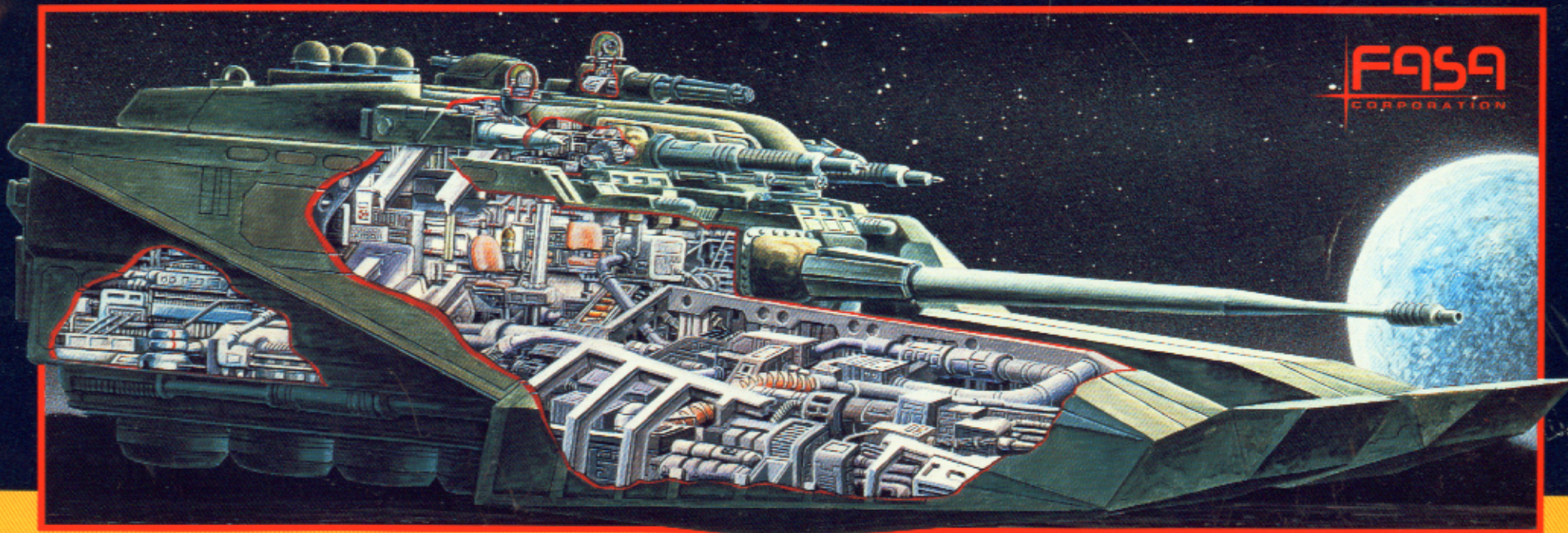


RENEGADE LEGION™

CENTURION

BLOOD & STEEL



VEHICLE BRIEFING™

CENTURION VEHICLE BRIEFING

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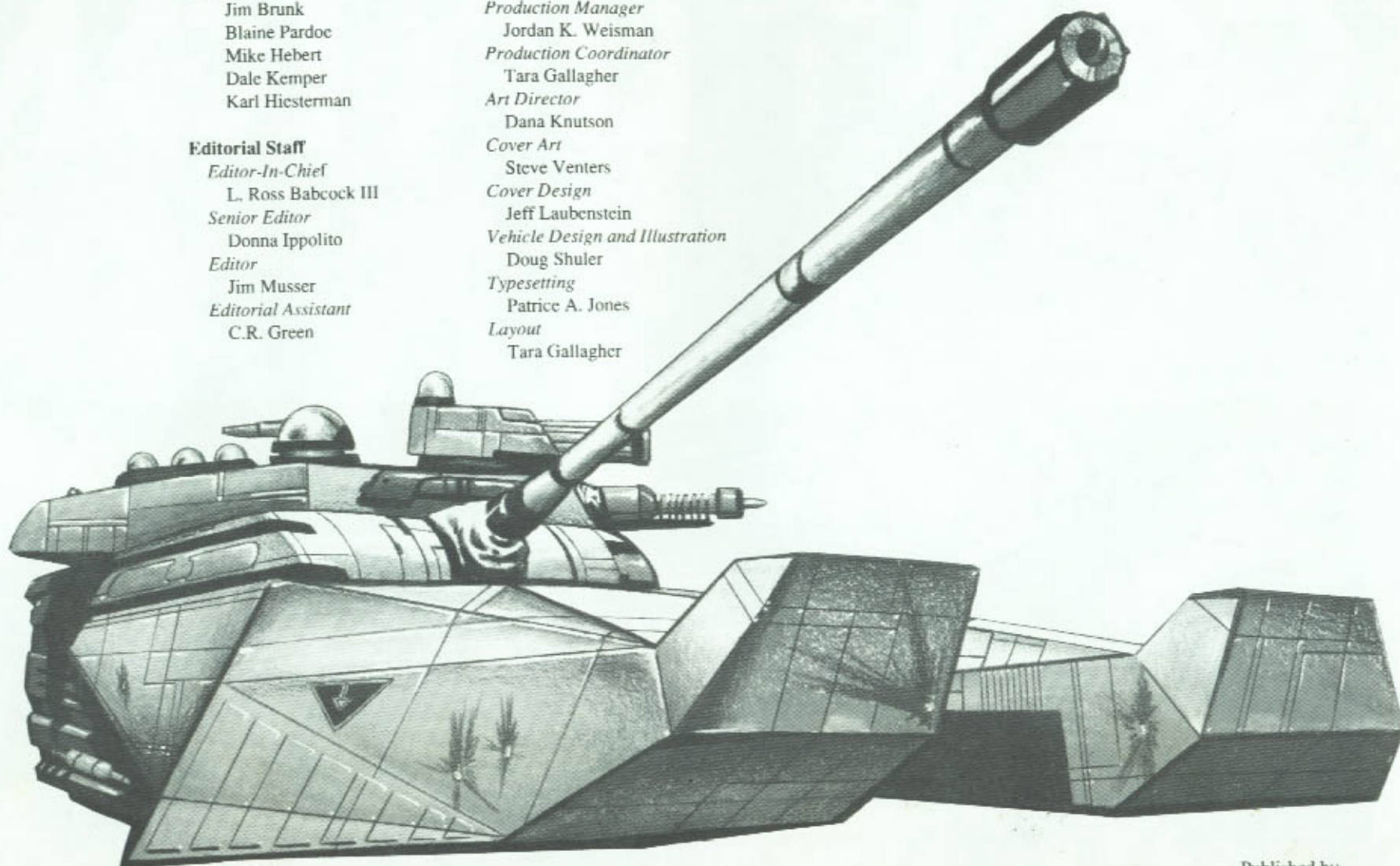
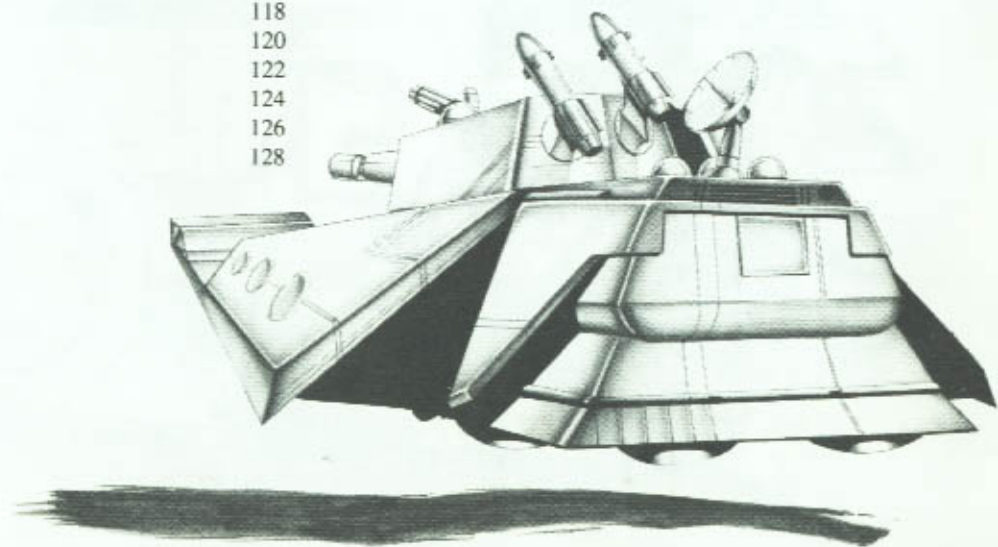


