental command.

### Personality

Arlish Hallaene had always viewed the army as a means to avoid meaningful work. Carefree and easygoing in the extreme, he had absolutely no ambition. Things changed, however, when he awoke one morning to discover his home planet overrun with TOG infantry. His sense of purpose grew when his parents were condemned to work in the crystal mines and his two sisters were sold into slavery. His ability to organize people and supplies was put to the test coordinating the supplying of rebels in six cities.

His efforts were successful, but the defection of one agent led to the destruction of his operation. Since then, Hallaene has felt betrayed by his government, his planet, and his friends. His hatred for TOG runs very deep, but on the surface he seems calm and detached. Hallaene would gladly trade all he owns for news of his family or their safe passage to the Commonwealth.

Hallaene is very conscious of the regiment's security, and he monitors it constantly. On more than one occasion, he has foiled TOG attempts to infiltrate the unit.



A.M.  
89



# EQUIPMENT

### AUGUSTUS

**Class:** Heavy Grav Tank  
**Cost:** 2,464,150  
**Mass:** 382  
**Engine:** 2500  
**Thrust:** 4  
**Scenario Points:** 25  
**Infantry Squad:** No  
**Digging Cannons:** No

#### Shields:

Front: 90  
 Right: 80  
 Left: 80  
 Stern: 90  
 Bottom: 70

#### Armor:

Front: 100  
 Right: 100  
 Left: 100  
 Stern: 100  
 Bottom: 70  
 Turret: 100

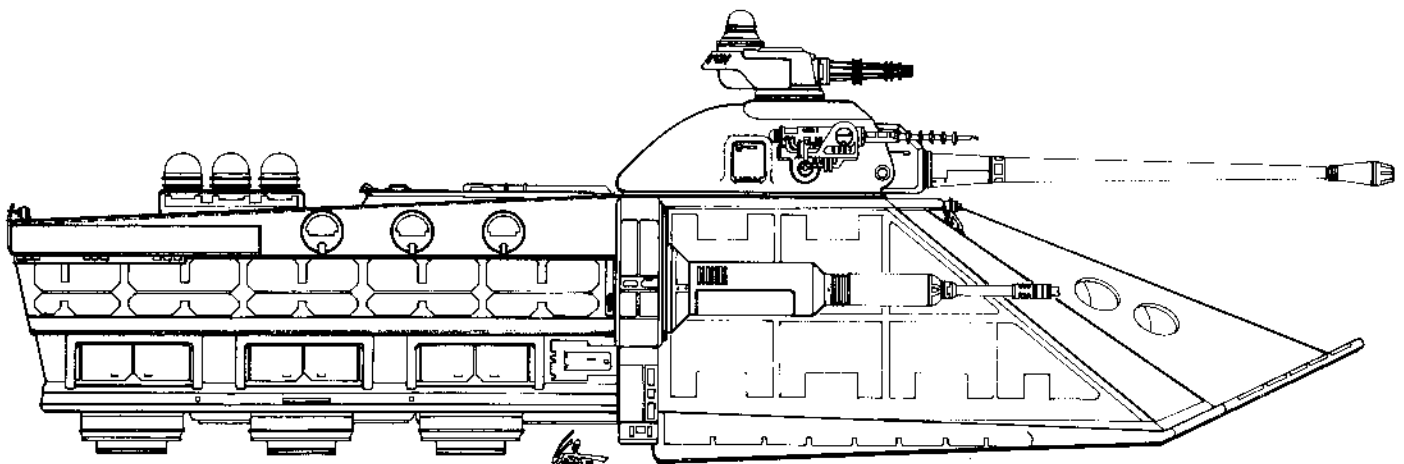
#### Weapons:

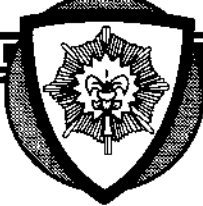
Type	Location	Damage	Range
7.5/6 Laser	Turret	10	20
7.5/6 Laser	Turret	10	20
Vulcan IV	Turret	S	NA
200mm	Turret	T	15
100mm	Hull 1	T	10
TVLG (4)	Hull 1	T	6
TVLG (4)	Hull 2	T	6
SMLM (2)	Hull 2	T	10

#### Overview:

The Augustus is TOG's newest heavy grav tank and one of the most devastating vehicles ever produced. Designed by Triumph Armament Ltd., the first Augustus glided off the assembly line in late 6830. Its first official combat occurred in 6828, on the planet Promise in Rift County. In the nine months that the Augustus served on Promise, it racked up a higher kill rate than any other vehicle in TOG history.

Often called a monster or giant, the Augustus carries 57 tons of Tri-Exoly armor, the best available. The grav tank's weakest shield is a 70 flicker-rate, and that is on the bottom. The rest of the vehicle is protected with 80- and 90-flicker shields. The Augustus can accelerate by as much as 50 KPH every minute. In addition, its armament list sounds like something off a battlecruiser. A 200mm Gauss Cannon is mounted in the turret, along with two 7.5/6 lasers and a Vulcan IV point defense system. In the hull is a 100mm Gauss Cannon, plus two TVLG (4) missile launchers and an SMLM (2) system. To save mass, the designers decided not to install any digging cannons.





## LABIENUS

**Class:** Medium Armored Grav Personnel Carrier

**Cost:** 1,268,850

**Mass:** 225

**Engine:** 1600

**Thrust:** 6

**Scenario Points:** 13

**Infantry Squad:** Yes

**Digging Cannons:** Yes

### Shields:

Front:	60
Right:	50
Left:	50
Stern:	60
Bottom:	40

### Armor:

Front:	80
Right:	80
Left:	80
Stern:	80
Bottom:	40
Turret:	90

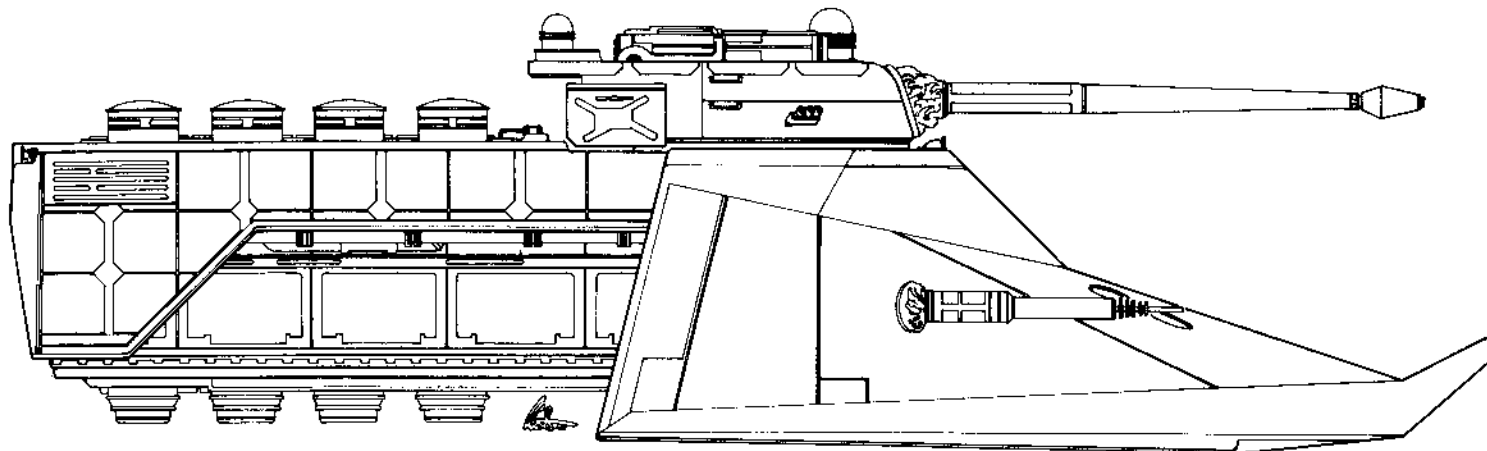
### Weapons:

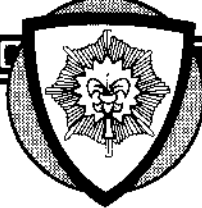
Type	Location	Damage	Range
100mm	Turret	T	10
TVLG (4)	Turret	T	6
AP Laser	Turret	S	3
Vulcan III	Turret	S	NA
5/6 Laser	Hull 2	9	20
TVLG (4)	Hull 1	T	6
SMLM (2)	Hull 2	T	10

### Overview:

The Labienus was introduced in 6826 as a possible replacement for the Romulus APC. TOGSOG, the Terran Overlord Government Strategy Operations Group, was instantly taken with the design and ordered an immediate prototype evaluation and limited production run. Operational testing was to last more than three years. The Labienus's combat debut came in 6827, on the planet Carthage X in Shannedam County, with the 3241st Strike Legion.

The Labienus is slightly larger than the Romulus. Though slightly weaker in armor protection, the Labienus far outstrips the Romulus in weaponry. The Labienus mounts a 100mm Gauss Cannon in the turret, along with a TVLG (4) system, an antipersonnel laser, and a Vulcan III point defense system. A 5/6 laser, a TVLG (4), and an SMLM (2) missile launcher are mounted in the hull. With acceleration comparable to the Romulus, the Labienus's weaker shielding seems to bother few people.





## PEDDEN

**Class:** Grav Artillery Piece

**Cost:** 1,923,750

**Mass:** 357

**Engine:** 1800

**Thrust:** 4

**Scenario Points:** 20

**Infantry Squad:** No

**Digging Cannons:** Yes

### Shields:

Front:	60
Right:	50
Left:	50
Stern:	50
Bottom:	30

### Armor:

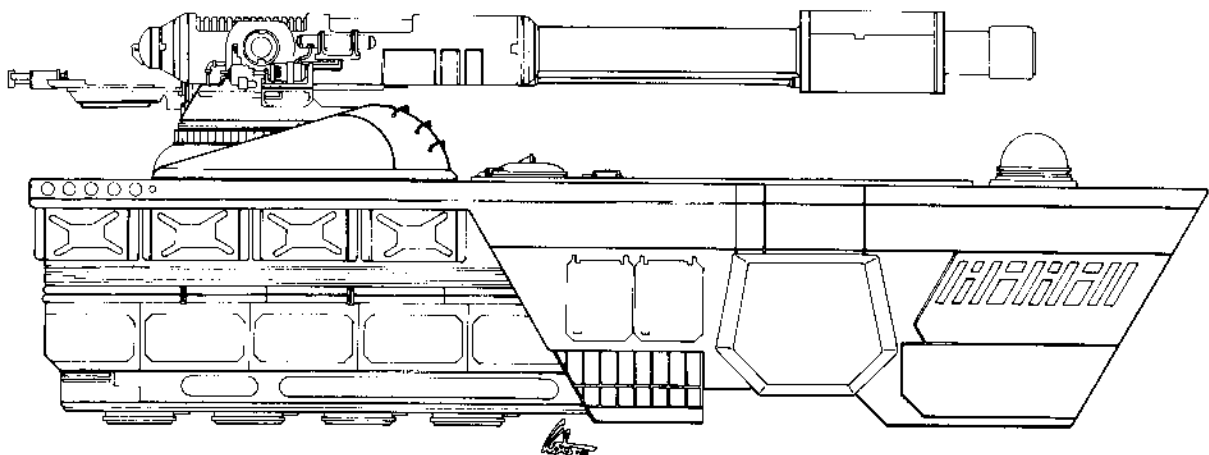
Front:	50
Right:	40
Left:	40
Stern:	50
Bottom:	20
Turret:	50

### Weapons:

Type	Location	Damage	Range
GPA5 Cannon	Turret	Artillery	20
Vulcan IV	Turret	S	NA
AP Laser	Hull 1	S	3

### Overview:

The Pedden RAV (Renegade Artillery Vehicle) is the standard grav artillery piece of Renegade Legion units and is used widely by the Commonwealth as well. The Pedden was introduced in 6804 and was first used in combat during the Rift County campaign of 6806. The vehicle has been steadily upgraded since then and is now one of the best artillery vehicles in service. An outstanding artillery weapon on a rugged vehicle, the Pedden is one of the most flexible and accurate artillery systems ever fielded. Respected by its crews and its enemies, the Pedden's only limitations are those of all artillery, ammunition supply and vulnerability to direct assault.





## SEEKER

**Class:** Light Grav Vehicle  
**Cost:** 914,850  
**Mass:** 137  
**Engine:** 1500  
**Thrust:** 10  
**Scenario Points:** 10  
**Infantry Squad:** No  
**Digging Cannons:** No

### Shields:

Front:	50
Right:	40
Left:	40
Stern:	40
Bottom:	20

### Armor:

Front:	40
Right:	30
Left:	30
Stern:	20
Bottom:	10
Turret:	40

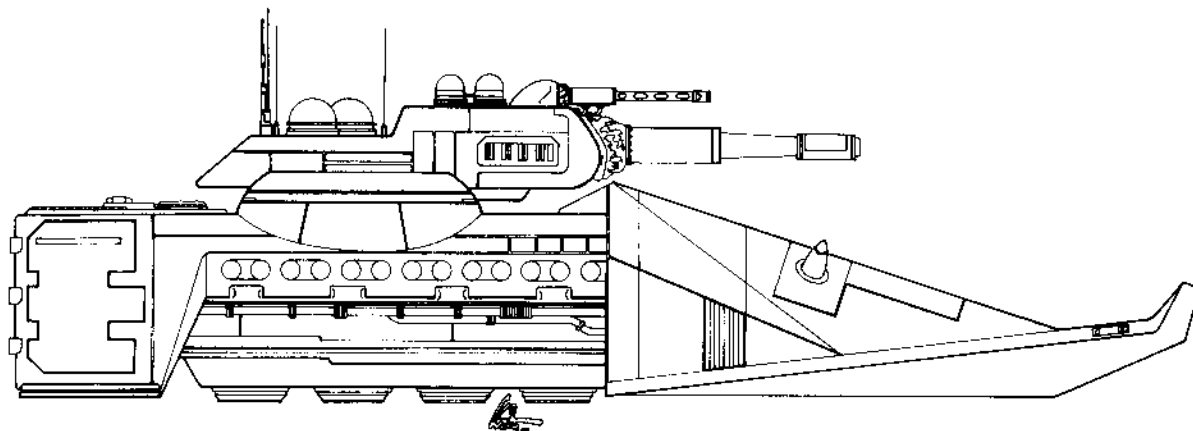
### Weapons:

Type	Location	Damage	Range
MDC-12	Turret	T	20
25mm	Turret	T	6
TVLG (2)	Hull 2	T	6

### Overview:

The Seeker is a fairly new vehicle, designed by the Commonwealth as a recon vehicle for Commonwealth and Renegade Legion units. The Seeker first saw combat in 6820 on the day it was received by Commonwealth forces.