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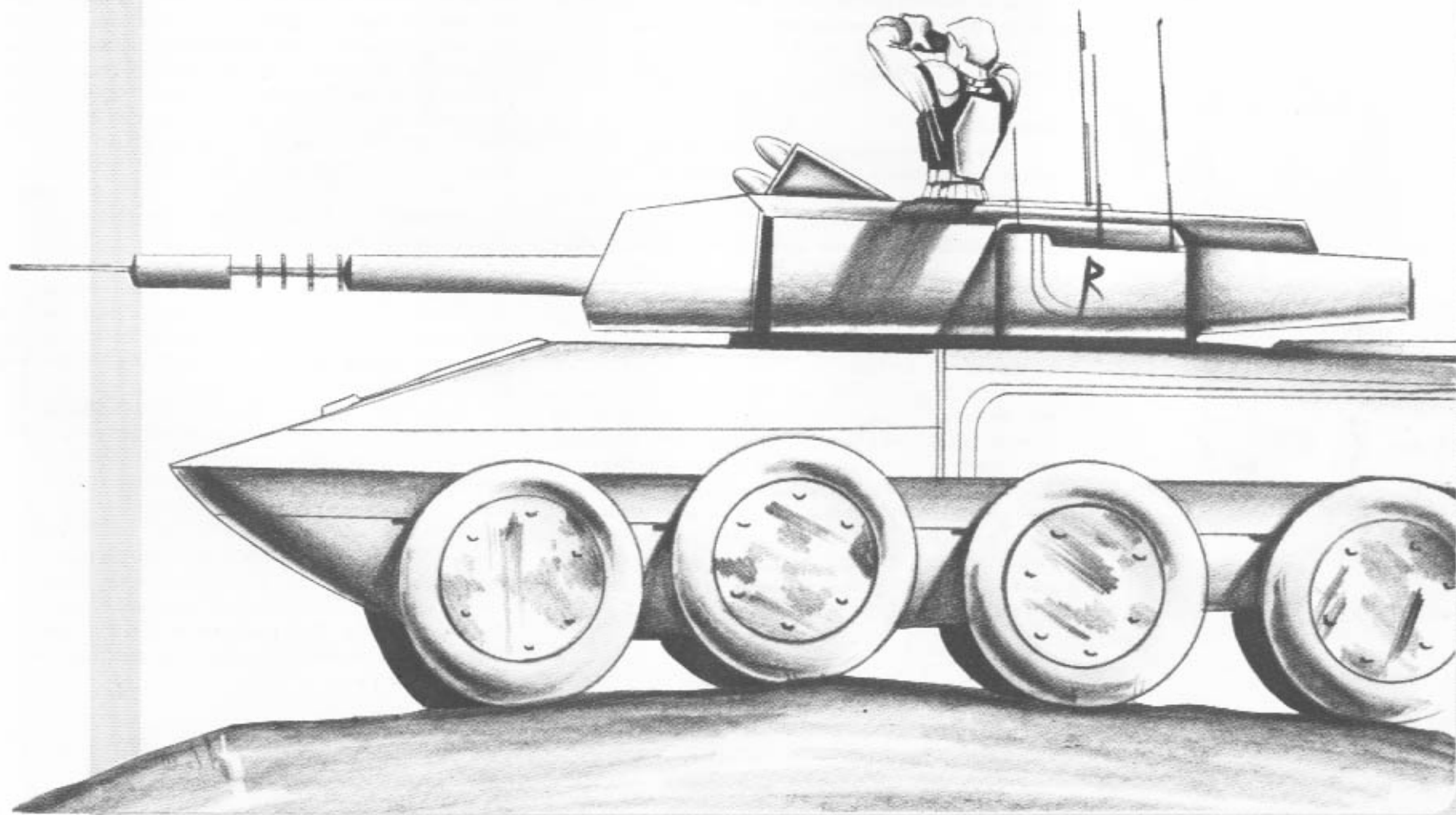
The latest reference work dealing with the galactic war between the Terran Overlord Government and forces of the Commonwealth and their Renegade Legion allies, the Centurion Vehicle Briefing examines the most common vehicles used by both sides. It contains descriptions and illustrations of 55 vehicles, including their development, performance, deployment, and history in combat.

Though the editors of this manual had no access to the latest military secrets, the information presented is as up to date as possible. The Vehicle Briefing is intended to be a reference book for the most common ground and grav units. The entries are divided by classes for easy use.



LIGHT GROUND VEHICLES

Light ground vehicles are generally the least expensive and most expendable units on the modern battlefield. As ground units, they cannot match heavy vehicles for speed and mobility. As light units, they lack the firepower to fight from prepared defensive positions. They are, therefore, consigned to rear-echelon units.



Class: Light Ground APC
Cost: 165,500
Mass: 36
Engine: 300
Movement Points: 8
Scenario Points: 2
Infantry Squad: Yes
Digging Cannons: No

Armor:

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

Weapons:

Type	Location	Damage	Range
1.5/5 Laser	Turret	6d6	20
AP Laser	Turret	S	3

Overview:

A relatively new vehicle introduced into TOG service in 6824, the Clodius was designed for patrolling and reconnaissance on occupied worlds. The Clodius is designed to conduct hit-and-run raids against guerrilla bases and so speed is of prime importance. TOG also wanted to keep the cost of these vehicles as low as possible because it expected most to be destroyed or abandoned.

The specifications of the Clodius reflect its intended mission. It can maintain speeds of more than 90 KPH, although this is at the expense of weapons and armor. The Clodius carries only 14 tons of armor. It has only a 1.5/5 laser and a secondary antipersonnel laser. Both weapons are mounted in the turret.

Capabilities:

Nilla Manufacturing designed the Clodius in early 6823 as part of a joint venture with Jenkins Enterprises. The Terran Overlord Government delighted the two companies by ordering production within one year.

The Clodius almost never got built. The contract stipulated that Jenkins Enterprises, by virtue of a more modern plant, would manufacture 80% of the components of the vehicle, which would be assembled at the Nilla plant. TOG's production contract, however, specified that 60% of the profits were to go to Jenkins Enterprises and the rest to Nilla. The two firms entered into extensive negotiations before they could come to equitable terms and the tooling of the plants could begin. In a tremendously expensive move, Nilla Manufacturing completely retooled its plant, making it more modern than even the Jenkins factory.

Then, in mid-6824, just months before production was to begin, disaster struck. A tremendous explosion at Jenkins Enterprises leveled half the plant. The remaining half burned to the ground when the automatic firefighting equipment failed to function. Because Nilla had just retooled, it was able to assume 100 percent of the production.

In 6826, the 570th Infantry Legion found itself on the defensive on the planet Oal, in Rhoalter County. Guerrillas operating behind the lines constantly attacked the Legion's supply dumps. By mid-6826 the 570th was in dire straits. Three full Cohorts of infantry were needed to secure its supply lines, and the 2757th Renegade Strike Legion was pushing the 570th off the planet. It would have succeeded except for the timely arrival of a Security Auxilia equipped with Clodiuses. The 74321st Security Auxilia, under the command of Legatus Brooks, was ordered to secure the 570th's rear area. Brooks launched a brilliant hit-and-run campaign against the guerrillas. The Clodiuses, with only laser weapons, had no worries about ammunition and were able to remain in the field for more than two weeks straight. The 74321st so disrupted the guerrilla activities that supplies flowed uninterrupted to the front. When the Renegades attacked, the 570th was able to stop the offensive before it could get off to a proper start. The 570th Infantry Legion is still entrenched on Oal.

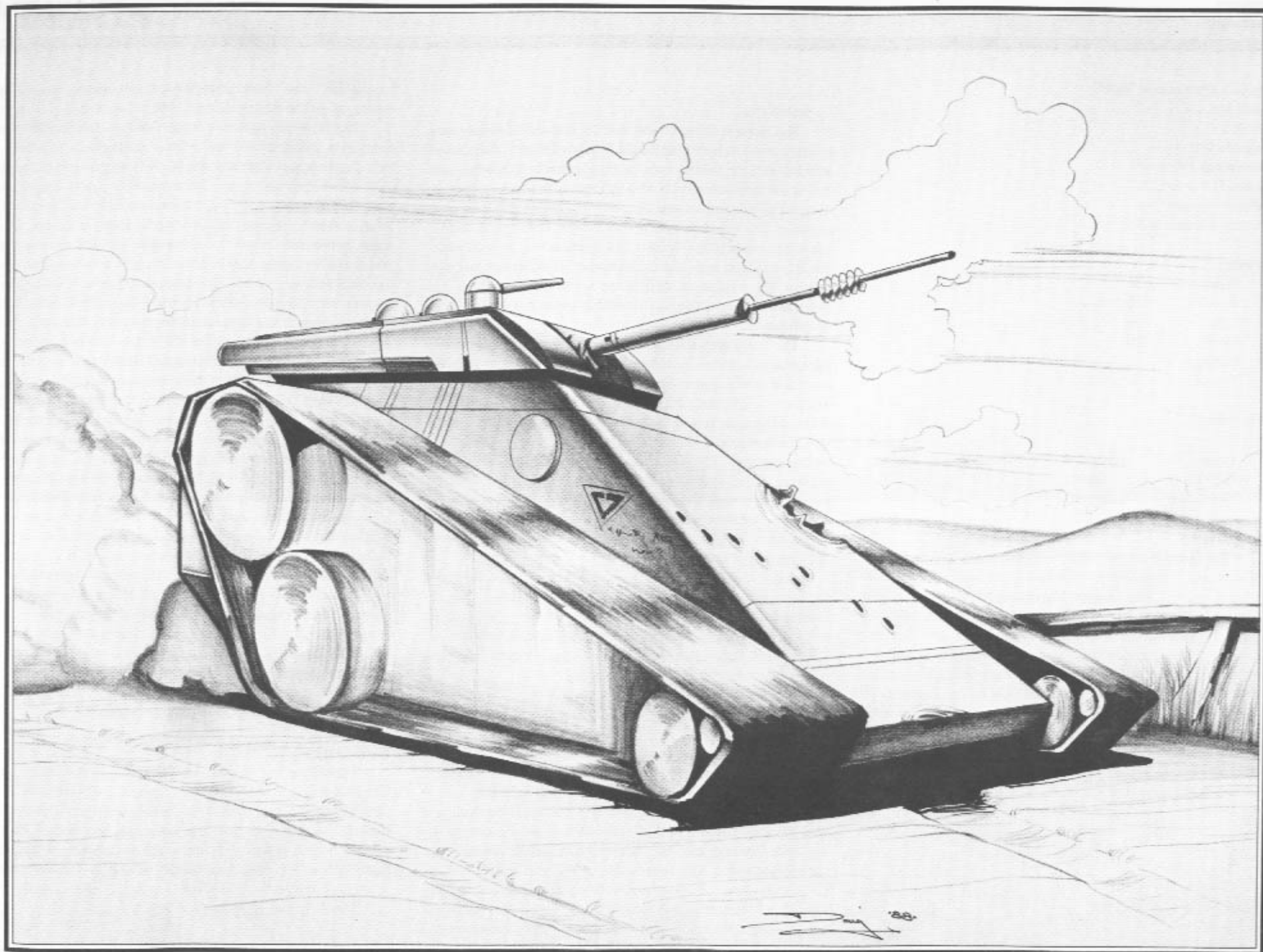
Designers of the Clodius read reports of Brooks's exploits with a great deal of satisfaction. After that incident, Clodius orders more than tripled.

The Clodius is a light ground vehicle used for patrolling and raiding on occupied worlds. Its speed is impressive for a ground vehicle, in excess of 90 KPH. It carries 14 tons of armor, four tons on the turret, three tons on the front, two tons on the sides and rear, and one ton on the bottom. Weaponry consists of a 1.5/5 laser and an antipersonnel laser, both turret-mounted.

A major variant under consideration would replace the 1.5/5 laser with another antipersonnel laser and add three tons of armor to the rear and both sides of the vehicle. In this configuration, the vehicle would be assigned to population-control units.

Deployment:

Only recently a part of TOG's inventory, the Clodius has been assigned to a few units. The 74321st Security Auxilia has received the Clodius, as have several other units in Bannor and Pembroke Counties. If the antipersonnel variant is approved, TOG would presumably rearm most of its population-control Auxilia with this version.



Class: Light Ground Tank
Cost: 125,450
Mass: 36
Engine: 300
Movement Points: 8
Scenario Points: 2
Infantry Squad: No
Digging Cannons: No

Armor:

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

Weapons:

Type	Location	Damage	Range
1.5/5 Laser	Turret	6	20
TVLG (4)	Turret	T	6

Overview:

The Hasta is a light ground vehicle commonly seen in TOG rear areas. Typical duties include reconnaissance, population control, and rear-area security. The Hasta often supports the more numerous Vindicta APCs, providing flank protection and additional fire support. Introduced in 6808, the Hasta was first used in combat during the Renegade-inspired Dalvik District riots of 6816. Since then, the tank has become one of the most widely deployed ground vehicles, surpassed only by the Vindicta. The Hasta is fast, cheap, and expendable. Having neither the weapons nor the armor to survive against front-line forces, the vehicle avoids contact with them wherever possible. The Hasta's laser and missile systems are sufficient for use against civilians and second-line troops, but are inadequate to fight front-line grav vehicles.

Capabilities:

The Hasta is designed and built by Kornilov-Santini Enterprises, a conglomerate based in the Mochov District. The primary stipulation of the military construction contract was low unit cost, and so the firm made every effort to reduce production costs by using locally fabricated and inexpensive components as much as possible. The vehicle's systems are simple and rugged, but the attempt to cut production costs has increased the price of maintaining the Hasta in the field. Because of its small size and tight interior, the vehicle is difficult to service and operate. The designers considered this an inevitable byproduct of the design specifications.

The Hasta uses a six-wheeled suspension common among light ground vehicles. To reduce development time and costs, the designers used a system derived from the Vindicta's suspension. The proven Armstrong 300 engine was installed to give the Hasta the mobility to survive on the battlefield. Though it is an older design, the Armstrong 300 is still viable, providing excellent power and acceleration. The Hasta has a top speed of 96 KPH. Though the tank's suspension is sturdy and gives the Hasta good handling, its low-cost design makes the vehicle's ride rather rough.

The Hasta has two weapon systems, a turret-mounted 1.5/5 laser and a TVLG (4) launcher. Price restrictions prevented designers from giving the Hasta other offensive systems. The laser and missile systems are inexpensive but reliable, designed to be rugged and easily repaired. Though the Hasta does not possess the firepower to challenge grav combat vehicles, its laser and missiles are generally sufficient to defeat or damage lesser forces. The laser is especially well-made, being a TOG copy of an old KessRith design.

The Hasta's armor is slight, weighing only 13 tons. Again, this is because more armor would have increased the cost of the vehicle and thus violated the original construction contract. The tank's thin bottom armor makes it vulnerable to mines, a weapon that has now become standard among guerrillas facing the Hasta.

Maintenance of the Hasta is difficult and time-consuming. Because of the tank's small size and cramped interior, it is virtually impossible to work on major assemblies without removing them from the vehicle. This increases turnaround time and maintenance costs. Once again, the design specifications calling for a small, cheap vehicle meant not much effort went into making the Hasta "maintenance-friendly." As a result, the vehicle has become one of the most detested among TOG technicians and

mechanics, who mutter that they would rather see a Hasta destroyed on the battlefield than have to repair it.

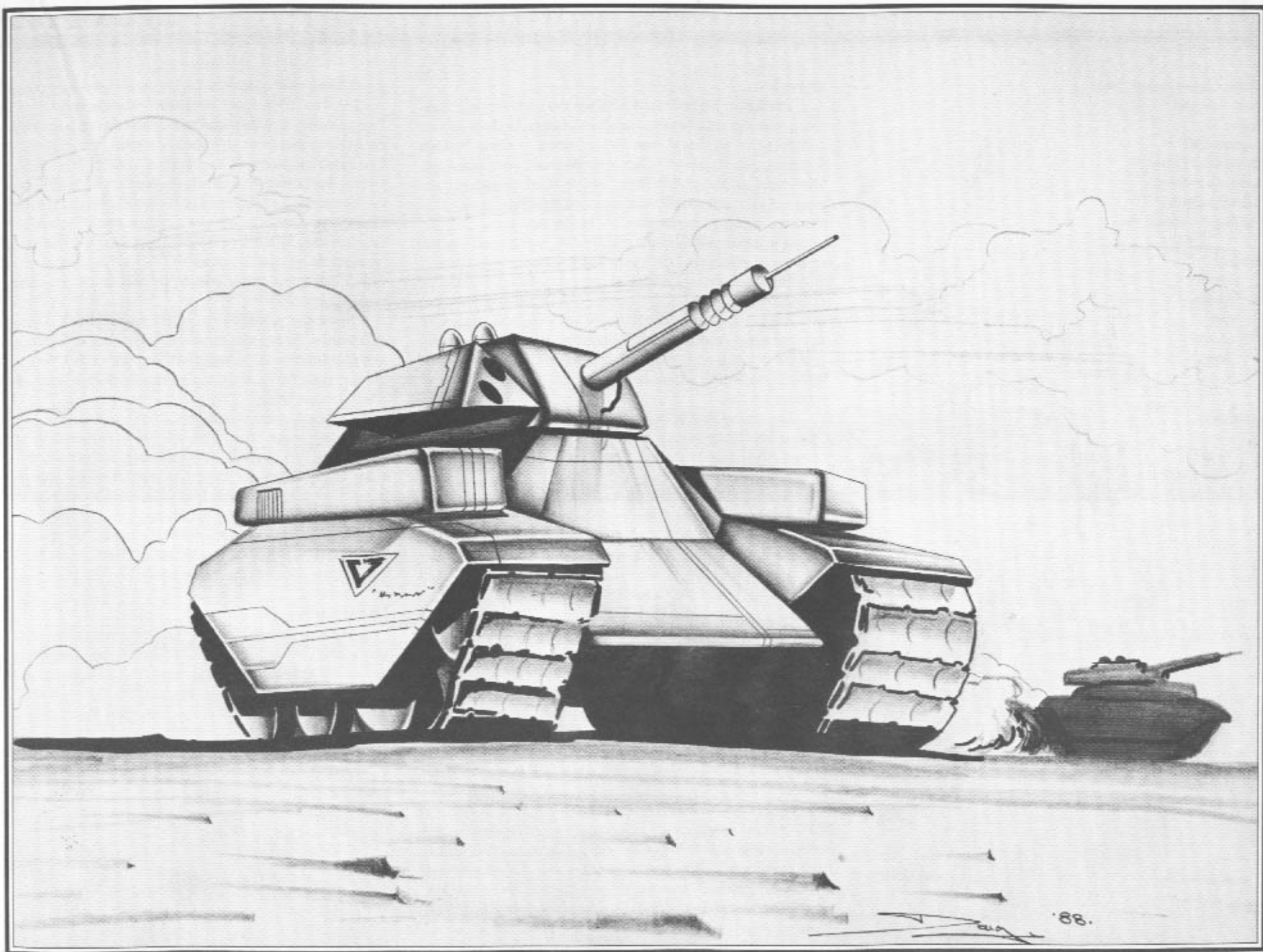
The crew compartment is tight and uncomfortable. Crew comfort is secondary to vehicle cost, so the ride is fatiguing, at best. Controls are efficiently placed, but many major systems are difficult to reach and repair. The fire-control systems associated with the turret weapons occupy a great deal of space, making the interior even more crowded. Driving the Hasta is a chore. Operating the controls requires considerable manual dexterity and physical effort, which makes driver fatigue a common complaint. The vehicle handles well, even if the ride is jarring. One crewman involved in testing the vehicle likened a day in the Hasta to being sealed in a barrel and then rolled down a rocky hillside.