The Seeker's excellent acceleration and adequate firepower make it well-suited for reconnaissance, but its armor is rather weak, even for a light vehicle. The shielding on this tank is fair, but no better than that on the aging and ineffectual Nisus. The Seeker has a more powerful weapon, the MDC-12. In addition, the Seeker's ECM and detection equipment are state-of-the-art.





# NOWHERE TO RUN

## TOE THE LINE

— From the Personal Journal of Captain St. Thomas. Dated March 22-23, 6829.

...If I ever say I want to fight a front-line unit again, I hope Trent kicks my butt. I never imagined those guys would be so fast, or tough, or determined. I still have no idea who commanded that unit, but he almost got the better of me.

Not that I'd ever admit that to anyone but Trent. It would never do to have the "Bear" admit he was scared, but I surely was.

We had just set up to support the rest of the squadron and their position about 75 klicks to the south. The 9865th Infantry was in a hurry to relieve their buddies in the 816th Strike. Can't say that I blame them for trying to rescue their friends. From the reports coming in, I'd guess the 816th can't hold out much longer. If we can prevent their relief just a few more days, you can scratch that legion off the rolls. If the 9865th can't manage the relief, however, it won't be from a lack of trying. Anyway, the Second Squadron looked to receive a good bit of 9865th attention, and I took the lads north to support. We were supposed to be well away from the fighting, but I should have been suspicious when the old man assigned some of Neil's boys to watch over us. It was a platoon that couldn't be spared, and if I'd taken the time, I'd have surely realized it.

We hadn't fired more than the first salvo when Lieutenant Magellian (I wish I'd had a chance to get to know the boy) warned us that an armored infantry century was on the way. It was my call to stay and support the fight or to get out of harm's way. I'd still choose to stay and fight, just like I did, but I wouldn't be quite as eager. I really should write to Magellian's father, even though I wasn't his CO. He'd have been real proud of his son.

I suppose it matters that the Old Man considers the engagement a success. Two of those slippery devils got behind us, but from what I hear, the MPs managed to track them down before they had a chance to cause too much damage. The rest of them went down in flames. Fought to the last man. We took some heavy losses, but we'll be functional in two more days. So much for winning my first direct-fire engagement as an officer. It's not quite the thrill I imagined it would be.

## SITUATION: MARCH 22, 6829, CAESAR'S FOLLY

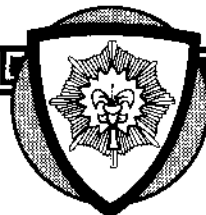
By the end of March, the situation of the 816th Strike Legion was desperate. It had been trapped by the 871st Renegade Strike Legion, and the noose was slowly being drawn. If the unit was to survive, relief had to arrive soon.

The commanders of the 871st knew they had a once-in-a-lifetime opportunity to destroy a TOG strike legion, and they were not going to let the chance slip away. They assigned the attached Second Armored Cavalry Regiment to block the relief effort of the 9865th. The tankers of the Second Armored Cavalry Regiment were well known for their ability to fight a defensive campaign, but they were sorely tested by the 9865th.

Initial clashes were brief but bloody. Both sides realized the importance of the mission, and neither side was willing to give an inch of territory without a fight. After several days of probing, the 9865th finally selected a general assault plan, right over the position of the Second Squadron. The Second Squadron had a well-defended position, with a series of permanent emplacements and a mobile force capable of dealing with most threats. Critical to the defense plan, however, was the use of the squadron's artillery to support the line and provide massed howitzer fire to repel any attack. In the modern battlefield, Captain Lombard knew he could not assign the Second Battery a permanent position, as the counter-fire would destroy the artillery pieces during the opening minutes of the assault. The battery was, therefore, provided a series of firing areas from which they could lay a barrage and move to a new location. With several locations available, there was little chance TOG would have the time to launch a counter-battery attack. The Captain's plan, however, did not allow for the random chance that a TOG century would stumble upon the battery's operating area.

The ensuing fight was mercifully brief. The Pedden Artillery Pieces continued to lay down a supporting barrage for the hard-pressed members of their squadron, while the attached armored infantry platoon sought to blunt the TOG attack. The battle turned into a slugfest, with neither side willing to back down. It ended suddenly, when one of the Peddens blew off the turret of the TOG command vehicle with a point-blank shot. The surviving soldiers remained true to the last orders of their commander, but with his demise, their lack of leadership allowed the piecemeal attack to be turned. Two Romulus APCs managed to slip to the north, where they encountered a platoon of Second ACR MPs, but the remainder of the TOG vehicles were destroyed in the attack.

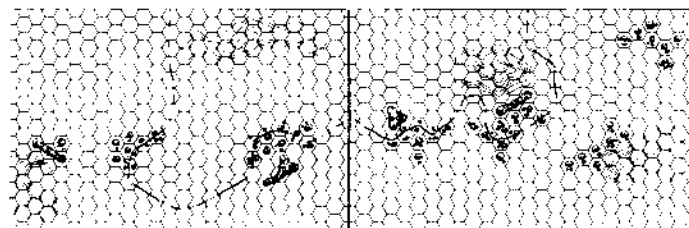




## GAME SET-UP

**3** **4**

**Z**



### Attacker

#### 5th Century, 9/9865th Infantry Legion

Centurion Barrett McMahon, Commander

Leadership Rating: 2

Troop Quality: Regular

1st Medium Grav Armor Platoon

3 Horatius Medium Grav Tanks

2nd Medium Grav Armor Platoon

3 Horatius Medium Grav Tanks

3rd Armored Infantry Platoon

3 Romulus APCs

3 Squads Bounce Infantry w/Mortars

#### 1st Light Grav Armor Platoon, 3rd Century, 9/9865th Infantry Legion (attached)

3 Aeneas Light Grav Tanks

Off-Board Artillery Fire: 2 Fire Missions/Turn plus counter-battery fire.

### Deployment

The First Platoon of Third Century, 9/9865th, is serving as the recon unit of the force and may deploy anywhere on Map 2. The Aeneases are at normal flight mode and may have any facing and velocity. The remainder of the TOG force deploys on Map 2 within three hexes of the southern edge. Vehicles may start with any facing and velocity of no more than 6 at normal flight mode. No vehicle may start the scenario grounded. All infantry units start inside the APCs.

### Defender

#### 2nd Howitzer Battery, 2nd Squadron, 2nd Armored Cavalry Regiment

Captain Mortimer St. Thomas, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Grav Artillery Platoon

3 Pedden Artillery Pieces

2nd Grav Artillery Platoon

3 Pedden Artillery Pieces

3rd Grav Artillery Platoon

3 Pedden Artillery Pieces

#### 3rd Armored Infantry Platoon, H Troop, 2nd Squadron, 2nd Armored Cavalry Regiment (attached)

3 Viper APCs

3 Squads Bounce Infantry w/TVLGs

### Deployment

All nine of the Pedden Artillery Pieces start the scenario grounded, facing south. These vehicles may be placed anywhere on Map 3. The Vipers of H Troop may start the scenario anywhere on Map 3, in any flight mode and facing, with an initial velocity of 8 or less. Infantry squads may begin the scenario either loaded in Vipers or placed on Map 3. Infantry may be deployed using Hidden Placement. Vipers and infantry may start the scenario dug in by expending one Digging Charge per unit.

### Special Rules

1. Grounded Artillery Fire. Because of the stable fire platform provided by a grounded artillery piece, any Pedden that grounds gets three fire missions, instead of the normal one, during the turn. Any such grounding will immediately cause a counter-battery attack, as described below.

2. Counter-Battery Fire. Due to advances in targeting technology, counter-battery fire is as accurate as it is deadly. Targets that remain motionless invite enemy guns to destroy them. If any artillery vehicle grounds and fires, it immediately subjects itself to counter-battery fire. The grounded hex is targeted, along with an additional 1D10 hexes within a six-hex radius of the grounded hex. The enemy player secretly notes the target hexes for the appropriate number of incoming rounds on a sheet of paper. During the next round, the counter-battery fire will fall in the chosen hexes. The enemy player may chose either HELL rounds or HAFE rounds.

3. Direct Fire Artillery. The Pedden Artillery Piece is designed as a long-range, indirect fire, support weapon. Because of this design, the Pedden is not very accurate when targeting at a range of less than four kilometers. To reflect the problems of direct fire, the Renegade player should use the following rules. Any GP5A attacks against targets at a range of less than 20 hexes should be treated as a normal artillery attack with a To-Hit Number of 7.

### Victory Conditions

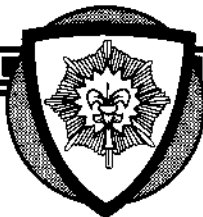
The Renegade player may exit any unit off the north or west side of the map. Units that exit may not be brought back on the board and are not counted toward Victory Conditions. The TOG player may safely exit units to the north only. Any unit of either side that exits the board to the south is considered destroyed.

In addition to normal Victory Points for destroyed Vehicles, the Renegade player receives 2 vp per fire mission delivered off board toward the fighting in the south. The TOG player receives 5 vp per vehicle that exits the board to the north.

The Renegade player is faced with the difficulty of defending his own position and maintaining the supporting fire required by the troops of the Second Squadron, who are engaged in fierce combat in the south. If the artillery support fails, the defensive position of the Second Squadron will surely fall. The TOG player must balance the opportunity to slip several vehicles past the Second Armored Cavalry Regiment's lines and breaking the support of the howitzer battery.

When the game is over, each player totals his Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An infantry squad is considered destroyed if it suffers five or more casualties. Any unit is counted as destroyed if it exits the board on an unsafe side.

The Victory Level is determined according to normal Centurion rules.



# HOLD THAT LINE

## BUMP AND RUN

"Captain, here they come."

"What? Wendel, give me a read."

"Sir, we've got three Trays making a run for our position. Inbound in less than three minutes. Looks like some real heavies. Lots of emission trailings. We might even have a few of those new Augustuses."

"That's just great. I thought we were supposed to have some air support in this sector! Hawker, get on the Net. Tell the Old Man that they're coming through too fast. We're going to have to fall back."

"Craig, get your boys rounded up. We're moving out."

"Sir, I've got a negative on your fall-back. The Old Man says to engage. We're supposed to buy time. He's waiting for confirmation."

"Ah...damn! Craig, you hear that? Keep your boys down. Hawker, confirm the order to bump. Find out how long we've got to hold these guys."

"Sir, the inbounds are closing. They've made our position, and they're vectoring in. We're running low on time."

"Captain, the boys are down. I've got the Vipers in the rear, ready to support. My dogs aren't likely to be seen till they start painting."

"I wish I was as optimistic. Wendel, where's that air support? Jacen...Jacom..."

"Jalconeddi, ma'am."

"Ed, did you follow that?"

"I'm new to the unit, ma'am, not stupid."

"Answer the question. I'll decide if you're stupid. And it's sir, not ma'am."

"Sir, I followed the conversation."

"Can you hold them?"

"No, sir. Not if they've got those Auggies. They plain and simply mount too much firepower. If we're lucky, we'll get one of them."

"Craig?"

"The boys will lead with the Auggies. Don't leave us hanging."

"Sir, vector is tight. Inbounds are close."

"That's the word people. We hit, and then we run. Nobody leave without my OK. TeeCees regroup at Baker-three. Craig, your boys are going to be hanging three sheets to the wind if this thing falls apart. Let them go overland if they get left behind. Theoretically, we're surrounded by friendlies."

"Sir, the inbounds have arrived."

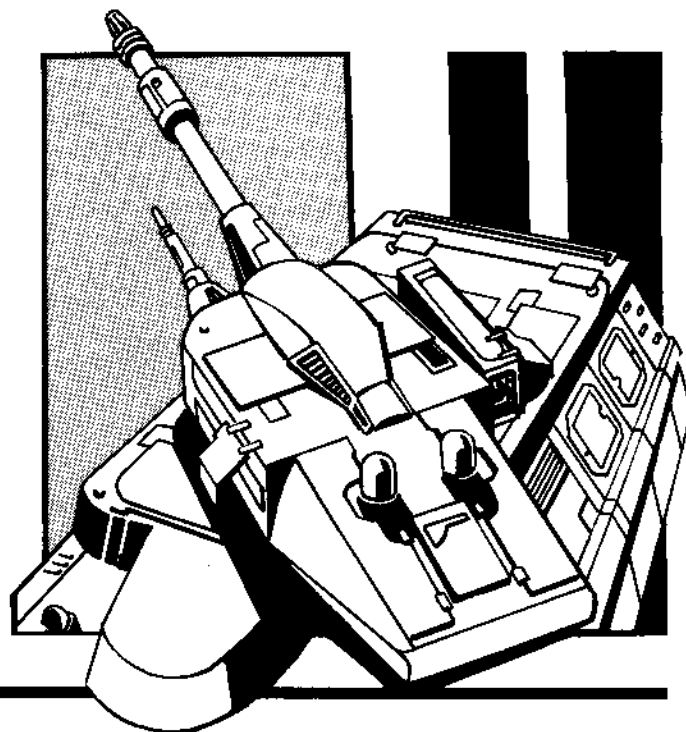
## SITUATION: MARCH 30, 6829, CAESAR'S FOLLY

While other members of the Second Armored Cavalry Regiment were attempting to prevent the relief of the 816th Strike Legion, B Troop was held back as part of the strategic reserve. When the breakthroughs finally came, B Troop was deployed in a direct path of the onrushing grav units.

Captain Woodworth was placed in a difficult situation. She knew that the TOG units she was required to intercept would attempt to regroup behind the Renegade lines for their assault on the 871st. Captain Woodworth also knew that she lacked the strength to hold back the greater TOG forces. If unable to stop them, however, she needed to slow them down.

Her tactics called for her reinforced troop to hit the 9865th as hard as possible, stop them, and then disengage before the greater power of the TOG guns could be brought to bear. Her heavy tanks were to be set up directly in front of the approaching TOG armor. The remainder of her command would deploy far enough from the Deliverers to hit the enemy's flanks. This basic guerrilla tactic might have worked had the TOG forces not arrived so soon. The Deliverers were set up to blunt the attack, but the remainder of the troop was not in position. When the TOG forces arrived, they caught the entire troop in front of them.

Faced with a severe change in tactics, Captain Woodworth did the best she could. Using the Deliverers to engage the attackers at long range, she ordered the remainder of her command to snipe at any vehicle that presented itself. The battle turned out to be much more costly, and much less effective, than the Colonel had anticipated. This mauling forced him to throw Captain Abbottsford's E Company, his last reserve troop, into the fray.





## FOVRTH AND LONG

### THE CRESCENT

Recently declassified debriefing of Sergeant Seneca Smithing, Tank Commander, Third Platoon, E Company, First Squadron, Second ACR, following the holding actions on Caesar's Folly.

INTELLIGENCE OFFICER: Please recount your initial placement.

SMITHING: Again? Sure, one more time. We were set up in a slightly hilly region, about 20 klicks behind the lines. Well, 20 klicks behind the lines as they were drawn that morning. Things were rather fluid when the engagement began. We were dispersed in a Broken Crescent behind E13, the Captain's grav, with my vehicle as the other point of the formation.

IO: And what is a Broken Crescent?

SMITHING: Hey, you guys ever done any field time?

IO: Answer the question, Sergeant.

SMITHING: A Broken Crescent is a variation of the standard Crescent formation. In a Crescent, your vehicles are positioned equal distance from an approaching enemy column. From the air, it looks like a crescent with the open end toward the enemy. With the Broken Crescent you sort of peel back one of the points, making it farther from the enemy.

IO: Why?

SMITHING: Why, Why, what? Hey, is there somebody else I could talk to? Somebody in the military, maybe?

IO: Sergeant, you will answer all questions, in a manner to my liking, before you will be allowed to leave. You are only delaying your own departure by being quarrelsome.

SMITHING: Why, OK. I imagine we were deployed in a Broken Crescent to deceive the enemy. With my platoon farther away, they unconsciously perceive us as a smaller threat. This fools them into believing they have time to deal with the point of the crescent. In this case, they were mistaken. They failed to destroy the point and were, consequently, flanked by Third Platoon and the remains of B Troop. Although we sustained heavy casualties, we were able to encircle them, striking their flanks. The TOG position became undefensible, and they retreated. We gave them a kick in the butt on their way out, but we were too heavily damaged to continue the pursuit.

IO: I see.

SMITHING: I doubt it.

IO: Sergeant, do you have anything else to add?

SMITHING: Yeah, I guess I do. The Captain's plan worked like a charm. You don't normally match a TOG century grav-to-grav and come out a winner. It worked this time because of our training and leadership. We held the line, despite being outgunned and outweighed. Some of us are actually walking and breathing today because of the Captain. I hate him with a passion, but there isn't a commander I'd rather serve under. If you ask me, the man deserves the Commonwealth Cross.

IO: Thank you Sergeant, that was exactly what we were asking.

### SITUATION: MARCH 30, 6829, CAESAR'S FOLLY

When the remains of B Troop came spilling back into his area, Captain Abbotsford knew his situation was grave. His troop had been depleted in an attempt to shore up B Troop, and now he was being forced into combat with the tankers at their limits from battle fatigue. As the armorers swarmed over the arriving vehicles, the Captain began to position his forces.

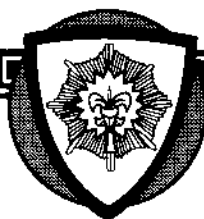
His initial intelligence reports did not give him any hope. His command would be listed as a reinforced troop, but two platoons were not combat-ready. If exposed, they would crumble like crushed aluminum cans under TOG hands. He devised a plan to make use of the six Deliverers still in good condition. His hope hinged on meeting the TOG advance with his fresh tanks, allowing the damaged vehicles to enter the fray when numbers were not so severely weighted for TOG. His plan called for deployment of a Broken Crescent.

This formation is not often used in modern grav warfare. The speed and firepower of grav tanks make it difficult to execute properly, and when timing fails, this plan leads to disaster.

A Broken Crescent's success hinges on the staying power of the lead, or point, vehicle. This vehicle encounters the enemy first. The enemy has two options, to engage the point and attempt to wipe it out or to sweep past, letting the rear engage. If the enemy engages, the point must survive for as long as possible to allow the remainder of the column to swing around. If the vehicle survives, it will become a pivot point for the troop, as they rush forward, hitting the front, flank, and rear of the stalled enemy. If ignored, the point rushes through the enemy column, striking at anything that moves. The vehicle will likely be attacked from all sides but will sow enough confusion for the remainder of the troop to close and strike. The point vehicle has a minimal chance of surviving either engagement.

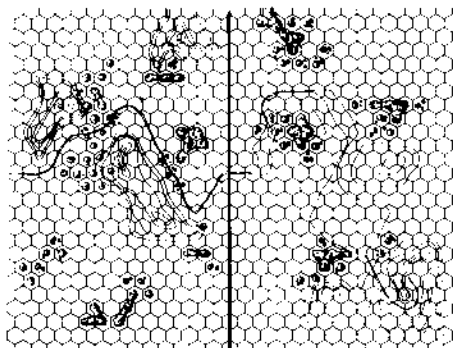
Abbotsford's plan worked for a number of reasons. First, he was a good tanker and a great shot. The approaching TOG commander decided he could not allow Abbotsford's tank into the rear. Unfortunately for the TOG Centurion, he was leading his column with the vehicles damaged from the encounter with B Troop. The First Platoon quickly reinforced the Crescent's point, and the lead TOG vehicles began dropping at an alarming rate. The Centurion attempted to defeat the point with the remainder of his command. Although finally successful, he took too much time to accomplish his goal. The remainder of the troop swept in from the north and west, striking with fury. Pushed back by this onslaught, the Centurion was forced to admit defeat when the remaining grav tanks of B Troop threatened his rear.

By forcing the retreat, Captain Abbotsford prevented the relief column from attacking the 871st Renegade Strike Legion, which was in the final stage of destroying the 816th Strike Legion. Although several additional attempts were made to reach the besieged legion in the coming days, this battle marked the farthest TOG advance.



## GAME SET-UP

1



4

Attacker

### 3rd Century, 5/9865th Infantry Legion

Centurion Patterson Uraneil, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Medium Grav Armor Platoon

3 Horatius Medium Grav Tanks

2nd Medium Grav Armor Platoon

3 Horatius Medium Grav Tanks

3rd Armored Infantry Platoon

3 Lupis APCs

3 Squads Bounce Infantry w/TVLGs

In addition, the TOG player may use all survivors from the previous scenario, "Hold That Line," subject to the restrictions found in the **Special Rules**.

### Deployment

The Attacker may place his unit on Map 4 anywhere within six hexes of the eastern edge. Vehicles may be placed with any facing and any flight mode, at a velocity no more than the vehicle's thrust. No vehicle may begin grounded. All infantry squads must be placed inside their APCs.

### Defender

#### E Company, 1st Squadron, 2nd Armored Cavalry Regiment

Captain Victor Abbottsford, Commander

Leadership Rating: 3

Troop Quality: Elite

1st Heavy Grav Armor Platoon

3 Deliverer Heavy Grav Tanks

2nd Heavy Grav Armor Platoon

3 Deliverer Heavy Grav Tanks

Artillery Support: one Fire Mission per turn

In addition, the Commonwealth player may use survivors from the previous scenario, "Hold That Line," subject to the restrictions found in the **Special Rules**.

### Deployment

The grav tanks of E Company may be placed anywhere on Map 1, with any facing and flight mode, at a velocity no more than the vehicle's thrust. Units may begin the scenario grounded and in craters by expending one Digging Charge. Infantry squads, if available, may begin the scenario inside their APCs or on the ground, using hidden placement.

### Special Rules

1. This scenario should be played in conjunction with the previous scenario, "Hold That Line." Surviving units and units that exited the map successfully may be used in this scenario.

2. Renegade units that survived the previous scenario will be fully rearmed. No damage, however, will be repaired.

3. TOG units, operating behind enemy lines, have no repair or supply available. Any units that survived the previous scenario enter this conflict in the exact condition as they ended up in "Hold That Line."

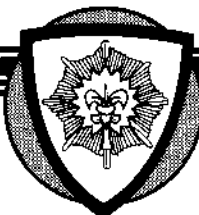
### Victory Conditions

The scenario lasts until one side surrenders the field or all vehicles of one side have been destroyed.

The objective of each side is to destroy, or drive from the field, all enemy vehicles. Normal Victory Conditions apply. The TOG player is attempting to clear the area of Renegade forces to provide a corridor for other TOG forces. This corridor will be used to provide relief for the besieged 816th Strike Legion. The Renegade player may exit safely from any map side. This engagement takes place behind Commonwealth lines, and so any TOG vehicle that exits the map is considered destroyed. Vehicles that exit safely are not counted toward Victory Conditions.

When the scenario is over, each player totals his Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An infantry squad is considered destroyed if it suffers five or more casualties. Any unit is counted as destroyed if it exits the board on an unsafe side.

The Victory Level is then determined according to normal Centurion rules.



# DESPERATE TIMES

## INSTANT HEROES

—Portion of the WTEN daily news, direct from Caesar's Folly, Shannadam County.

[The correspondent thought she was broadcasting live, but her report was recorded and approved by Commonwealth Military Intelligence prior to release.]

Are we on? You've got to get this one on the air, those guys don't stand a chance.

This is Gloria Jenners. I'm coming to you from the troop transport, *My Mother's Pride*. We are currently heading away from the planet of Caesar's Folly, where the men and women of the 871st Strike Legion and the Second Armored Cavalry Regiment have been fighting two of TOG's front-line combat legions.

I am patching your homes directly into the shipboard communication circuit. The men and women you are seeing now are the members of J Company, Second Squadron, Second ACR. They are part of the rear guard, some of the few left behind to cover the departure of the regiment.

As you can plainly see, the smoking vehicle in the foreground is the remains of the J Company command vehicle. The new commander will likely...

Right there you can see the first TOG grav tanks emerging from the edge of the field. We are going to link you to the Second's commnet so you can feel the battle through the voices of the soldiers.

"J11, take yours to the north. Cover your butt. I've got the second and the center. J31, drop your boys ASAP."

"J22, take the blue camoed Trajan."

"J33, head north. No! North!"

"Gates, cover 33. Henny, concentrate on the APCs."

"J13, close up. Your flanker's gone. Will somebody close down those Auggies!"

"This is J21. I'm out. U1...with me. I..."

"Light him up! The dogs have got him painted."

"Watch the north, they're breaking around. Eleven, you still with me?"

"Hanging tough. They're...Damn. One Romy heading west. Sorry about that. TacOp, one got through. He'll be there any moment."

"Nice shooting, five. That makes two, right?"

"This is J22, I'm going..."

"Scratch another. Brooks, what have we got left?"

"You mean I'm not alone? Nice I know you're still around, but this last one's mine."

"Heads south, sir. He's got you painted."

"This is J31. Get the medics up here. The field is secure, but there's going to be a hell of a price. Looks like I'm the only one left standing."

## SITUATION: APRIL 7, 6829, CAESAR'S FOLLY

The action at Raleigh Spaceport is the stuff of legends. A rare combination of media coverage, overwhelming odds, extreme heroism, and fantastic luck earned every member of J Company a hero's welcome, or hero's funeral. The entire troop was cited for extreme bravery in the face of the enemy.

When the Second was recalled for refit, the Logistics of lifting the entire regiment, without leaving a significant gap in the Commonwealth lines, proved to be a major problem. Although the 871st Renegade Strike Legion was able to provide some assistance with the rear guard, at least one of the regiment's troops was required to assist in case TOG launched a concentrated attack on the spaceport. Several troops requested the assignment, but J Company received the duty of protecting the eastern perimeter. This area was marked as the least likely to receive an attack.

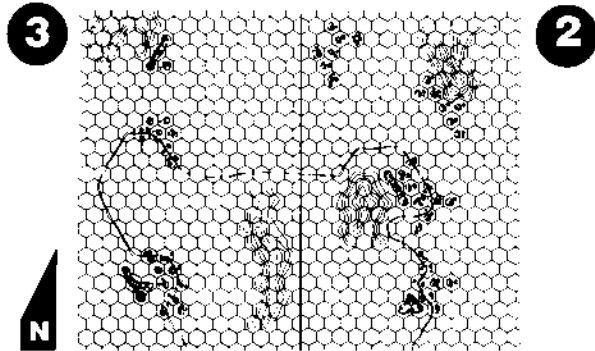
Unfortunately, the 9865th Infantry Legion learned of the regiment's departure and planned an assault on the spaceport, timed when the unit was mostly aboard its ships. If the TOG forces could overwhelm the rear guard, they could destroy most of the regiment's vehicles while they were helplessly secured in their cargo berths. The only thing in the way was J Company.

The TOG attackers softened the area with long-range fire and brought up their heaviest guns. The attack started off well for TOG when the attackers' long-range fire chanced to hit the command vehicle. With the death of its commander, J Company suffered through several tense moments, waiting for the new commander to begin broadcasting. The executive officer would normally take over, but he was not a part of the rear guard. Subsequently, command fell on Sergeant Major Brooks Wainwright. He was not an officer, but he had the experience to command the troop. He later said the hesitation was not from indecision, but from forgetfulness. His driver had to tell him that he was next in line for command.

The battle was joined quickly. Wainwright employed his vehicles as wedge breakers and safeties. The breakers concentrated fire on one vehicle until it fled the field or was destroyed. Safeties picked up what was left and provided cover for the breakers. This tactic proved to be successful, but at a high cost. When the smoke finally cleared, the only vehicle left on the field was the infantry commander's armored personnel carrier. The entire TOG century had been destroyed or turned back. Only two vehicles managed to slip through, one making it all the way to the landing field before it was picked up by the MPs of the 871st.



## GAME SET-UP



### Attacker

#### 2nd Century, 1/9865th Infantry Legion

Centurion Fulton Ziar, Commander

Leadership Rating: 2

Troop Quality: Regular

- 1st Heavy Grav Armor Platoon
- 3 Augustus Heavy Grav Tanks
- 2nd Heavy Grav Armor Platoon
- 3 Trajan Heavy Grav Tanks
- 3rd Armored Infantry Platoon
- 3 Romulus APCs
- 3 Squads Bounce Infantry w/mortars

### Deployment

The Attacker should place his tanks anywhere within three hexes of the eastern edge of Map 2 with any facing, at normal flight, with a starting velocity of 8 or less. All infantry squads should begin mounted in their APCs.

### Defender

#### J Company, 2nd Squadron, 2nd Armored Cavalry Regiment

Sergeant Major Brooks Wainwright, Acting Commander

Leadership Rating: 2

Troop Quality: Regular

- 1st Heavy Grav Armor Platoon
- 3 Deliverer Heavy Grav Tanks
- 2nd Heavy Grav Armor Platoon
- 3 Deliverer Heavy Grav Tanks
- 3rd Armored Infantry Platoon
- 3 Spartius APCs
- 3 Squads Bounce Infantry w/TVLGs
- Onboard Mines - 3

### Deployment

The Defender may place his units anywhere on Map 3 or anywhere within five hexes of the western edge on Map 2. Vehicles may start with any flight mode and facing, with an initial velocity no more than the vehicle's thrust. Vehicles may start the scenario dug in if desired by expending one digging charge. Infantry squads may be deployed separately, if desired, using hidden placement.

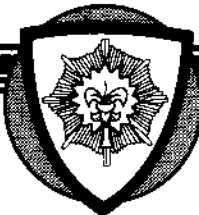
### Victory Conditions

The scenario lasts until only one side is left standing. The Renegade player must attempt to hold back the TOG player, no matter what the cost. The TOG player must attempt to destroy the rear guard and get as many units into the take-off zone as possible.