TOG doctrine assigns the Hasta two missions, reconnaissance and fire support. The first is the primary mission and is the one the Hasta performs best. In a reconnaissance role, the tank operates ahead of the main body and attempts to infiltrate the enemy lines. Standing orders in these situations require the Hasta to avoid direct engagement with enemy forces. Once behind the enemy's front line, the Hasta crew selects a covered and concealed position, preferably on the highest ground in the area. From here, they observe all enemy activity in the area and relay their findings to headquarters. The Hasta's secondary mission is to provide fire support and flank protection to ground APCs, such as the Vindicta. Hasta crews despise this assignment, as it exposes the vehicle to enemy fire and increases the odds of destruction.

Vehicle crews generally dislike the Hasta and are not happy about the label "expendable." Reports from the field indicate that certain crews have modified the tank's interior to make it more comfortable, as well as mounting additional armor and weapons to make it a more formidable fighter. TOG regulations strictly forbid such modifications, but the soldiers prefer the possibility of a stay in the brig to a death on the battlefield.

Deployment:

The Hasta is common in TOG rear areas, where both Garrison and second-line Infantry Legions use it for population control and scouting work. The Tactical Response Units of the Internal Security Division also operate a number of Hastas, though the tank is not as popular as the more common Vindicta. Notable units using the Hasta include the 725th Garrison Legion (Caesar's Fist), the 5618th Infantry Legion (The Blue Devils), and the 2586th Garrison Legion (The Iron Wolves).



Class: Light Ground Tank

Cost: 124,600

Mass: 38

Engine: 300

Movement Points: 8

Scenario Points: 2

Infantry Squad: No

Digging Cannons: No

Armor:

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

Weapons:

Type	Location	Damage	Range
1.5/5 Laser	Turret	6	20
SMLM (2)	Hull 1	T	10

Overview:

The Jupiter Light Ground Tank was designed for reconnaissance with Garrison and second-line Infantry Legions. It was introduced in 6805 and was first assigned to three Legions occupying planets recently taken in the Bannor County offensive. More recently, the 6525th Strike Legion (Ceti Cremators) was assigned a Security Auxilia that deployed these light vehicles for rear-area security operations. The Jupiter had initial success, surprising critics who thought that the diminutive scout was too small to be effective. TOG command is phasing in the Jupiter throughout its security troops as improvements are made on existing models.

Because it is a ground vehicle, the Jupiter is an easy target for any grav tank or even from small-arms fire. However, in security operations against guerrillas or combat against other ground vehicles, the Jupiter's high speed gives it a reasonable chance to survive.

The Jupiter can deliver a fair amount of firepower, both at long range (1.5/5 Laser Assembly) and close range (SMLM Dual Mount). In a pitched fight, however, there is little this vehicle can do but withdraw.

As one of the lightest vehicles fielded by the TOG military, the Jupiter carries little armor protection, even less than some vehicles used for medical or maintenance work. Assignment to a Jupiter is usually a very short posting, and commanding officers use these assignments to discipline unruly Legionnaires. It is often the last punishment a soldier will receive.

Capabilities:

The design concept behind the Jupiter called for a quad-tracked vehicle that could relieve heavier armor units from recon duty. The vehicle was not designed to be totally expendable, but was to carry sufficient armor and firepower to hold out long enough to report enemy strengths and positions.

Ferris Industries of Terra won the design contract for the Jupiter JUP-001. Six more prototype versions led to the armor placement and weapons mix in the JUP-007.

Because of the scout's high power-to-weight ratio, the Jupiter is able to reach speeds of about 96 KPH. Normally only wheeled vehicles and hovercraft can go this fast. The Jupiter's four tracks are independently driven, and a unique on-board computer system operates the hyper suspension system to give the driver control of the Jupiter at almost any speed.

The weapon systems on the Jupiter are surprising for a small vehicle. The 1.5/5 Laser Assembly, manufactured by Duruti Technologies, is widely used throughout the TOG military. It is a reliable system that can withstand a great deal of punishment. The turret mounting of this system initially was difficult to service, but factory engineers introduced a field modification kit that eliminates the problem. The designers at Ferris provided for close-range combat as well, mounting a pair of Sub-Munitions Laser-Guided Missiles on the primary hull of the Jupiter. These are the standard missile weapon of TOG and provide the scout car with a dangerous inside punch for grav tanks that close and engage.

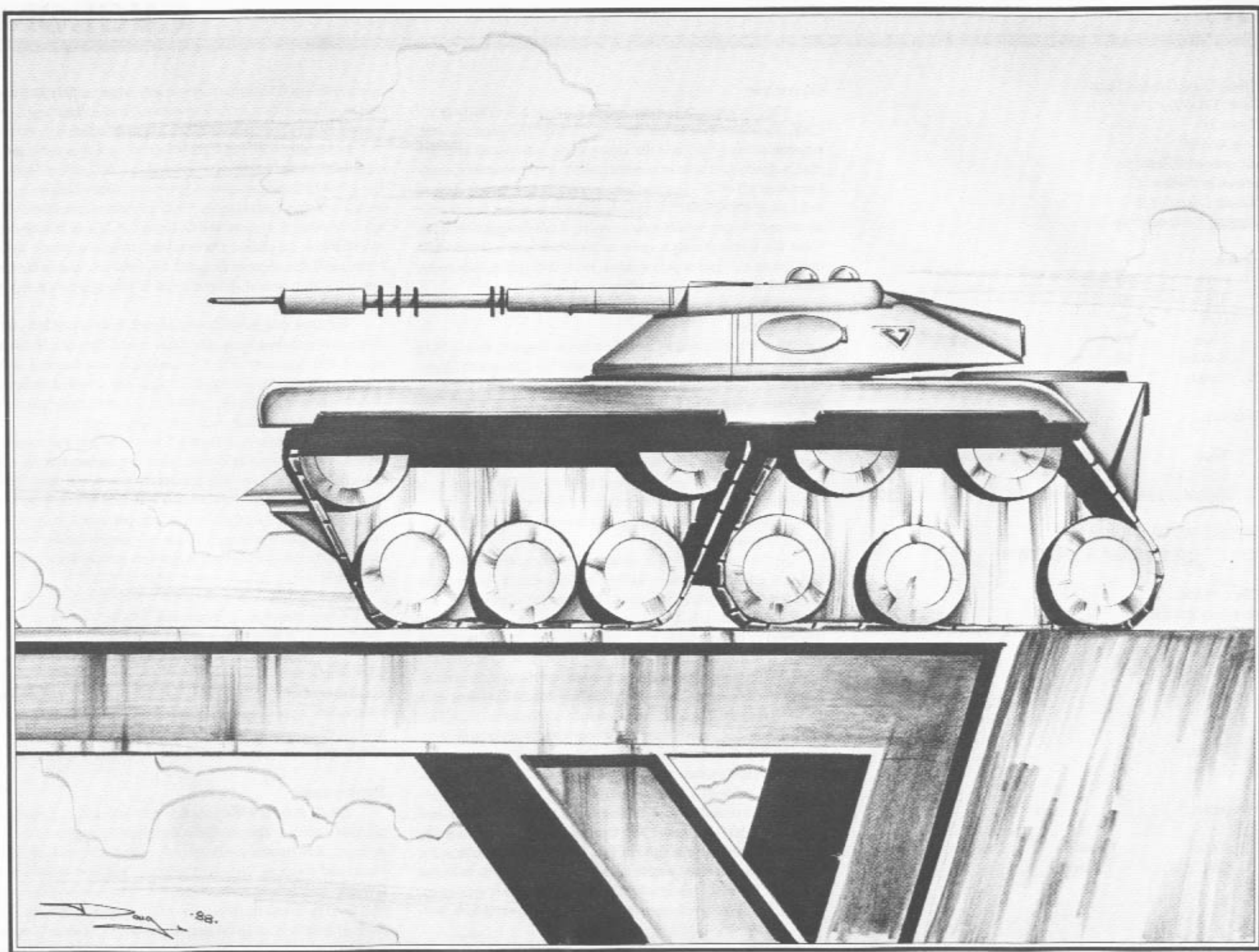
Since the primary role of the recon vehicle is to relay information, the Jupiter's communications equipment is centrally mounted for maximum protection. Because of this, the communications system can withstand greater shocks than most of those on heavy grav tanks.

The Jupiter's maintenance is routine, and most tasks can be performed by the crew. The vehicle is designed to operate independently for several weeks without resupply and thus provides extra storage for food, fuel, and everyday convenience items. The cockpit can be extended for sleeping, and the vehicle carries automatic sensor arrays for nighttime security.

Since its deployment in 6805, the Jupiter has proven that a smaller craft with limited capabilities can function in a peripheral combat role, such as rear-area security.

Deployment:

TOG has been field testing the Jupiter in greatest numbers in the Bannor County. It is best suited for Legions used for support duties. Jupiters and other light recon craft are attached to many Garrison Legions occupying planets in Shannadam County. They have also seen some action on Gustaviv's Regret as air base security vehicles and have won high praise for freeing up heavier vehicles for direct combat. The loss rates of the Jupiter have been exceedingly high, however, and this has given fuel to critics of the craft.



Class: Light Ground Tank

Cost: 125,400

Mass: 38

Engine: 300

Movement Points: 8

Scenario Points: 2

Infantry Squad: No

Digging Cannons: No

Armor:

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

Weapons:

Type	Location	Damage	Range
1.5/6 Laser	Turret	7	20
SMLM (2)	Turret	T	10

WHIRLWIND VARIANT (ONLY DIFFERENCES SHOWN)

Cost: 49,650

Scenario Points: 1

Armor:

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

Weapons:

Type	Location	Damage	Range
TVLG (4)	Turret	T	6

Overview:

The Cyclone is a standard-issue light ground vehicle in the CAF. Typical missions for the tank include rear-area security, reconnaissance, and guerrilla suppression. Introduced in 6810, the Cyclone's first taste of combat came in the Birchshire County campaign of 6815. The Cyclone is one of the fastest ground vehicles in service and extremely cheap to produce, but its light armor and weapons make it easy prey for front-line grav vehicles. Even the Cyclone's high speed is insufficient to save it when confronted by these superior tanks. In its intended environment, however, the Cyclone is an effective vehicle.