The object of both sides is to destroy, or drive away, the enemy. In addition to normal Victory Points, the TOG player receives points for exiting his vehicles off the western edge of Map 2 before Turn 4. The TOG player receives one-half Victory Point per one Scenario Point of the vehicle exited. TOG vehicles that exit any other side of the map or exit after Turn 4, are not counted toward Victory Conditions. For example, if a Trajan exits the western edge of Map 2, the TOG player receives 12 Victory Points. The Renegade player receives one-half Victory Point per one Scenario Point of his vehicle that escapes off the western edge of the map after Turn 4 or remains on the map after all TOG vehicles have exited or have been destroyed. Renegade vehicles that exit the western edge of the map before Turn 4 are not counted toward Victory Points. Vehicles that exit the map in any other direction are considered destroyed.

When the scenario is over, each player totals his Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An infantry squad is considered destroyed if it suffers five or more casualties. Any unit is counted as destroyed if it exits the board on an unsafe side.

The Victory Level is then determined according to the normal Centurion rules.



# DOING DIRT

## THE DOORMAN

"Affirmative on that, Bravo. We'll follow your lead."

"Say again, Bravo."

"Affirmative, Bravo, we'll have the wine chilled."

Pulo keyed off the mike and pushed back the headpiece. "Cabot, if you're still alive when this day is over, you can truly say you've lived to see it all."

The gangly driver glanced back over his shoulder, smiling at his TC and Troop commander. He had long since learned not to respond to these cryptic statements from his commander. When Pulo was ready, he would let everybody know what was on his mind. He returned his gaze to the vision port, waiting for the command that would slam the protection plate over the crystal lens and convert the optical sensors to relay information to the Tactical Display.

Pulo rekeyed the mike and lowered his voice, as if the TOG sentries twelve clicks away could hear him talking to his infantry leader.

"Morg, did you copy that transmission?"

"Just the end, Pulo. Were we just invited into the rear area?"

"Sounds like. Remind me to thank those desk jockeys back at the base for the IFF codes. That MP must have mistaken us for a returning line unit." Pulo grinned and absent-mindedly traced the scar on his neck. He did not notice his loader, Tanner, cross himself and settle into his couch. That scar meant action, and everyone in the unit knew it.

"Could be a trap," Morganna remarked offhandedly.

"Yeah, but this is what we get paid for. We're going in. That MP is going to pick us up in a minute and escort us to someplace called Romeo-Zulu-Fiver. Must be a rear staging area of some kind. We'll go in cool and friendly." Pulo began to grin wider as he thought of the coming carnage. "They'll never know what hit them."

## SITUATION: MARCH 10, 6831, KU CRASSUS

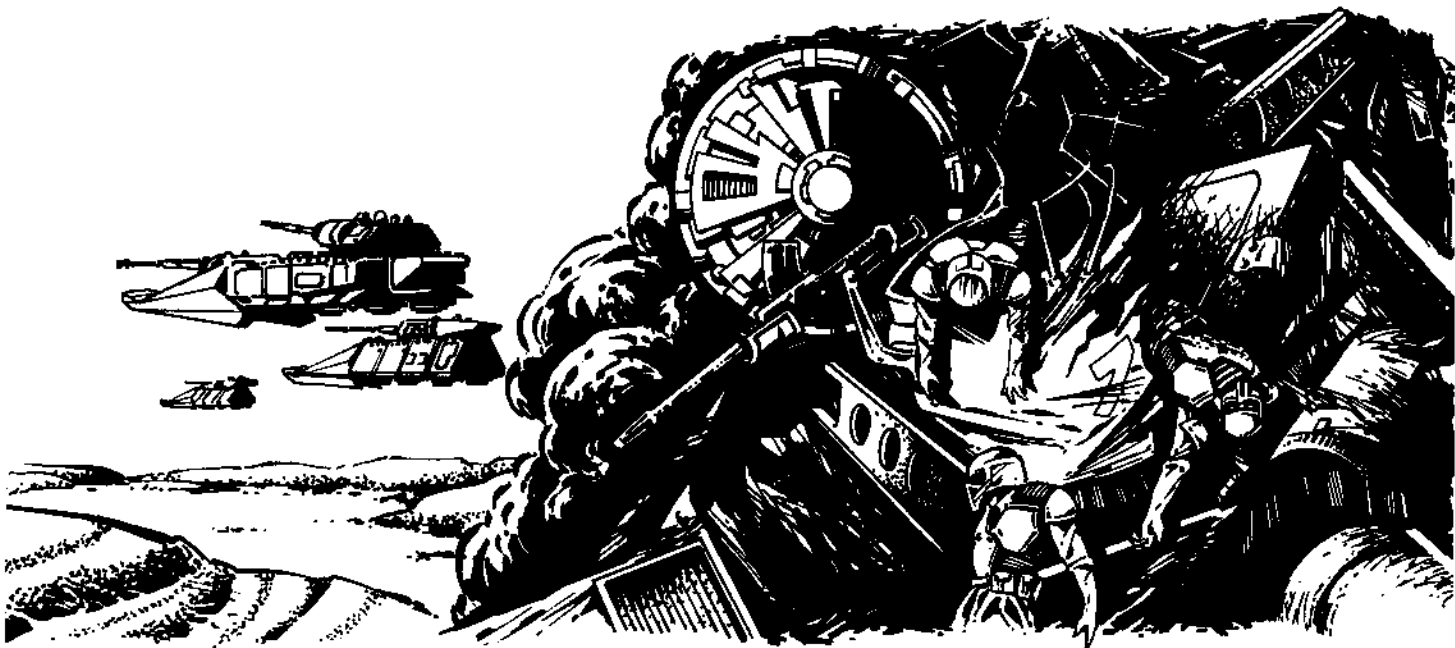
The fighting on Ku Crassus was characterized by numerous short, sharp engagements involving troops and battalions. Although the lines were fairly static, they were often defined as areas more than 50 kilometers wide.

When Captain Mayen approached Colonel Lombard about an extensive rear-area action, Lombard was highly interested. The tankers of S Troop used captured TOG vehicles, making them difficult to identify even under the best conditions. Lombard knew that if Pulo could reach the rear areas undetected, he would almost certainly be able to cause extensive damage to the 3241st. He might also easily be trapped, however.

The plan called for S Troop of the Second Armored Cavalry Regiment to wait, powered down, and allow the TOG forces to pass by. The troopers would then slip behind the TOG lines and proceed as far east as possible. By a stroke of fate, or luck, S Troop was intercepted by a newly arrived TOG MP auxilia. The green MPs mistook the troopers for returning front-line units and escorted them directly to the 3/3241st Strike Legion's supply area, almost 100 kilometers behind the lines. The Second Century protected the base area.

When Pulo's troops arrived along the main road, they were initially undetected. Their TOG markings had provided all the cover they needed to arrive at their destination. It was not until the lead Trajan fired on one of the supply vehicles that the TOG Legionnaires reacted.

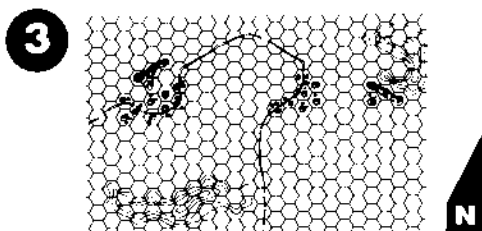
In the next nine minutes, S Troop engaged the Second Century and then scattered to the north and west. The tankers regrouped, and on the way back to friendly lines, destroyed the forward supply dump of the Third Cohort. As a result of several follow-up attacks by the Fourth Squadron, Renegade units advanced 55 kilometers. Pulo received a commendation for his daring attack.





## GAME SET-UP

Lay out Map 3 as shown. All Heavy Woods should be considered light woods for this scenario. For purposes of this scenario, the river on map 3 is treated as a road.



### Attacker

#### S Troop, 4th Squadron, 2nd Armored Cavalry Regiment

Captain Pulo Mayen, Commander

Leadership Rating: 4

Troop Quality: Regular

2nd Medium Grav Armor Platoon

1 Trajan Heavy Grav Tank

2 Horatius Medium Grav Tanks

3rd Armored Infantry Platoon

3 Romulus APCs

3 Squads Bounce Infantry w/TVLGs

### Deployment

The Attacker may place his units on the road hexes only, within three hexes of the western edge of the map. The vehicles are traveling in formation, with the Trajan in the first hex, followed by the two Horatiuses, and then the three Romulus APCs. All vehicles start at normal flight mode with a velocity of 4. All infantry squads begin loaded in the APCs.

### Defender

#### 2nd Century, 3/3241st Strike Legion

Centurion Gideon Orthon, Commander

Leadership Rating: 2

Troop Quality: Regular

Headquarters Platoon

1 Cibus Supply Vehicle

1 Cibus Maintenance Vehicle

3 Squads Bounce Infantry w/mortars

1st Medium Grav Armored Platoon

3 Horatius Medium Grav Tanks

2nd Medium Grav Armored Platoon

3 Horatius Medium Grav Tanks

3rd Armored Infantry Platoon

3 Romulus APCs

3 Squads Bounce Infantry w/TVLGs

Artillery Fire Missions per turn:

Turns 1-3, 0 Missions

Turns 4+, 2 Missions

### Deployment

The Defender sets up the Headquarters, Second, and Third Platoons anywhere on Map 3. All vehicles are grounded, with their engines powered down, at the start of the scenario. Infantry squads start the scenario according to the **Special Rules** listed below. Vehicle crews begin the scenario in their vehicles. Vehicles may have any facing at the start of the scenario. The First Platoon arrives from the south edge of the map on or after Turn 3 at any flight mode, with a velocity of no more than 6.

### Special Rules

1. All of the TOG vehicles that start the scenario on the map are powered down. During the Initiative Phase, roll one die. On a 2 or less, the vehicle is successfully "cold-started." If the cold-start is unsuccessful, another roll must be made at the start of the next turn. Each attempt after the first receives a +2 modifier. No vehicle may move, fire, or activate shields until a successful start. Note that these vehicles are not simply shut down. The fusion engines have been disengaged to allow extensive maintenance. Cold-starting the engine is not an easy process under these conditions.

2. Because this attack occurs so far behind the front lines, most of the TOG infantry believe themselves to be reasonably safe. They are going about their daily routines with little concern. At the start of play, each squad should roll 1D10 minus 4. Each counter should be placed that many hexes away from its vehicle.

3. The Cibus vehicles are modified Aeneas light tanks with the missiles and 100mm Gauss cannon removed to make room for cargo and supplies. The vehicle still carries its 1.5/4 laser. These Cibuses are built for cargo-handling and field repairs, not troop movement. Infantry may dismount only from a Cibus that is grounded and may not fire their weapons in the turn they have dismounted. For this scenario, the Cibus supply vehicles are worth 15 total Victory Points.

### Victory Conditions

The game lasts until the S Troop commander withdraws off the north or west edge of the map. Withdrawal may occur only after the arrival of the First Platoon.

The Renegade player may exit his units from any side of the board, but all surviving units must exit at the same time. All units not with the main body, either because they left the board early or remained on the board after the main group left, are considered destroyed. Because of the snafu and serious repercussions, any TOG vehicle or infantry unit that flees the fight is considered destroyed.

The objective of the Renegade player is to cause as much damage as possible and escape off the map with as much of his force intact as possible. The support vehicles are especially important in the raid. It is also important that some of the raiders return to the Commonwealth line so the media can report the incompetence of the TOG invaders. The TOG player must make the best of a bad situation and attempt to hold the attacker at bay until the arrival of the First Platoon.

When the game is over, each player totals his Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An infantry squad is considered destroyed if it suffers five or more casualties. Any unit is counted as destroyed if it exits the board on an unsafe side.

The Victory Level is determined according to the normal Centurion rules.





## PASS IN REVIEW

### LIGHTS, CAMERA, ACTION

[HOLOVID TWO FADES IN ON FIRST WOLVERINE.] View of three platoons. First and Second Platoons are Wolverines. The Third has Vipers.

[CUT TO HOLOVID FOUR. CLOSE-UP OF TANK COMMANDER OF 12 WOLVERINE.] A young sergeant leans against his command hatch, hand over his microphone. Goggles hang from around his neck.

[CUT TO HOLOVID THREE. PULL AWAY FROM 12 WOLVERINE TO FRAME ALL OF LEAD PLATOON. BEGIN MUSIC.] View entire First Platoon.

[ZOOM HOLOVID FOUR TO CAPTAIN. FOCUS ON EYES.] Profile of Human/Naram leader of A Troop.

[MUSIC STOPS. OVERHEAD WHINE OF AN INCOMING MISSILE. CUT TO HOLOVID FOUR.] View of three incoming Aeneas Light Grav Tanks, hatches closed, guns blazing.

[SOUND OF MISSILE IMPACT. HOLOVID FOUR SHAKES AND LOSES FOCUS BUT RETAINS TRANSMISSION. ZOOM ON 12 WOLVERINE.] TC drops into turret and buttons hatch.

[PULL AWAY FROM 12 WOLVERINE. CUT TO HOLOVID ONE.] Thick smoke obscures most of the picture. Two more platoons of Aeneases burst through the smoke. The lead vehicle pivots its turret and fires.

[CUT TO HOLOVID THREE. ZOOM ON LEAD AENEAS. FOCUS ON UNIT MARKINGS ON THE SIDE OF THE TURRET.] Crest of the 3241st Strike Legion.

[CUT TO HOLOVID FOUR. WIDE ANGLE OF AENEAS.] Missile impact shreds turret, knocking it off and back. Left front dips and bites into the earth, tearing a huge furrow as it tips farther onto its side. Nose catches and cartwheels vehicle, spilling the contents. Each impact scorches the earth and sends debris flying. The vehicle begins to burn and smoke as its progress slows. The vehicle finally comes to rest on its roof after a long slide. Smoke billows from the ruined engine.

[CUT TO HOLOVID ONE. WIDE ANGLE OF WRECK AND HOLOVID TRUCK TWO. ZOOM SLOWLY TO RACING AENEAS.] Wreck explodes, hurling debris hundreds of meters into the air.

[ZOOM ON HOLOVID TWO. FOCUS ON APPROACHING AENEAS AND PIVOTING TURRET.] Gun fires.

[CUT TO HOLOVID ONE. VIEW OF HOLOVID TRUCK TWO.] Aeneas approaches from the background. The Aeneas emits a puff of smoke, and Holovid Truck Two explodes, flipping backward. The truck rests on its roof for a moment, then tips over onto its left side.

[CAMERAS THREE AND FOUR INOPERATIVE. CAMERA ONE PULLS BACK.] Wolverine flies by, launching a missile toward an Aeneas. Profile vehicle as it passes.

[CUT TO HOLOVID TWO. FOCUS ON TURRET SIDE.] Crest of the Second Armored Cavalry.

[HOLOVID TWO PULLS AWAY AND FADES.] Distant view of battle and smoldering holovid truck. Smoke thickens as the holovid fades.

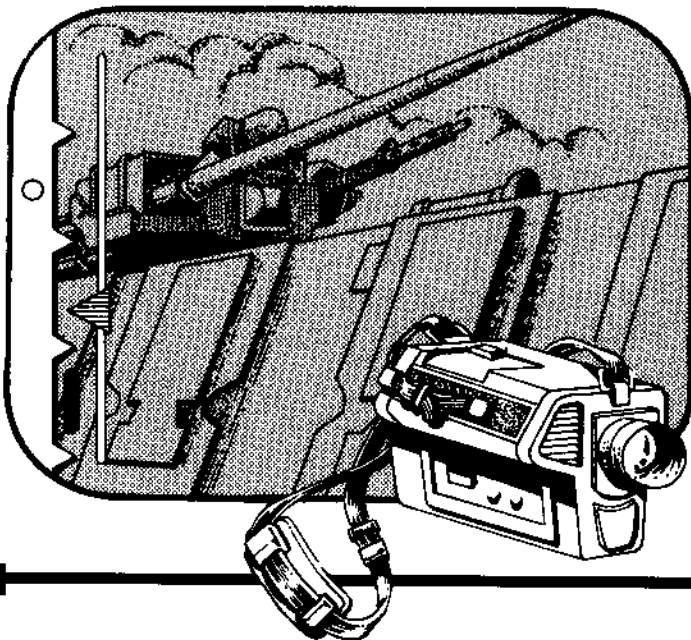
### SITUATION: APRIL 9, 6831, KU CRASSUS

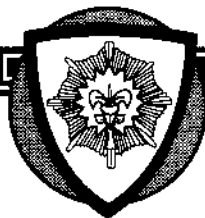
Advertisers tell us that the most important consumer item is the personal holovid viewer. It is impossible to imagine life without one. The instant transmission of data and the ability to inform millions of people in one broadcast make it the perfect tool for both information and propaganda. A successful media strategy is as important as a military campaign. To this end, both warring parties attempt to win the hearts and minds of the people with military news flashes on the personal viewer.

Camera crews are a common sight in the rear areas of all combat units, and troops with a knack for winning battles quickly draw media attention. A legion that wins consistently can acquire a media following almost as large as the legion itself. Recent advertiser studies indicate that a common soldier is almost as likely to be interviewed as injured.

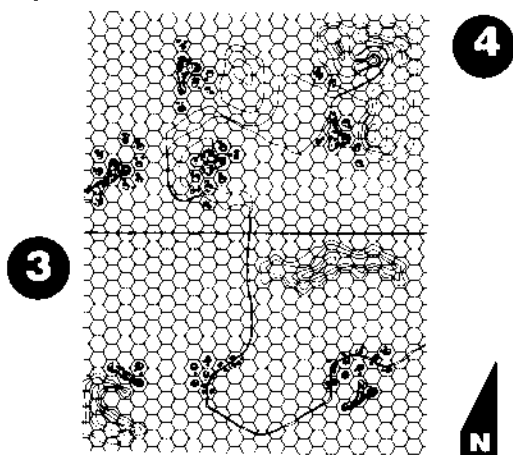
Contrary to TOG doctrine, Commonwealth civilian reporters are not allowed to enter combat zones. They must rely on official reports and government-provided footage. The crews are allowed to film and interview in the rear areas. These filming sessions, or cake walks, as they are known, require a unit to parade in front of the cameras for several minutes. The image is immediately uploaded, via satellite, to the main processing station, where it is developed into finished footage.

On rare occasions, these civilian crews are treated to a real fight, usually when a static front suddenly becomes a fluid one, or when the enemy exploits a breakthrough. A breakthrough can turn into a reporter's dream, provided he survives the encounter. TOG grav tanks suddenly appear, guns blazing, destroying anything in the way. The footage can be impressive, but rarely does it capture the attention of the public. Live footage can be fuzzy and is normally filmed at a bad angle. On rare occasions, however, the appearance of a TOG century will provoke an immediate Commonwealth response. Once in a reporter's lifetime, if he is lucky, the response will begin when he already has the cameras rolling.





## GAME SET-UP



### Attacker

**1st Century, 8/3241st Strike Legion**  
Centurion Nissus Young, Commander  
Leadership Rating: 3  
Troop Quality: Regular

- 1st Light Grav Armor Platoon
- 3 Aeneas Light Grav Tanks
- 2nd Light Grav Armor Platoon
- 3 Aeneas Light Grav Tanks
- 3rd Light Grav Armor Platoon
- 3 Aeneas Light Grav Tanks

### Deployment

The Attacker may enter from any southern hex of Map 3 on Turn 1. Vehicles may enter with any facing, at any flight mode, with a velocity no greater than the vehicle's thrust.

### Defender

**A Troop, 1st Squadron, 2nd Armored Cavalry Regiment**  
Captain Nath'el Benenez, Commander  
Leadership Rating: 5  
Troop Quality: Elite

- 1st Light Grav Armor Platoon
- 3 Wolverine Light Grav Tanks
- 2nd Light Grav Armor Platoon
- 3 Wolverine Light Grav Tanks
- 3rd Armored Infantry Platoon
- 3 Viper APCs

### Deployment

The grav tanks of A Troop should be placed nose to tail in platoon order. All vehicles are facing north. The starting hex for the lead vehicle of each platoon is as follows:

- 1st Platoon: Map 4, Hex 1314
- 2nd Platoon: Map 3, Hex 1304
- 3rd Platoon: Map 3, Hex 1308

Note that this will place the nine vehicles in a column with one hex between platoons. In addition, the Commonwealth player should place two civilian holo vid trucks. Place the first truck on Hex 0709 of Map 3 and the second truck on Hex 0602 of Map 3. These two trucks are shooting file footage of the troop while it is serving on Ku Crassus. Because of the requirements of the filming, the Viper Infantry Squads have been given liberty for the day and are nowhere near the battle.

### Special Rules

The holo vid trucks are civilian, six-wheeled ground vehicles used to film combat footage for the civilian media. These trucks are normally kept well behind the lines and never exposed to combat. Each mounts an array of sophisticated holo vid equipment in a single turret mounted on the van box behind the cab. The vehicle carries no weapons. It is slightly armored, however, as follows:

Front 10	Stem 10
Right 10	Top 0
Left 10	Bottom 0

Any internal hit that would damage a weapon destroys a portion of the holo vid equipment instead. See the **Victory Conditions** for the results of such a hit.

### Victory Conditions

The scenario lasts until one side surrenders the field or all vehicles of one side are destroyed. The TOG units realize they have an excellent chance to deal the Commonwealth a major public relations blow, and they will press their initial advantage of surprise to the utmost. A Troop must attempt to rescue the civilians and deal with the sudden appearance of the enemy.

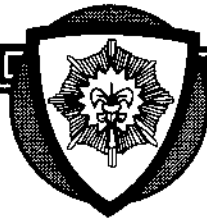
Because this action takes place in the Commonwealth rear areas, the Renegade player may exit vehicles safely from any side of the map. Renegade vehicles that exit the board are not counted toward Victory Conditions and may not be brought back into play. TOG vehicles may exit safely only to the south, and any vehicle that exits may not be brought back into play. TOG vehicles that exit any other side of the map are considered destroyed.

In addition to normal Victory Points, the TOG player receives five additional "Film Bonus" Victory Points per Second ACR vehicle destroyed while the cameras are still rolling. The TOG player also receives five VP for the destruction of each holo vid vehicle, plus the film bonus, if this applies. Internal hits that affect the holo vid equipment of each truck, as outlined in the **Special Rules** section, render that truck "film dead," and no additional VP are received for that truck's filming. The Second ACR player receives one VP per turn for each truck that remains on the board still able to film. The Second ACR player also receives five extra VP per enemy vehicle destroyed while the cameras are on.

The objective of each side is to destroy or drive away the enemy. The scenario lasts until only one side remains on the map. Normal Victory Conditions apply.

When the scenario is over, each player totals his Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An infantry squad is considered destroyed if it suffers five or more casualties. Any unit is counted as destroyed if it exits the board on an unsafe side.

The Victory Level is determined according to the normal **Centurion** rules.



# FRONT AND CENTER

## LOCK AND LOAD

— Imperial News Service interview with Samual Loys, inhabitant of Morgan's Town, shortly after TOG occupation.

[Field report of Lictor Immicus Giorn, posing as Gaylord Pall, broadcaster for the Imperial News Service.]

"Yea, I guess they were here for the better part of two days. Kind of quiet. Not like most of the soldiers I've seen. They even paid for the food and drink they took from the tavern, and Barney left last Thursday.

"I only managed to get a view of the fighting because my truck broke down just south of town. I was wrestling with the field inverter when I spotted the Liberators setting up. It doesn't take much of a mental giant to figure that when a grav tank starts to turn its main gun, you should get your head down. I picked that gully right over there.

"Your guys sure were pretty, zooming up like they owned the place. Fancy formation, sun gleaming off the hatches, the whole package. I was starting to get a bit worried till that lead Liberator unloaded on one of your little tanks.

"An Aeneas? Well, whatever you call it, it sure did look neat, cartwheeling across the grass.

"Dead? Hell yes, they were dead. Did you ever see a grav take a swift internal? Most times the driver doesn't even know what hit him. Drives go, thrust fails, compensators just quit. By the time that jockey knew what was going on, he'd bounced three times, spilled half his squad, and destroyed the vehicle. That sort of seemed to be the cue. All of the sudden, the air was alive with fire.

"Oh, I guess it was a pretty good fight. The Coms were firing from little craters. Your guys were zipping around at a fairly good clip. Pretty soon there were Bouncers all over the field. Then the Coms started zipping right with you. Kind of like a ballroom dance.

"Well, what do you know. It was like a dance. Anyway, it all ended sort of suddenly.

"Yeah, your guys left. The five or six that could still move, that is. The Coms loaded their wounded onto their vehicles...you guys don't do that, do you? They took off and sort of drifted toward the north. Heading toward the city, I guess.

"What? Well, I guess you're standing here because those tankers are letting you stand here. You certainly didn't take the field, or the town, or the planet. You just sort of got what the Coms don't have the troops to occupy."

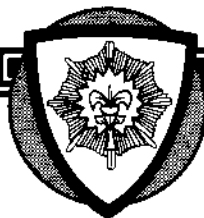
## SITUATION: MAY 23, 6831, KU CRASSUS

The front had settled into a period of nervous waiting. Members of the Renegade Command knew the TOG war machine was refitting for another merciless thrust. TOG's planetary beachhead had slowly grown over the weeks and months, with the Renegade and Commonwealth armies fighting for every rock. When the respite came, the Second Armored Cavalry Regiment used the time to reposition its troops and rotate several groups of recruits to the front lines. These new tankers filled the depleted ranks. The Commonwealth tried to mount a counteroffensive, but several key attacks failed, and the assault was abandoned.

North of the TOG army was the militarily unimportant city of Morgan's Town. After the TOG landing, most of the inhabitants of the surrounding cities fled toward the Commonwealth rear areas, away from the usual ravishings of the approaching TOG army. Morgan's Town had once been a thriving farming town with several thousand inhabitants. With TOG's approach, it became little more than a ghost town. The wiser inhabitants had fled with all the possessions they could carry. The more foolish stayed behind.

Among those staying behind were the tankers of F, G, and I Troops. Occupying the southernmost buildings of the town, they waited for the enemy legions. About noon, the commnet exploded with reports of engagements all along the front. Captain Shackleford received orders to move out and intercept the enemy several minutes later.

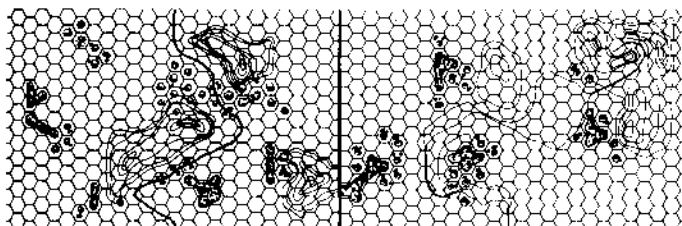
Knowing that the enemy was on the way to Morgan's Town, she advanced beyond sight of the city and waited. Her position provided a concentrated front, allowing her to overlap fields of fire. Just prior to contact, however, she received two miserable pieces of news from Command. The majority of her artillery support was diverted to the west to support the Fourth Squadron, and G Troop was ordered east to shore up Third Squadron. As the dust of the advancing grav tanks became visible in her optical sights, she listened to the fading thrusters of G Troop.



## GAME SET-UP

**1 4**

**N**



### Attacker

#### 1st Century, 4/3241st Strike Legion

Centurion Lucas Allison-Barr, Commander

Leadership Rating: 2

Troop Quality: Regular

1st Heavy Grav Armor Platoon

3 Trajan Heavy Grav Tanks

2nd Heavy Grav Armor Platoon

3 Trajan Heavy Grav Tanks

3rd Armored Infantry Platoon

3 Romulus APCs

3 Squads Bounce Infantry w/TVLGs

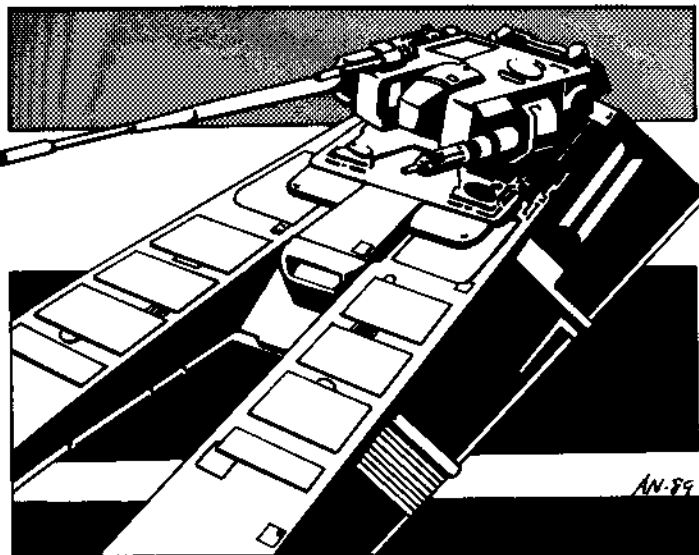
#### 2nd Century, 10/3241st Strike Legion (attached)

2nd Light Grav Armored Platoon

3 Aeneas Light Grav Tanks

### Deployment

The Attacker may enter the map anywhere along the southern edge of either map at normal flight mode, with a velocity of 5. All infantry squads must start mounted in their APCs.