Capabilities:

Warrick & Lucci, a Commonwealth company specializing in the production of light tanks, designed the Cyclone to appeal to customers unwilling or unable to buy expensive grav vehicles. As a vehicle intended for rear-area use and low-tech worlds, the Cyclone's design had to be simple and efficient. A six-wheeled suspension was mated to a boat-shaped hull design to ease river crossings. The vehicle uses the powerful Vulcan 300 engine, which gives the Cyclone a top speed of 96 KPH. The Vulcan is an old engine design noted for its reliability and excellent power-to-weight ratio. All six wheels are powered for increased traction over difficult terrain.

As the vehicle's design emphasizes mechanical reliability and easy repair, all components except for weapons, fire-control systems, and communications may be manufactured locally. Use of strategic materials is kept to a minimum, with most systems designed to be accessible and easily replaced. Turnaround time on Cyclone maintenance is one of the fastest in the CAF. In some cases, civilian equivalents can be used to replace vehicle components for a short time. To further speed repairs, all Cyclones were fitted with a new diagnostic maintenance computer in 6825. This device can detect most faults and recommend maintenance solutions before there is a breakdown. This diagnostic computer is now a standard feature on all Warrick & Lucci combat vehicles.

The Cyclone's 1.5/6 laser and SMLM (2) launcher are light weaponry but standard for a vehicle of this type, which needs low weight and high mobility. The weapons are turret-mounted to give them a 360-degree field of fire. Because the vehicle is not intended for sustained combat, its weapons mix is considered adequate. Defenses are also light, with only 13 tons of armor protection. This gives protection from small-arms fire and shell frag-

ments, but a solid hit from almost any other battlefield weapon will penetrate to the Cyclone's interior. Smoke dischargers and a modest ECM suite complete the Cyclone's defensive systems.

In keeping with the Cyclone's role as a forward scout, its communications system is outstanding. A Carlisle Mark VII Long Range Communications System is installed to give it continental communications range. With an optional satellite dish and uplink/downlink system, the Cyclone can talk to friendly units anywhere on the planet. The communications system is the one component that requires frequent maintenance, and so the tank's operators must be well-trained to realize the system's full potential.

The crew compartment is cramped, but the padded, adjustable seats keep crew fatigue to a minimum. The vehicle is sealed against contaminants. The Cyclone rides and handles well, a tribute to its simple, yet rugged design. The wheeled suspension does have some difficulty with muddy and rough terrain but tackles all other surfaces with reasonable ease.

Standard tactics call for the Cyclone to serve as a scouting vehicle only. It should avoid direct engagement at all costs, especially against front-line grav tanks that could demolish the Cyclone in an instant. Only when confronted by rear-area forces or lightly armed troops is the Cyclone permitted to engage the enemy. The tank's primary mission is to observe and report. The Cyclone's value as a scout outweighs its limitations as a combat vehicle.

Most Cyclone crews like their vehicle for its high mobility and low maintenance requirements. The only complaint is the standard one for more armor and bigger weapons. At present, the Whirlwind is the only variant of the Cyclone in use. Replacing the laser with a turret-mounted TVLG (4) launcher and four additional tons of armor, the Whirlwind has more chance of surviving combat but it does lose its offensive capability once the missile load is expended. The Whirlwind is generally used in conjunction with the Cyclone rather than alone.

Deployment:

The Cyclone is widely used by rear-area forces, particularly planetary militia. The vehicle is deployed throughout the Commonwealth but is rarely seen in contested areas because of its light armor and weapons. Notable Commonwealth units fielding the Cyclone and its variant include the 3225th New Manchester Militia (The Head Hunters), the 31st Armored Division (Steel Justice), and the 1456th Infantry Division (The Green Machine).



Class: Light Ground Tank

Cost: 125,500

Mass: 37

Engine: 300

Movement Points: 8

Scenario Points: 20

Infantry Squad: No

Digging Cannons: No

Armor:

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

Weapons:

Type	Location	Damage	Range
1.5/5 Laser	Turret	6	20
TVLG (4)	Turret	T	6

Overview:

Introduced in 6793, the Scamp is a light wheeled recon vehicle designed by Industrial Industries for use in the absence of satellite reconnaissance. With satellites often shot down as quickly as they can be orbited, there is frequently a need for such a vehicle. The Scamp is a small, light vehicle, weighing 37 tons and carrying just 14 tons of armor. The armament of the Scamp is slight as well, only a 1.5/5 Laser and a TVLG (4) system, both mounted in the turret. The Scamp's main claim to fame, as it were, is its speed, more than 95 KPH over open ground. Speed is the Scamp's only defense, because the vehicle mounts no digging cannon or charges. The Scamp entered combat in 6795 on the planet Reboly, where it performed admirably for a ground vehicle of its size.

Capabilities:

The Scamp has power in all eight wheels, and a central system regulates tire pressure.

It is fully amphibious, capable of 20 KPH in the water. Top speed is 98 KPH in open country. As a reconnaissance vehicle, the Scamp carries only light armor and weaponry. The Scamp mounts four tons of armor on the turret, three tons on the front, two tons on each side and rear, and one ton on the underside. Its armament consists of a turret-mounted Dual-200 1.5/5 Laser and TVLG (4) missile system. The Scamp's engine, an Industrial GL-300, is one of the most compact and cost-effective engines in the Commonwealth.

While most troops consider the Scamp a deathtrap on wheels, its crews know better. If caught in a firefight, the Scamp will indeed be put out of action almost immediately, but the Scamp's job is to scout, not to fight. The Scamp carries a small but powerful terrain-mapping and communications system. As the Scamp probes for possible gaps in enemy lines, the TMX-9A automatically maps the surrounding terrain and attempts to determine the quickest route through the area. When the vehicle is ready to make a report, it raises its antenna and beams the message via a narrow-band microwave that is almost impossible to intercept. A beneficial side effect is the fact that it is also difficult to pinpoint the origin of the transmission. The range of the equipment is approximately 250 kilometers.

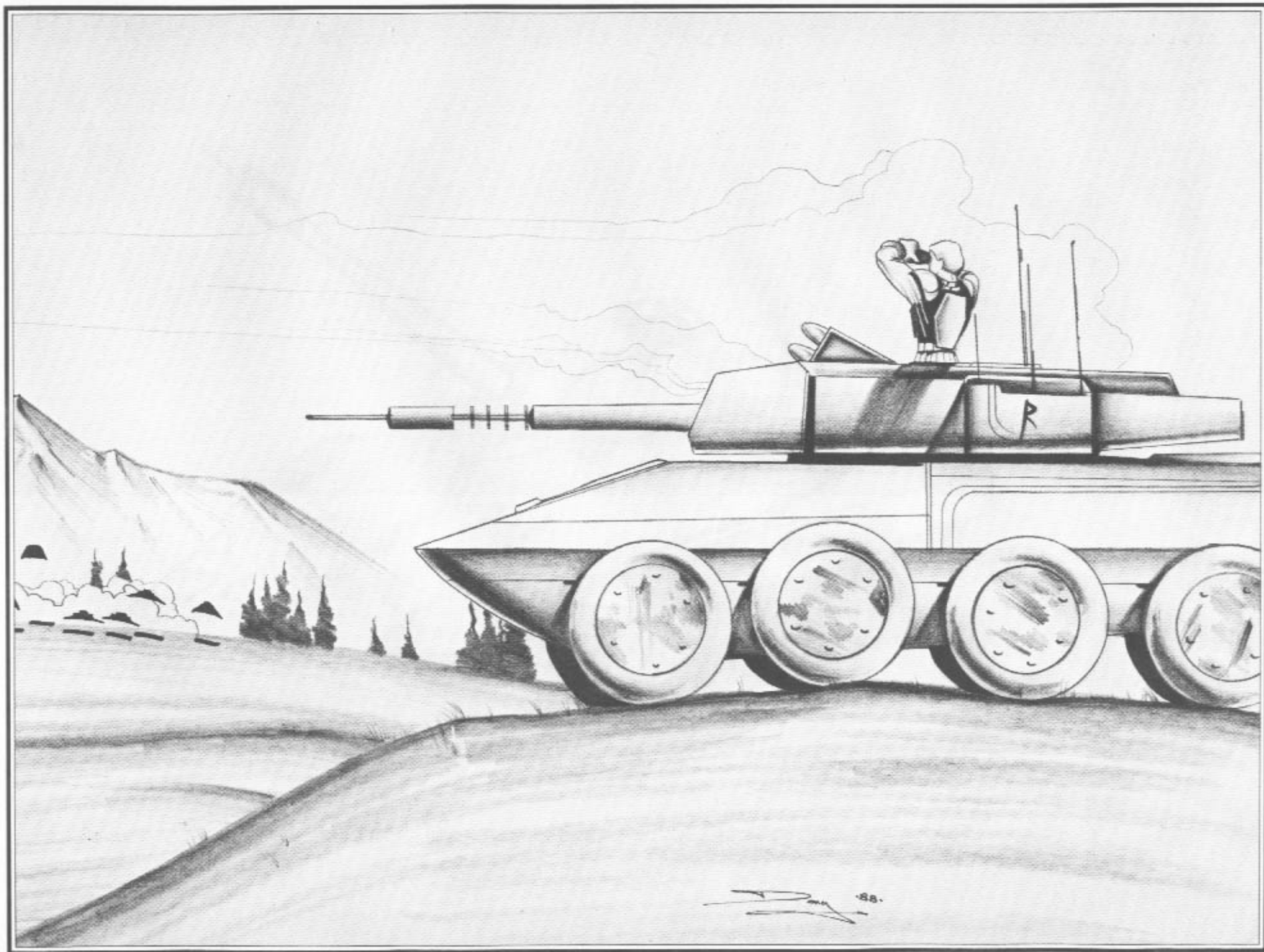
The Scamp also boasts a powerful and effective concealment system. The Hide and Seek (HS) system, as it is known, is so effective that, given a few minutes of preparation, it can mask the vehicle's electronic signal from TOG units that are within 250 meters. The Scamp also has a throw-over camouflage screen that has concealed the vehicle from observers as close as 50 meters away.