### Defender

#### I Troop, 2nd Squadron, 2nd Armored Cavalry Regiment

Captain Julianne Shackelford, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Medium Grav Armor Platoon

3 Liberator Medium Grav Tanks

2nd Medium Grav Armor Platoon

3 Liberator Medium Grav Tanks

3rd Armored Infantry Platoon

3 Viper APCs

3 Squads Bounce Infantry w/Mortars

#### F Troop, 2nd Squadron, 2nd Armored Cavalry Regiment (attached)

1st Light Grav Armor Platoon

3 Wolverine Light Grav Tanks

2nd Light Grav Armor Platoon

3 Wolverine Light Grav Tanks

3rd Armored Infantry Platoon

3 Viper APCs

3 Squads Bounce Infantry w/Mortars

Artillery Support: One Fire Misson per turn

### Deployment

The Defender may set up anywhere on either map. All vehicles start the game with any heading and flight, at a velocity no more than the vehicle's thrust. Vehicles may start the scenario dug in if desired by expending one digging charge. Infantry squads may start either mounted in their APCs or dismounted, using hidden placement. The Renegade player may place additional craters on the board by expending the required number of digging charges from any vehicle.

### Victory Conditions

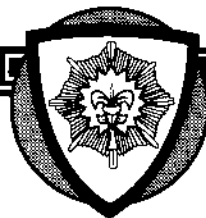
The game lasts until only one side is left standing.

The Renegade player may safely exit his units off the north side of the map. Any unit safely exited does not count toward Victory Conditions. Units that exit off any other side are considered destroyed by the TOG advance. The TOG player may safely exit units to the south or the west. TOG units are considered destroyed if they exit any other side.

The objective of each side is to destroy or drive away the enemy. This scenario uses standard Victory Points.

When the game is over, each player totals his Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An infantry squad is considered destroyed if it suffers five or more casualties. Any unit is counted as destroyed if it exits the board on an unsafe side.

The Victory Level is determined according to the normal Centurion rules.



# SHARP AS A VIPER'S TOOTH

## BRING ON THE NIGHT

Sergeant Igor Tyde glanced up toward the skyline and mentally estimated that the sun would be down in another 30 minutes. His stomach rolled over again, and he wondered if waiting for combat ever got any easier.

"Probably not," he muttered to himself. He mentally went over his checklist again. His suit was still in ready condition; his laser rifle was still fully charged; all of his equipment was ready for battle; and his stomach was still in knots. He squatted on his heels and began to draw circles in the dirt.

"Try smoking."

Tyde was halfway up, his hand already on the grip of his 12mm side-arm, before he placed the voice of Lieutenant Hendrix.

"Sir?"

"Smoking, Sergeant. Causes cancer if you live that long, but it helps ease the butterflies you're feeling right now." Hendrix pulled a battered cigarette case from one of his many pockets and offered one of the long ivory sticks to his sergeant. Tyde refused out of habit, but Hendrix selected one before replacing the case in his pocket.

"The final recon team just reported back. You've already seen the complex. I'm not sure what else is down there, but it bears taking a look." Hendrix flicked open his lighter, a real antique Tyde guessed, and drew the tobacco to life. "You and I will lead the boys in on foot, suits at full power every step of the way. Tiorga will lead an APC diversion. If anything happens to me, you've got the team. Any questions?"

"What's our primary target, sir? I mean, if what you say is true, there could be all sorts of brass down at that place. Lots of brass means lots of trouble."

"Communications first, Sergeant. That's what Lieutenant Colonel P'Kim expects. Anything else is gravy. That dish is our first goal. I'm sure they've got more than that down there, but that's my problem." Hendrix ground the remains of his cigarette on the armored sleeve of his camo suit and stuffed the butt into a thigh pocket. He let out one last breath and blew the final bit of smoke into the air.

"By the way, Sergeant, be careful. That suit you're wearing costs more than the grav we've been riding."

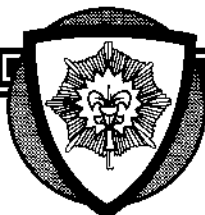
Tyde gulped. "Yes sir. I'll do my best."

## SITUATION: JUNE 24, 6831, KU CRASSUS

The battle for Ku Crassus had been waged for weeks, with neither side able to sustain an advantage. Despite being outgunned, the Second ACR held popular support, and the TOG invaders were always hampered by lack of secure supply lines. This was little help when the Second ACR faced a superior foe. Finally, Colonel Lombard allowed Lieutenant Colonel P'Kim to submit plans to conduct a deep raid on a TOG communications center. The raid was drawn up to deprive TOG units of communications, but the Special Forces Platoon arrived to discover the area more heavily defended than the commanders had thought. Lieutenant Hendrix decided to continue the raid even though he was heavily overmatched.

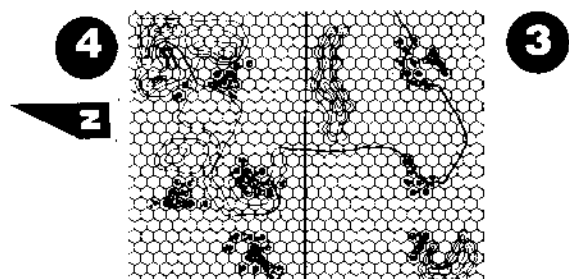
Wearing Ranger Electronic Sneak Suits, the infantry squads of the platoon disembarked far from the command center. Though the suits were sometimes found in Special Forces Regiments, they were not issued to line units. How the Second ACR obtained them is anyone's guess. While the vehicles of the platoon attacked the communications center and the antenna array, the infantry squads raced through the TOG compound, with Lieutenant Hendrix at the lead. When one of the infantry squads finally discovered the command building, Callahan directed the fire of the remaining two Spartius APCs at the structure. Unfortunately for the raiders, the TOG soldiers regained their composure and foiled the attempted destruction of their command post. The raiders broke off the attack and fled into the night, with two Aeneases in hot pursuit. Only one of the Spartiuses returned to the Commonwealth lines. Lieutenant Hendrix was very critical in his debriefing, believing his inability to destroy both the command center and the communications array meant the mission had failed, but Lieutenant Colonel P'Kim praised the action as a complete success.

Despite heavy losses by the Special Forces Platoon, the mission accomplished the initial objective. With the communications array out, the Commonwealth forces were able to strike at several locations at once, destroying two Manus supply dumps in the coming days.



## GAME SET-UP

Lay out Maps 3 and 4 as shown. All Light Woods hexes on Map 4 should be considered Heavy Woods hexes for this scenario. In addition, the TOG player should place ten buildings on Map 4, per the **Special Rules** section.



### Attacker

#### Special Forces Platoon, Headquarters Troop, 3rd Squadron, 2nd Armored Cavalry Regiment

Lieutenant Callahan Hendrix, Commander

Leadership Rating: 5

Troop Quality: Elite

3 Spartius APCs

3 Squads Bounce Infantry w/TVLGs

### Deployment

The Attacker may enter anywhere along the southern edge of Map 1, with any facing and flight mode at velocity no more than the vehicle's thrust. Infantry squads may start mounted in the APCs, or they may enter the board separately, as outlined in the **Special Rules** section.

### Defender

#### 2nd Century, 4/3241st Strike Legion

Centurion Cladius Hanes, Commander

Leadership Rating: 3

Troop Quality: Regular

Headquarters Platoon

1 Lupis Command Vehicle

3 Squads Bounce Infantry w/TVLGs

1st Light Grav Armor Platoon

3 Aeneas Light Grav Tanks

2nd Light Grav Armor Platoon

3 Aeneas Light Grav Tanks

3rd Armored Infantry Platoon

3 Lupis APCs

3 Squads Bounce Infantry w/Mortars

### Deployment

The Defender starts the scenario on Map 4 with any facing, grounded in craters. No Digging Charges need to be expended for digging these craters. All infantry squads should be placed on Map 4, but they may not be placed inside APCs.

### Special Rules

1. The TOG player should place ten small buildings anywhere on Map 4. This complex is not the permanent base for the 4/3241st, but it is being used while the reinforced buildings are being constructed. These buildings should consist of the following structures:

2 One-Story Buildings, AP 10

5 Two-Story Buildings, AP 20

3 Three-Story Buildings, AP 20

One of the three-story buildings is the Communications station, with a large dish antenna located on the roof. This should be represented by adding one box on Level 4 of that building diagram. Because the antenna is so large, it makes an obvious target, and the Renegade player should be told the location of the Communications building. Another building should be secretly designated as the command building.

2. All infantry members of the Special Forces Platoon are equipped with Ranger Sneak Suits, designed to help units infiltrate enemy installations. These suits allow the infantry squads to remain hidden during movement. Renegade infantry are spotted only if they fire, paint a vehicle, or move within three hexes of a TOG unit. Ranger suits are spotted in the turn appropriate, depending on the circumstance of the sighting. They remain spotted until the beginning of the Renegade player's next Movement Phase. If discovered during TOG movement, i.e., the TOG player moves next to a Ranger suit, the Renegade infantry is spotted immediately. Note that it is possible for the Ranger suit to fire and then disappear before the TOG player can react, depending on the Initiative Roll on the next phase.

3. The Lupis command vehicle is identical to the Lupis Armored Personnel Carrier except that the command vehicle mounts additional communications equipment and upgraded computer memory banks. Digging cannons are removed to make room for these additions. For this scenario, the vehicle acts as a normal Lupis without digging cannons. Infantry soldiers required to serve on these vehicles have nicknamed them Trenchfoots.

### Victory Conditions

The game lasts until all members of the Renegade force have either exited from the western edge of either map or are eliminated. The Renegade player may begin exiting units only after destroying one building. Any TOG vehicle or squad that exits the board is considered destroyed.

In addition to normal Victory Points, the following additional vp should be awarded to the Renegade player:

Command Building:

+ 40 if destroyed

+ 15 if damaged

Communications Building:

+ 20 if destroyed

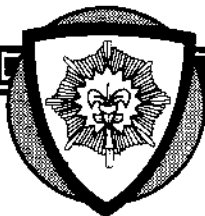
+ 10 if damaged

Communications Antenna:

+ 15 if destroyed

When the game is over, each player totals his Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An infantry squad is considered destroyed if it suffers five or more casualties. Any unit is counted as destroyed if it exits the board on an unsafe side.

The Victory Level is determined according to normal **Centurion** rules.



# TO THE RESCUE

## JUST LIKE THE DAYS OF OLD

Recently declassified debriefing of Captain Mathews, following action on Ku Crassus, July 12, 6831.

... We were asked to do the impossible. It was about that simple. An MP cohort had rounded up three members of the local resistance. I guess you could call them guerrillas. The MPs were rather proud of themselves, and the local headman was fit to be tied. I was told that one of the prisoners was his daughter. The rescue attempt seemed to be more of a political mission than a military one. I mean, we had no intelligence worth the term and the location of their "jail" couldn't be pinned down any closer than a 20-square-kilometer area. The topper, though, was the time frame. Sixteen hours. We were almost seven hours away, under the best of conditions, and this certainly didn't qualify.

At any rate, the Old Man wouldn't take no for an answer, and looking back, I'd say he was right. We'd put a lot of time and effort into local PR, so I guess it wouldn't do to let the resistance lose three of its best officers. We picked up an extra Viper from the reserve to transport the prisoners back to our lines. I figured the extra firepower couldn't hurt, and the Old Man gave us a blank check to accomplish our mission.

As it turned out, the travel took ten hours. By nightfall, Lieutenant Judson and I were able to work our way onto a series of bluffs overlooking what appeared to be an old farming complex. We gathered what information we could and began working on the plan as we headed back to the rest of the unit.

We had to hit the ground rolling. I outlined the plan to the rest of the troop over the commnet as we headed for the farm. It was the first battle in which I didn't feel the usual butterflies in my stomach. I guess there wasn't any time. Once we buttoned up, the tanks that survived didn't power down until we were back at camp.

We came screaming in from the west, which was their rear. I had the external speaker blasting academy fight songs. Rather rousing to hear the old "Green and Gray" at 120 decibels. Night had fallen, but that didn't really matter. We dropped our squads and kept the Toggies busy until Judson finally found the prisoners. We managed a quick scoop, snatching Judson's squad and the prisoners at the same time. First Platoon took the rear guard, finishing off the buildings, and we took the lead heading back to the west. A couple of clicks down the road, we regrouped, swung north, and headed for home.

I suppose it was rather like the old days. I mean the ancient days, when the cavalry came riding into town to save the day. Loads of fun, but sir, if you ever need someone to do that again, I understand L Troop is eager for the opportunity.

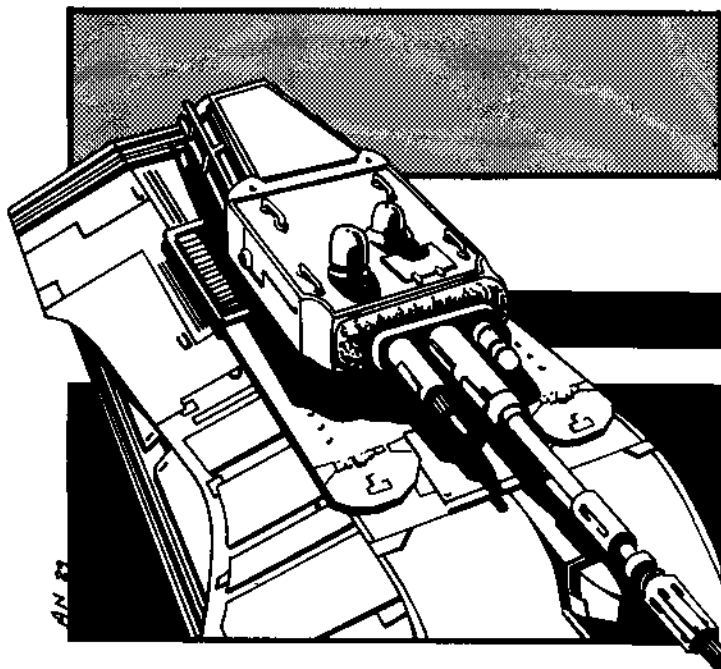
## SITUATION: JULY 31, 6831, KU CRASSUS

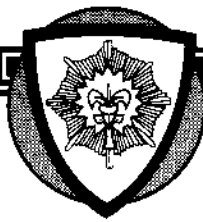
As with many campaigns against TOG, local resistance fighters played a key roll in providing information and assistance to the Commonwealth armies. Such a life was very dangerous, especially when operating behind TOG lines. The Lictors raised suspicion and paranoia to new heights, and every soldier was alert for signs of the guerrillas.

Such vigilance was rewarded when three top members of the local resistance were captured during a predawn raid on a local state house. Several people were killed during the capture, and the Military Police commander ordered Centurion Chappee to take the prisoners to a deserted farming complex west of town. The movement of the prisoners to a rural location calmed the local populace, but it also provided the Commonwealth with an excellent opportunity to recapture the prisoners.

Moving swiftly, local leaders asked Colonel Lombard to authorize a recovery raid. Although initially hesitant, he was finally persuaded when the local headman admitted that one of the prisoners was his daughter. Colonel Lombard knew the damage such a prisoner could cause to the resistance. Her interrogation could crush the resistance in the Second ACR's area. Lombard assigned the dangerous mission to Q Troop, whose commander had presented Lombard with several theoretical scenarios on hostage rescue months earlier.

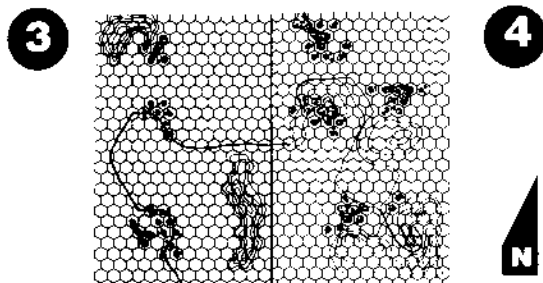
Captain Mathews accepted readily, and the plan was launched. For the next 24 hours, Lombard prowled the halls of his command center, awaiting word from Q Troop. When word finally came, it was not good. The prisoners were rescued, but at the cost of three Wolverines lost and the other three severely damaged. Only two of the Vipers returned, one so badly damaged it was scrapped for spare parts.





## GAME SET-UP

Lay out Maps 3 and 4 as shown. In addition, the TOG player should place four buildings on Map 4 as outlined in the Special Rules.



### Attacker

#### Q Troop, 4th Squadron, 2nd Armored Cavalry Regiment

Captain Humphry Mathews, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Wolverine Light Grav Tanks

2nd Light Grav Armor Platoon

3 Wolverine Light Grav Tanks

3rd Armored Infantry Platoon

3 Viper APCs

3 Squads Bounce Infantry w/TVLGs

Appropriated rescue vehicle (attached)

1 Viper APC

### Deployment

The Attacker may enter anywhere along the western edge of Map 3, with any facing and flight mode and a starting velocity of 16 or less. All infantry squads must start mounted in their APCs.

### Defender

#### 2nd Century, MP Cohort/3241st Strike Legion

Centurion Adrianna Chappee, Commander

Leadership Rating: 2

Troop Quality: Regular

1st Military Police Platoon

3 Aeneas Light Grav Tanks

2nd Military Police Platoon

3 Lupis APCs

3 Squads Bounce Infantry

3rd Military Police Platoon

3 Lupis APCs

3 Squads Bounce Infantry

### Deployment

The Defender may deploy anywhere on Map 4. Vehicles may start with any facing at normal flight, with velocity no more than the vehicle's thrust. Infantry squads may start mounted in their APCs or they may be placed separately, using hidden deployment. In addition, the TOG player must place the prisoners and the four buildings of the jail complex as outlined in the Special Rules.

### Special Rules

1. The TOG player should place the following buildings anywhere on Map 4. All buildings must be placed within four hexes of each other. The buildings are as follows:

1 Two-story building, AP 15

1 Three-story building, AP 15

1 Three-story building, AP 20

1 Three-story building, AP 25

2. The TOG player should secretly note the location of the prisoners, revealing it only when the Renegade player enters the building with an infantry squad. To control the prisoners, the Renegade player must eliminate all TOG units in the same hex as the captives and enter the hex. The prisoners remain in control of the Renegade player, moving with the rescue force. Should the rescuing unit be eliminated, the TOG player may recapture the prisoners by moving onto or through the hex containing the captives. Unless in a building or in a hex with a TOG infantry unit, the prisoners are considered under the control of the Renegade player. The movement restrictions of the prisoners may cause a reduction in movement for the rescuers.

3. Centurion Chappee has received strict orders not to kill the prisoners until they have been interrogated by the Lictors. To reflect this, the TOG player may not fire on the prisoners until they have been discovered by the Renegade player. Once initially rescued, they may be treated as a normal crew counter, with a movement of one hex and no firepower.

### Victory Conditions

The game lasts until the Renegade player either rescues the prisoners and takes them off the western edge of the map or retreats off the map without the prisoners. Rescuing the prisoners is worth 100 Victory Points.

The Renegade player may exit units only off the western side of the map. Units that exit any other side are considered destroyed by TOG patrols. Units that exit safely are not counted toward Victory Conditions. The TOG player may exit units safely off any side of the board. Units that exit may not be brought back into play.

When the game is over, each player totals his Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An infantry squad is considered destroyed if it suffers five or more casualties. Any unit is counted as destroyed if it exits the board on an unsafe side.

The Victory Level is determined according to the normal Centurion rules.





# WELCOMING COMMITTEE

## JUST A LITTLE BIT LONGER

Captain Erika Calburton grimaced and involuntarily ducked as the 200mm shell overpowered the rear shields and slammed into the rear deck, causing her craft to skip slightly forward. She closed her eyes and wondered, for the hundredth time since she'd commandeered the Labienus, if this was just the stupidest decision she had ever made or if it was more serious than that.

"Tink, get us out of here! I've got some low hills to the southwest. Get this beast over there!"

She did not wait to see if her driver had heard. Instead she shifted her viewscreen to show the rear. Her smaller tank had finally managed to escape the pack of Trajans that had dogged her path for the past few minutes. It seemed more like days.

She gripped the sides of her cupola more tightly as Tink guided the craft along the rocky terrain. She was going to lose her lunch, but there was no way the Trajans would manage a shot. She keyed the comm set.

"Able Six, Able Six. This is your Little Buddy. I regret to inform you that we have a situation."

"This is Able Six. Please advise."

"We stepped into something big, Able Six. We've got two bushels of trouble cutting us off. Rendezvous at Alpha is negative. Please reroute."

"I copy Little Buddy. Hang on, and I'll be right back."

"Oh, this is prime," Calburton muttered to herself. She bit her lip and clutched her stomach. Combat was OK. She never got sick or even too frightened, but this was something totally different. To be hunted like an animal was worse than she ever imagined. Tink seemed to be handling things well enough, though. He was weaving through the hills at break-neck speed, eyes wide, smiling like he was on a Sunday outing.

"Little Buddy, this is your six. Head for Omega-Iota-Gamma. We'll be late, but we'll be there. Hang on, and we'll see you home. Six is out."

"You heard the man, Tink. Get us out of here, and hand me your haversack. I think I'm going to be sick."

## SITUATION: AUGUST 4, 6831, KU CRASSUS

The arrival of new equipment on a battlefield has always been the cause for much interest. When the new item is on your side, soldiers flock around, wanting to see the latest developments. Radical design changes and advanced technology always cause much anticipation. Everyone wants to see the new item, but nobody wants to use it. New pieces of equipment are almost universally disliked, no matter how much better the new item. Prototype testing is among the most despised duty in any army, although some legions, most notably the 13379th Strike Legion, have excelled at the task. Still it falls to some unlucky soldier to prove that a bright young engineer really knew what he was doing back at home. Failing to provide that proof can be fatal.

When the new equipment is on the other side of the gun sight, however, there is no hesitation. That new item is the most precious thing on the field. A grav tank is no exception.

Introduced for battlefield testing five years ago, the Labienus has seen fighting on several fronts. The only vehicles the Commonwealth has been able to analyze have been wrecks. The prospect of capturing an intact Labienus was tempting, even if it was still in the heart of TOG territory.

Optio Erika Calburton contacted a member of the resistance and promised the Commonwealth a new Labienus if the Commonwealth helped her defect. Colonel Lombard agreed, and the plans were made. Calburton's plans were discovered as she attempted to leave the security compound. TOG pursuit forced her to flee much farther south than she had planned, resulting in a missed contact and a nearly fatal delay.

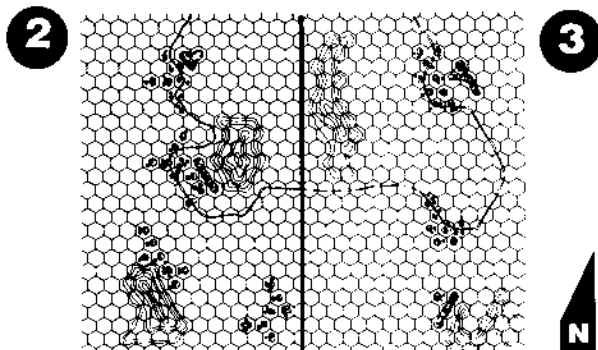
Calburton's contact was the elite A Troop of First Squadron. The privilege of capturing the first intact Labienus naturally fell to the glamour troop of the regiment. Captain Benenez could not help but feel, however, that this simple meeting would be anything but simple.





## GAME SET-UP

Lay out Maps 2 and 3 as shown.



### Attacker

#### 4th Century, 3/3241st Strike Legion

Centurion Hadrian Amrani, Commander

Leadership Rating: 2

Troop Quality: Regular

- 1st Light Grav Armor Platoon
- 3 Aeneas Light Grav Tanks
- 2nd Light Grav Armor Platoon
- 3 Aeneas Light Grav Tanks

#### 1st Century, 4/3241st Strike Legion

Centurion Giorg Daily, Commander

Leadership Rating: 4

Troop Quality: Regular

- 1st Heavy Grav Armor Platoon
- 3 Trajans Heavy Grav Tanks
- 2nd Heavy Grav Armor Platoon
- 3 Trajans Heavy Grav Tanks

### Deployment

The Fourth Century may enter anywhere along the eastern edge of Map 3 on Turn 1, with any facing at normal flight and a starting velocity of 16 or less. The First Century arrives from the eastern edge of Map 3 on Turn 1 with any facing and normal flight at a starting velocity of 8.

### Defender

#### Elements of 2nd Platoon, 3rd Century, 3024th Security Cohort

Optio Erika Calberton, Commander

Leadership Rating: 2

Troop Quality: Regular

- 1 Labienus Medium Grav Tank

#### A Troop, 1st Squadron, 2nd Armored Cavalry Regiment

Captain Nath'el Benenez, Commander

Leadership Rating: 5

Troop Quality: Elite

- 1st Light Grav Armor Platoon
- 3 Wolverine Light Grav Tanks
- 2nd Light Grav Armor Platoon
- 3 Wolverine Light Grav Tanks
- 3rd Armored Infantry Platoon
- 3 Viper APCs
- 3 Squads Bounce Infantry w/TVLGs
- 4th Light Grav Recon Platoon
- 3 Seeker Light Grav Tanks

### Deployment

The lone Labienus may be placed anywhere within ten hexes of the eastern edge of Map 3 with any facing, at normal flight, with a starting velocity of 12 or less. The first three platoons of A Troop arrive from the western edge of Map 2 at the start of Turn 2. The Fourth Platoon arrives on Turn 3 on the northern edge of Map 2. The Commonwealth tankers arrive at any flight level and facing, with an initial velocity of 16 or less. No units may begin grounded, and all infantry begin the scenario mounted in APCs.

### Victory Conditions

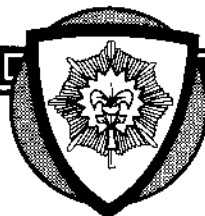
The game hinges on the Labienus, whether it is destroyed or exits the map. This defecting vehicle may not exit the field until its escort arrives during Turn 2, and it may exit only on the west side of the map.

The Renegade player may safely exit vehicles to the north and west. The TOG player can exit to the east and south. Any vehicles that exit off the wrong side of the map are considered eliminated. Units that exit the board safely are not counted toward Victory Conditions and may not return to the conflict.

If the Labienus exits the field, the Renegade player may claim victory, no matter what the outcome of the rest of the fight. If the Labienus cannot hold out until the arrival of A Troop, standard victory rules apply.

If the Labienus is destroyed, each player totals his Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An infantry squad is considered destroyed if it suffers five or more casualties. Any unit is counted as destroyed if it exits the board on an unsafe side.

The Victory Level is then determined according to the normal Centurion rules.



# ACID TEST

## DOING THINGS THE HARD WAY

"So, do I understand you correctly, sir?"

"I believe that you do, Centurion."

"Sir, I understand that this is highly unusual. I have never disobeyed an order in my life..."

"Which is why you have just received this one. Now attend to your duty, Centurion. Believe me, I can make this worth your time and effort."

Legatus Tymander saluted sharply and watched his Centurion leave.

"You realize, of course, that such an operation will be hard to cover."

Legatus Tymander turned and stared at the rotund man seated in the corner of his office. Although the man had not been there two minutes before, his sudden arrival did not overly concern the Legatus. "Snake" was a fixture of the legion. Despite his impressive girth, he moved with quiet and ease.

"Of course, but it does not matter. Few would question my decision. We have been far too timid. A little aggressive recon can only help our cause. I trust that all other arrangements are in order."

"They are, my Lord. My agents have confirmed the arrival of one Troop, or Century, of the Second Armored Cavalry Regiment. They are moving into position even as we speak."

It never failed to irk Tymander that the best scouts in his command could spend days failing to discover the location of the enemy, but Snake could pinpoint their location in a matter of hours.

"I have no reason to doubt your military reports. What of the money?"

Ssnake smiled, then laughed out loud.

"Of course, Legatus. Your account has already been credited. Should your little field test prove favorable, a bonus has already been approved. Should your Century actually win, the bonus will be doubled."

"Excellent. I will keep you informed."

"You need not bother, Legatus. I will inform you." Tymander glared at the fat man, but Snake had already levered himself from the chair and turned to go.

"One day, Snake, you will push too far."

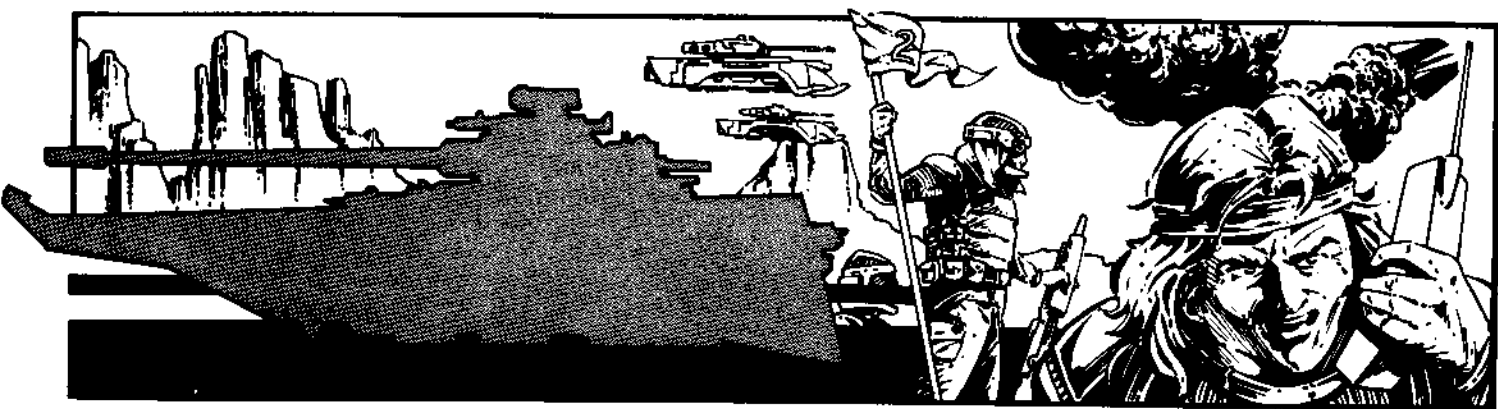
"No, Legatus, as long as I carry these talents, I will always push just far enough."