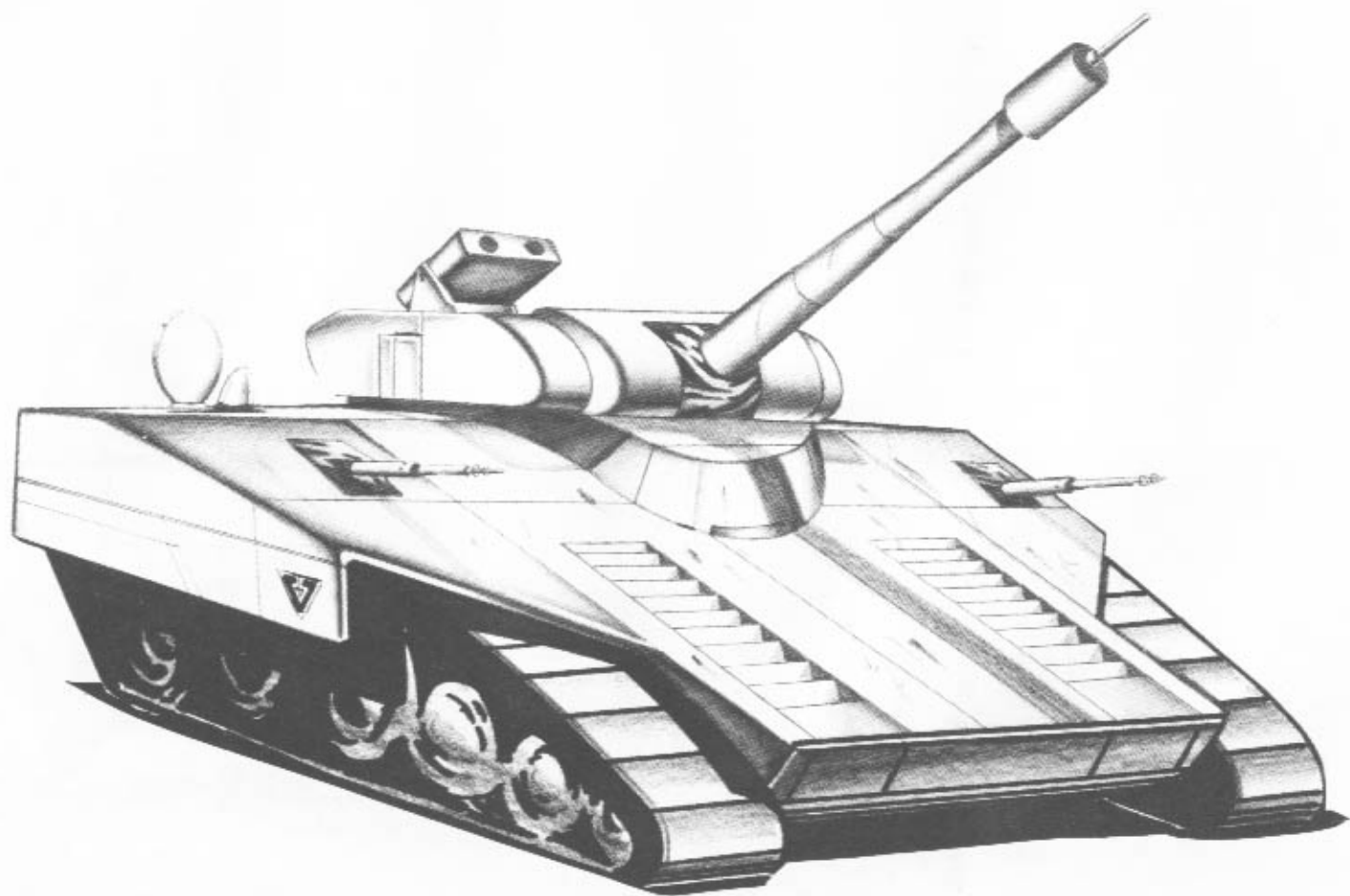
During its long history, the Scamp can claim some great achievements. In 6804, for example, the Commonwealth 659th Infantry Legion was defending the planet Hamilcar in Hibbing County against the TOG 8125th Strike Legion. The hard-pressed 659th sent out scores of patrols in an attempt to find a way to slow the steamroller TOG advance. The Fifth Century, Second Cohort, a unit equipped with Scamp recon vehicles, finally found a gap between the Third and Fourth Cohorts of the 8125th. Before they could transmit their information, the Scamps were cut off. To avoid certain destruction, the Scamps plunged deeper into the TOG Legion's rear areas. After days of pursuit, the Scamps finally got their information to the High Command of the 659th. Soon thereafter, two Cohorts of the 659th fractured the TOG front and drove to the rescue of the Scamps. This counterattack slowed the TOG advance sufficiently to allow the 659th to withdraw from the planet.

No variants of the Scamp have ever been attempted.

Deployment:

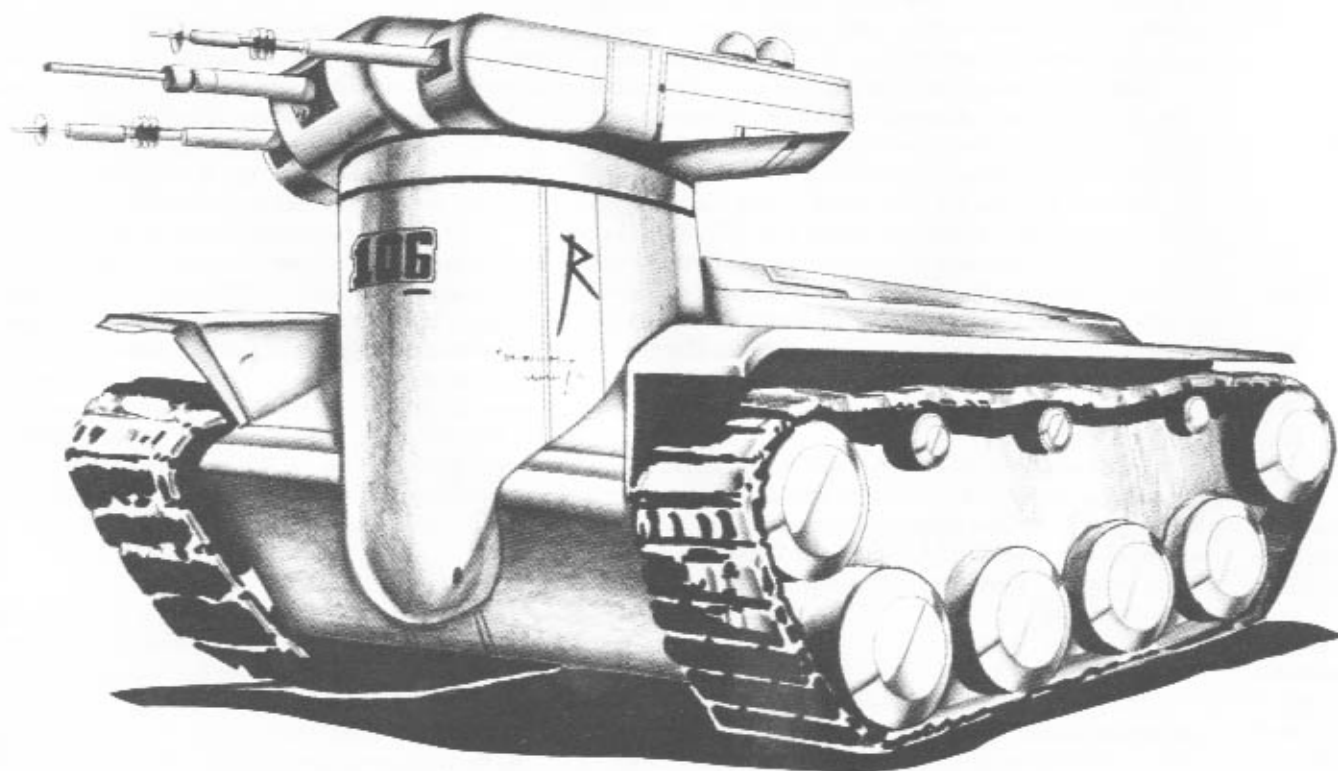
Although most first-line Legions have grav reconnaissance vehicles, a number of rear area units still make do with older, ground models. Of these, the Scamp is a favorite. Legions equipped with Scamp recon vehicles include the 611th B'ekkal in Rift County, the 659th Infantry Legion in Yoventrov County, and the 4014th Infantry Legion in Birchshire County.





MEDIUM GROUND VEHICLES

Mostly older designs or units that could be mass produced less expensively than grav designs, medium ground vehicles are used in great numbers, especially in second-line Legions. Though they have enough weapons to present a threat, as ground vehicles they are still vulnerable to enemy fire and of little use in mobile offensive operations.