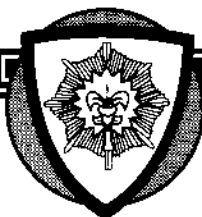
## SITUATION: AUGUST 23, 6831, KU CRASSUS

The Office of Military Procurement has always been one of the most lucrative in the TOG army. Purchasing billions and billions of talents of equipment results in some of the largest deals in the government. Competition among the contractors is sometimes as ruthless and vicious as the fighting on the battlefield. Critical battlefield testing can often sway the final decision of the military procurement office, and a timely result can be worth any price.

The TOG decision to begin testing of a new medium armored personnel carrier set off a flurry of activity among vehicle contractors. After years of prototype testing and numerous reviews by the procurement board, the TOGSOG (Terran Overlord Government Strategy Operations Group) is nearly ready to give its final recommendation to the Procurement Office. The final decision on the new medium armored personnel carrier of the entire TOG army will be made shortly, and the only two vehicles in the running are the Labienus, produced by Padgham Industries, and the Hypaspis, produced by Omicron Unlimited. Although the two vehicles are very different, insiders say the two designs are in a virtual tie for the final contract.

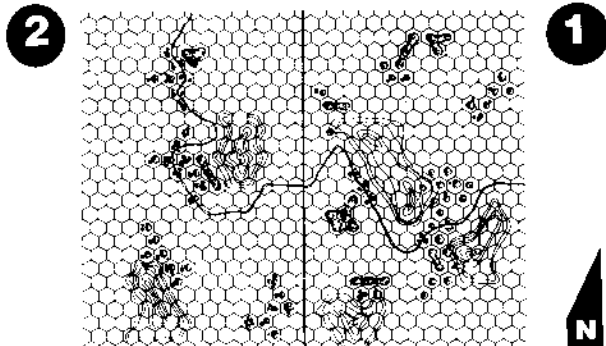
Padgham Industries decided that TOGSOG needed another reminder of the virtues of the Labienus, so the company paid for a recon mission. Payment of front-line officers during a battlefield test is not a new phenomenon in the TOG army, and so this was not that unusual. Field agents of Padgham Industries began pumping contacts, and finally the arrangements were made. A Legatus in the 3241st Strike Legion was bribed to authorize a simple recon mission into enemy territory. Though the centuries involved were kilometers away from their normal operating positions and the command structure of the entire cohort had to be reorganized for the day, it was finally set up. Three platoons, two made up entirely of the new Labienus, set off to find the enemy. Unfortunately for Padgham, they discovered D Troop of the Second Armored Cavalry Regiment.





## GAME SET-UP

Lay out Maps 1 and 2 as shown. For this scenario, all Heavy Woods should be considered Light Woods.



### Attacker

**1st Century, 3/3241st Strike Legion**  
Centurion Marcus Olivetti, Commander  
Leadership Rating: 2

Troop Quality: Regular

- 1st Medium Grav Armor Platoon
- 3 Horatius Medium Grav Tanks
- 3rd Armored Infantry Platoon
- 3 Labienus APCs
- 3 Squads Bounce Infantry w/mortars

**3rd Platoon, 3rd Century, 3/3241st Strike Legion (attached)**

- 3 Labienus APCs
- 3 Squads Bounce Infantry w/TVLGs

### Deployment

The Attacker may enter anywhere along the southern edge of either map with any facing, at normal flight, with a starting velocity of 6. All infantry squads must start mounted in their APCs.

### Defender

**D Troop, 1st Squadron, 2nd Armored Cavalry Regiment**

Captain Xerxes Overmund, Commander

Leadership Rating: 3

Troop Quality: Regular

- 1st Medium Grav Armor Platoon
- 3 Liberator Medium Grav Tanks
- 2nd Medium Grav Armor Platoon
- 3 Liberator Medium Grav Tanks
- 3rd Armored Infantry Platoon
- 3 Viper APCs
- 3 Squads Bounce Infantry w/TVLGs

### Deployment

The Defender may deploy anywhere on either map within twelve hexes of the northern edge, with any facing and flight, at starting velocity no more than the vehicle's thrust. Vehicles may start the scenario grounded and dug in by expending one Digging Charge. An Infantry squad may start the scenario either inside its APC or grounded separately, using Hidden Placement.

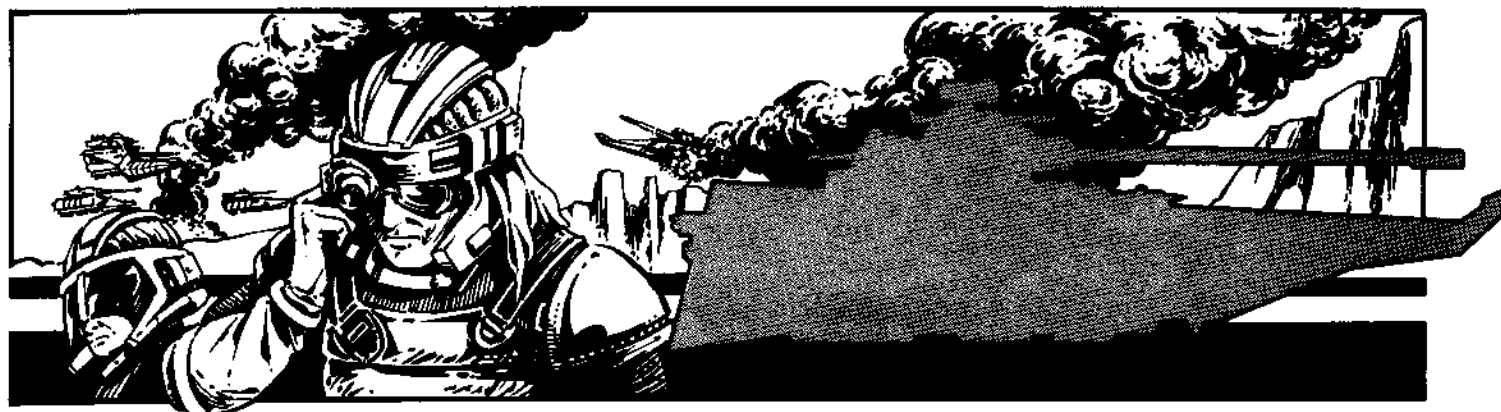
### Victory Conditions

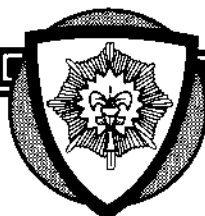
The game lasts until only one side is left standing. Renegade vehicles may be exited to the north, and TOG vehicles may exit to the south. Vehicles that exit the proper side are not counted toward Victory Conditions. Vehicles that exit other sides are considered destroyed.

The object of each side is to destroy or drive away the enemy. For this scenario, the Labienus Grav Tanks are worth 18 Victory Points instead of the normal 13. In addition, any kill recorded by a Labienus is worth five extra Victory Points.

When the game is over, each player totals his Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An infantry squad is considered destroyed if it suffers five or more casualties. Any unit is counted as destroyed if it exits the board on an unsafe side.

The Victory Level is determined according to the normal **Centurion** rules.





# SNAKE PIT

## CHILD'S PLAY

—Testimony of Lieutenant William J. Arthur. Military hearing of case #17449-P, concerning events occurring on or around September 14, 6831, Ku Crassus. Captain Pollianna O'Fallon, defendant.

The day started off tensely. When dawn broke, most of us were still awake. The front had kind of shifted away from us, as it did several times during the campaign. We had been at our posts for the better part of 24 hours, powered down and barely moving. Most of that time was without sleep. The men were beat, and I told the Captain so. We probably could have gotten the rest we needed, but at that moment, the Captain got word over the comm net that we were almost 55 clicks behind the front lines. Rather amazing, considering we hadn't moved in over two standard days, but like I said, things happened like that.

Just that quick, we were up and moving. No destination, just move. We had covered about 30 clicks, at a crawling pace, when the Captain calls over the TC's comm net "I have a target. Follow my lead." That was all. Our battle plan was "follow my lead." Some of us tried to protest, but the Captain blasted any objections over the open circuit, straight away. Tittermain seemed the most upset. He wouldn't let it go. Most of his points, hell, all of his points, I agreed with, but the Captain threatened to remove him if he didn't keep quiet. Sir, I can tell you there isn't anything much worse than losing your command, whether it's a squadron, troop, platoon, or tank, behind enemy lines, so the Lieutenant signed off and that was that.

We went about another ten clicks and spotted a TOG supply area. It looked lightly defended, but then again, what can you really tell when you're already picking your approach lanes and sighting on your first target?

Just then, the Captain yells 'Charge!' and I swear if I'd have had a saber, I'd have drawn it. But we just surged ahead. We had a great time shooting up some bouncers, their APCs, and a couple tons of supplies when Tittermain comes over the comm net. His voice was as calm and controlled as I've ever heard when he said 'Captain, if you'll look to your left and right, you'll see the rest of the century's come to play.' Things kind of got fuzzy right about then. The Captain started yelling at the Lieutenant, and the Lieutenant was yelling right back. Hell, if that missile hadn't ended their fighting, I would have. About then, somebody sounded the recall, and it seemed like a real good idea."

## SITUATION: SEPTEMBER 14, 6831, KU CRASSUS

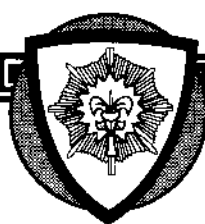
The Terran Marshal Napoleon once said that an army marches on its stomach. It was true when he was leading infantry troops firing flintlocks, and it is just as true today, when 12mm caseless is the standard. Getting vital supplies to men and women in the field is critical. It is often stated that battles are won and lost in the supply bunkers, not on the front lines. These supply stores are the cause for great concern, on both sides of the line.

During the battle on Ku Crassus, the TOG Legatus began dispersing forward supplies in small caches, instead of stockpiling quantities of goods at one location, as is the TOG standard. At first, these stockpiles were heavily defended, making them unappealing targets for Commonwealth attack, but as the battles stretched on, these locations became more and more appetizing. Front-line units previously guarding the stores were rotated out, and auxilia were used for replacements. Aerial recon gave the Commonwealth commanders an excellent idea of the location of these depots, but the Commonwealth army was rarely in a position to do anything with the information. Occasionally, however, the Commonwealth were able to raid these bases.

During a lull in the fighting, M Troop of the Fourth Squadron powered down and allowed the front to pass it by. Although the troop was not likely to slip into the Legion's rear areas, its presence in enemy territory was too good for the Commonwealth commanders to pass up. Quickly searching references and military data bases, Captain O'Fallon discovered she was very near Supply Depot #37. Although her Executive Officer disagreed, she elected to attack the lightly armed base with her entire force. She unknowingly played right into TOG hands.

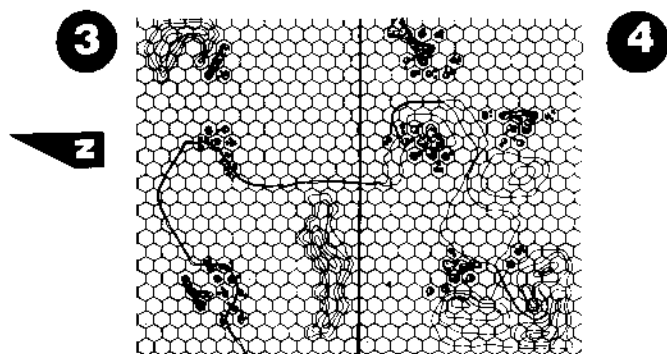
Centurion Britians had laid the trap carefully, knowing full well there was a Commonwealth unit of century strength operating somewhere in the area. As commander of the area's security, he needed to make sure the tanks of the Second ACR were not roaming around. He, therefore, devised a plan to bring the enemy to him. The plan worked far too well.





## GAME SET-UP

Lay out Maps 3 and 4 as shown. In addition to the normal terrain features, the TOG player should place several buildings on Map 3 as outlined in the **Special Rules** section.



### Attacker

#### M Troop, 4th Squadron, 2nd Armored Cavalry Regiment

Captain Pollianna O'Fallon, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Wolverine Light Grav Tanks

2nd Light Grav Armor Platoon

3 Wolverines Light Grav Tanks

3rd Armored Infantry Platoon

3 Viper APCs

3 Squads Bounce Infantry w/TVLGs

### Deployment

The Attacker enters from the south side of Map 4 on Turn 1. The grav tanks are in normal flight mode, facing north, and may start with a velocity of 16 or less. All infantry units must start inside their APCs.

### Defender

#### 3rd Century, 6/3241st Strike Legion

Centurion Malcolm Cassius Brittans, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Medium Grav Armor Platoon

3 Horatius Medium Grav Tanks

2nd Medium Grav Armor Platoon

3 Horatius Medium Grav Tanks

3rd Armored Infantry Platoon

3 Lupis APCs

3 Squads Bounce Infantry w/mortars

Onboard Minefields - 2

### Deployment

The Third Platoon sets up anywhere on Map 3. The Lupis APCs may start at normal flight mode with any velocity no greater than their thrust. They may not begin grounded. Infantry units must start the scenario on the ground, using Hidden Placement if desired.

The First Platoon enters the map from any eastern hex on or after Turn 3. Vehicles may enter at any flight mode, with an initial velocity no more than 6.

The Second Platoon enters the map from any western hex on or after Turn 3. Vehicles may enter at any flight mode, with an initial velocity no more than 6.

### Special Rules

1. Prior to the start of the scenario, the TOG player should place five Building counters on Map 3 to represent a supply dump. These supply caches may be placed anywhere on the map.

Building # 1: 2 Stories, AP 20

Building # 2: 1 Story, AP 30

Building # 3: 1 Story, AP 40

Building # 4: 2 Stories, AP 30

Building # 5: 2 Stories, AP 25

2. Centurion Brittans commands from vehicle 13 of First Platoon. Until his arrival, on or after Turn 3, the TOG player has a Leadership Rating of 1.

### Victory Conditions

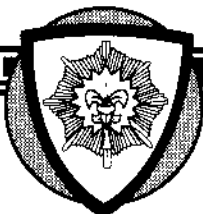
The scenario lasts until all units of M Troop have been destroyed or have exited to the south. This raid occurs deep behind enemy lines, and so any Second ACR vehicle that exits from a side other than the south is considered destroyed. The TOG player may safely exit vehicles from any side of the map. Vehicles that successfully exit the map are not counted toward Victory Conditions.

In addition to normal Victory Conditions, the Renegade player receives additional Victory Points for the destruction of the supply hexes. Building #2 is worth 10 VP; Building #3 20 VP; and each of the others is worth 15 VP.

The Attacker may retreat only after one supply hex has been destroyed.

When the game is over, each player totals his Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An infantry squad is considered destroyed if it suffers five or more casualties. Any unit is counted as destroyed if it exits the board on an unsafe side.

The Victory Level is determined according to normal Centurion rules.



ALIEN NUNIS - 59