Class: Medium Ground Armored Personnel Carrier

Cost: 123,950

Mass: 57

Engine: 350

Movement Points: 6

Scenario Points: 2

Infantry Squad: Yes

Digging Cannons: No

Armor:

Front:	50
Right:	50
Left:	50
Stern:	30
Bottom:	20
Turret:	20

Weapons:

Type	Location	Damage	Range
SMLM (2)	Turret	T	10
SMLM (2)	Turret	T	10
1.5/1 Laser	Turret	2	20
1.5/1 Laser	Hull 1	2	20
1.5/1 Laser	Hull 2	2	20

Overview:

The Aclys Model ACS-08 is the standard for TOG armored cars. Named for the traditional Roman throwing stick, the Aclys has eight large wheels for ground traction, with the capability of high speed over various terrains.

When TOG introduced the Aclys in 6760, the vehicle's mission was to deliver penal infantry squads into combat situations at relatively low expense as well as provide fire support. It meets these criteria well. Phantas Inc. produces these cars cheaply and in sufficient numbers to replace those lost in combat.

The Aclys is viewed as expendable, as are the prisoners that it transports. Though it ably fills its roles of troop transport and fire support, it is an armored car in a combat era when relative lack of speed can result in almost instant destruction. Despite being hopelessly outdated compared to larger grav vehicles, the Aclys still plays a role in TOG efforts against Commonwealth and Renegade Legion forces.

Because of its high profile, the Aclys is a tempting target to many Commonwealth gunnery officers. It is reasonably agile for a ground car, but lacks some of the turning grace usual for armored cars. Indeed, with the turret turned to either port or starboard, a sudden turn at high speed can tip the Aclys on its side.

One of the vehicle's strong points is its three infantry-exit doors, one in the rear and two on the sides near the rear. In case of fire or other emergency, the squad can also make use of an emergency hatch in the center of the floor.

The first time that the Aclys faced combat was during an offensive into Gilpin County by several elite TOG Strike Legions. Many of the then-new Aclyses were assigned to the 4756th Volunteer Assault Auxilia, attached to the 2562nd Strike Legion. It turned out that the Aclys and its infantry had only limited usefulness to the Strike Legion. Most attacks by the 4756th were performed in the traditional manner, dismounting short of the objective and riding grav tanks into the middle of defensive positions.

It did earn a position of respect with the 9415th Volunteer Assault Auxilia. Because of the car's unloading doors on both sides, troops were able to debark quickly and in a manner that took advantage of the cover that the car provided. Within two years, the Aclys became the standard infantry carrier for all of TOG's Penal Infantry Auxilia.

Capabilities:

The Aclys was designed as a transport for delivering and supporting penal infantry. Low cost and simple maintenance were as important as its combat mission. The Aclys is a resounding success in fulfilling these goals.

The Pursus Manufacturing Works of Relseter has perfected the Pursus 350 for the Aclys. Though the engine takes up less floor space than in other armored cars, its slightly greater height gives the Aclys a higher profile and dangerously raises the center of gravity. It is, nevertheless, a reliable source of power that has withstood the rigors of battle when other engines have failed.

The Aclys is reasonably armored except for the thin armor ring under the turret, which is often a target for enemy infantry. It is not uncommon to see an Aclys fully functional, though missing a turret.

This vehicle's firepower is not impressive. Its lasers are not particularly potent, nor does it mount a Gauss gun or Mass Driver Cannon that would allow it to cripple an enemy of the same size or smaller. The damage potential of its SMLMs is limited, and so the Aclys cannot do much more than hold its own in combat. TOG has purposely ensured that the Aclys cannot overcome the Romulus and Horatius vehicles used by the Auxilia's MPs.

In battle, the Aclys is known for moving quickly toward the enemy, depositing its fighting troops, then falling back, using itself as a lure for enemy tanks. While the troops paint the targets, the Aclys fires its missiles and pulls back to a position where secondary support craft can join in the fight.

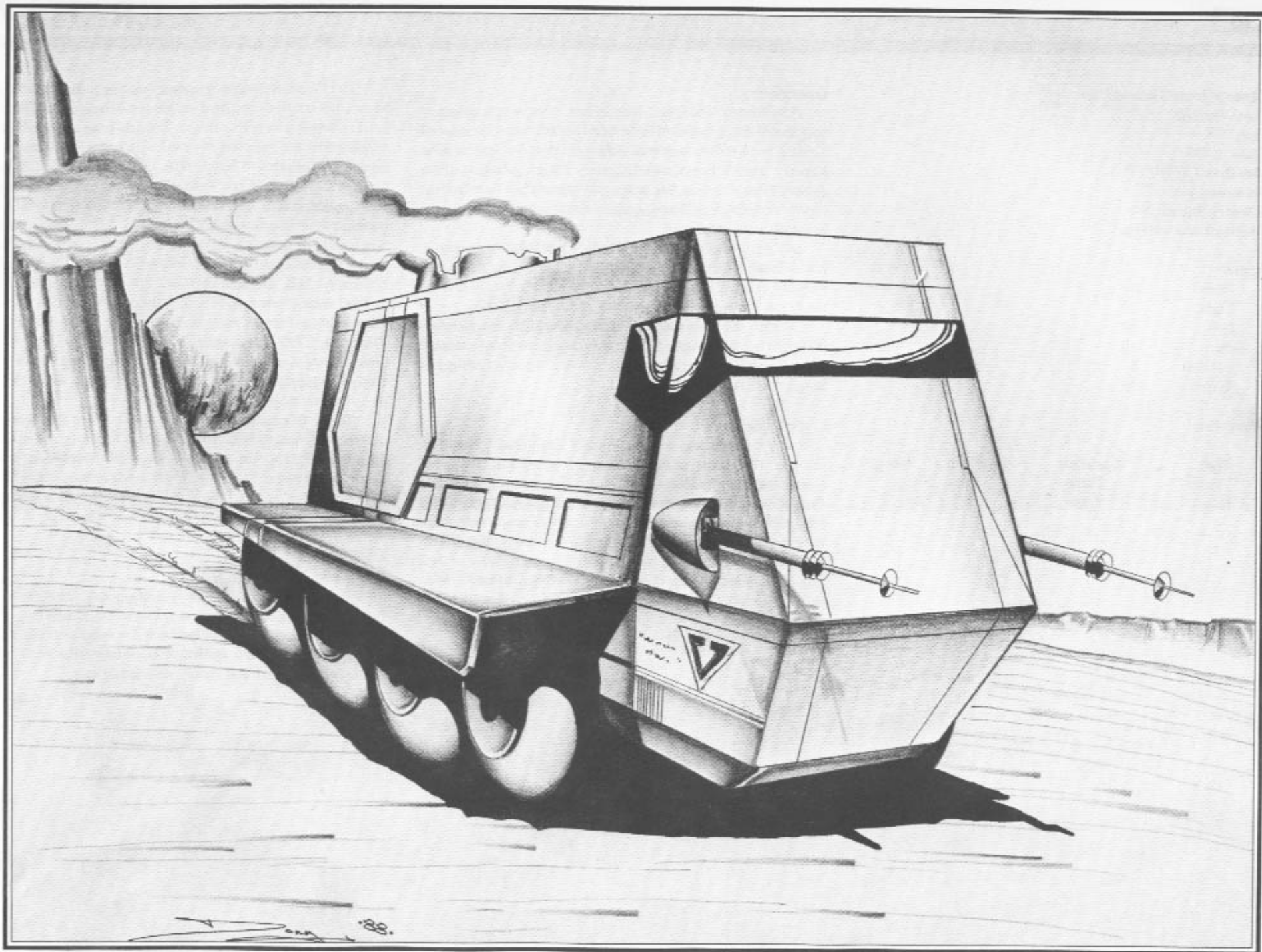
The height of this armored car makes it a highly visible target, and so the driver of an Aclys must concentrate on keeping his vehicle's narrowest profile facing the enemy and on using minor folds in the terrain to maximum advantage. Many inexperienced drivers fail to accomplish this difficult feat and fall to the fire of the Commonwealth.

Deployment:

The Terran Overlord Government has Aclyses in every one of its Penal Auxilia. The cars are sometimes found in a supporting role within a Garrison Legion, but such assignments are rare and coveted by crews of these armored cars.

Within a Cohort, a full Century of Aclyses is assigned as infantry transported to an indepently commanded Penal Infantry Century.

Within the Shannadam County offensive region, several units are currently making extensive use of Aclyses in combat. The most notable is the 7743rd Volunteer Assault Auxilia (The Undying Dead). This unit has been successfully used to clear three cities of Renegade defenders, with its infantry suffering 90% casualties, which is low for a penal unit.



Class: Medium Ground Tank

Cost: 234,100

Mass: 96

Engine: 450

Movement Points: 6

Scenario Points: 3

Infantry Squad: No

Digging Cannons: No

Armor:

Front:	50
Right:	30
Left:	30
Stern:	10
Bottom:	0
Turret:	50

Weapons:

Type	Location	Damage	Range
Vulcan I	Turret	S	NA
150mm	Turret	T	15

Overview:

The Kershaw Medium Tank is one of the oldest pieces of equipment still operational in the TOG armed forces. Introduced in 6662, the Kershaw was used during the coup by Senator John Kershaw against First Consul Anthony Trajan, grandson of the great Alexander Trajan. For years, grav armor units were in short supply throughout the Empire, and so simple vehicles such as the Kershaw were developed.

As an interim vehicle, the Kershaw proved to be a success. It was supposed to fill the gap until more grav-vehicle factories could be constructed. Though pulled back from front-line duty, the Kershaw continues to serve in a variety of capacities.

Within the restrictions of a ground vehicle, the Kershaw proved to be viable. Although limited in armor, its turret-mounted 150mm Gauss Cannon allowed it to provide superior fire support for garrison and second-line units.

Capabilities:

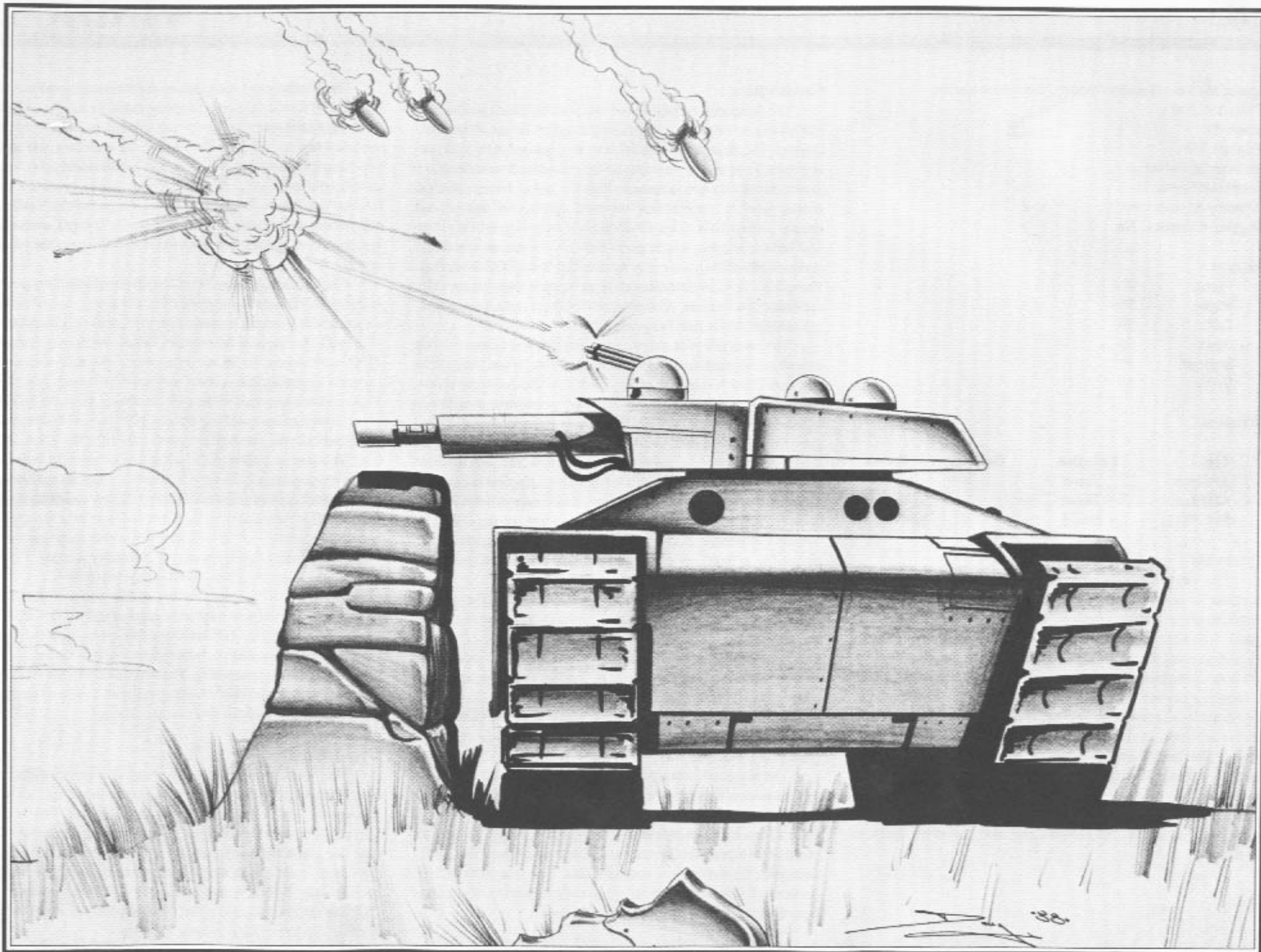
The Kershaw was designed by Log Tholin Industries to fill holes in TOG units while factories geared up for expansions against the Ssora and KessRith. It filled that gap in an expanding army for decades. Why the vehicle was not taken off active duty after that period remains a mystery. There were unfounded rumors that certain relatives of then-Caesar Ivanolo Buntari demanded that Kershaw production be continued because of their financial interest in Log Tholin. What is certain is that Kershaw deliveries to TOG units continued long after the vehicle had lost all military value.

The Kershaw is inferior in every way on today's battlefield. Most commanders relegate them to rear-echelon guard duty or even as supply and parts carriers. They do have a limited use as support vehicles, but many other vehicles in the TOG arsenal can do that type of mission better. With a Tholin Magna VIII Gauss Cannon and a CyberCom Vulcan I in its turret, the Kershaw is sadly under-armed. Trial design modifications were conducted on a test lot of Kershaw vehicles in early 6790. The evaluators recommended reducing weaponry and increasing storage space so the vehicle could at least transport equipment and supplies efficiently. Still, standard Kershaw vehicles are being delivered to TOG units. Crew members secretly call the vehicle "Caesar's Kickback" and try in vain for transfers to units that have no Kershaws. TOG commanders are reluctant to assign trained armor crews to units equipped with Kershaws, and so many are crewed by supply drivers and maintenance technicians with little or no combat or weapon experience.

There are a number of official variants of the aged Kershaw design. The most popular is the Kershaw Special Artillery Platform (KSAP). This variant has all its armament replaced with a single artillery tube. Though this installation reduces the vehicle's performance somewhat, the Kershaw can then be a relatively useful unit for artillery support on the battlefield, if it has sufficient support of its own.

Deployment:

Though nearing its 200th year of operational activity, the Kershaw can still be found in many reserve TOG Legions in some capacity or other. No plans have been disclosed to eliminate the vehicle from active duty, and it must be assumed that the Kershaw is one old nightmare that simply will not go away.



Class: Medium Ground Armored Personnel Carrier

Cost: 151,800

Mass: 52

Engine: 350

Movement Points: 6

Scenario Points: 2

Infantry Squad: Yes

Digging Cannons: No

Armor:

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

Weapons:

Type	Location	Damage	Range
AP Laser	Turret	S	3
AP Laser	Turret	S	3
SMLM (2)	Hull 1	T	10

Overview:

The Vindicta Class Ground APC is the military vehicle most familiar to the average TOG citizen. Though the Vindicta is standard-issue among Garrison and second-line Infantry Legions, it is more often a tool of riot-control troops attempting to suppress unrest. Its menacing appearance and deadly antipersonnel lasers have broken up more than one antigovernment riot. The design is a proven one, with 15 years of service. Introduced in 6814, the Vindicta was instrumental in crushing antigovernment demonstrations in the Ssora District in 6820. It is, however, strictly a second-line combat vehicle, and its chances for survival on the modern battlefield are always slim. The Vindicta lacks the protection of a first-rate fighting vehicle, and its offensive armament is substandard. It is extremely inexpensive for its intended missions, and so the TOG High Command shows no desire to replace it.

Capabilities:

The Vindicta were designed and built by Shafirov Defense Industries, a weapons conglomerate based in the Mompono District. The designers intended it to be a ground APC that was cheap to build and to service. Because wheeled vehicles have lower maintenance requirements than tracked or hover vehicles, it was given a conventional wheeled suspension and ground engine combination. The Vindicta uses the powerful DeVillier 350 turbine engine, which gives the APC excellent speed and makes it one of the most easily maintained in the TOG inventory. The engine is accessible through three large hatches on the sides and rear of the vehicle. A large section of the rear deck has quick-release latches for rapid engine changes.

The vehicle's boat-shaped hull provides a spacious interior as well as superior handling while in the water. Water propulsion units are fitted on the rear of the Vindicta to help it cross rivers. All six wheels turn, giving the Vindicta exceptional mobility in tight areas such as city streets. The Vindicta's speed is considered good for a ground vehicle, and field reports indicate that it handles well over most terrain. All six wheels are powered, and all three axles have lockable differentials to enhance traction on various surfaces. The tires have a variable pressure system to increase tire contact with the ground and to further increase traction. The wheeled suspension does have some difficulty coping with rough or muddy ground, as compared with tracked vehicles, but it functions well in built-up areas.

Off-the-shelf components are used throughout the vehicle, ensuring easy repair and low maintenance costs. All components and assemblies are either black-box or "soldier-proof" to cut maintenance time and cost. In many cases, locally fabricated parts can be used to repair the Vindicta, further reducing operating costs. This is crucial to the successful use of the vehicle, because it must often operate on low-tech worlds or far from maintenance facilities. The Vindicta maintains one of the highest readiness rates in the TOG military.

The assigned infantry squad rides in a central compartment and dismounts through two large side doors. Though spartan, the Vindicta's roomy interior does have padded seats and controls placed for maximum efficiency. The vehicle also is fitted with a positive overpressure system and filters to protect the APC's occupants from chemical contaminants. The system is not 100 percent reliable, and so the troops usually don protective suits if a particularly strong chemical agent is used.

The Vindicta has adequate armor for its assigned missions, but its offensive armament is strictly second-rate. Two Chuikov Mark II AntiPersonnel Lasers are carried in double forward-mounted turrets. These weapons do an excellent job against opposing infantry or rioting civilians but are ineffective against an armored opponent. A SMLM launcher is mounted in the forward hull just to the right of the driver, giving the Vindicta its only offensive capability. Because of the limited ammunition load, however, the missiles are used mainly to cover the vehicle's retreat.

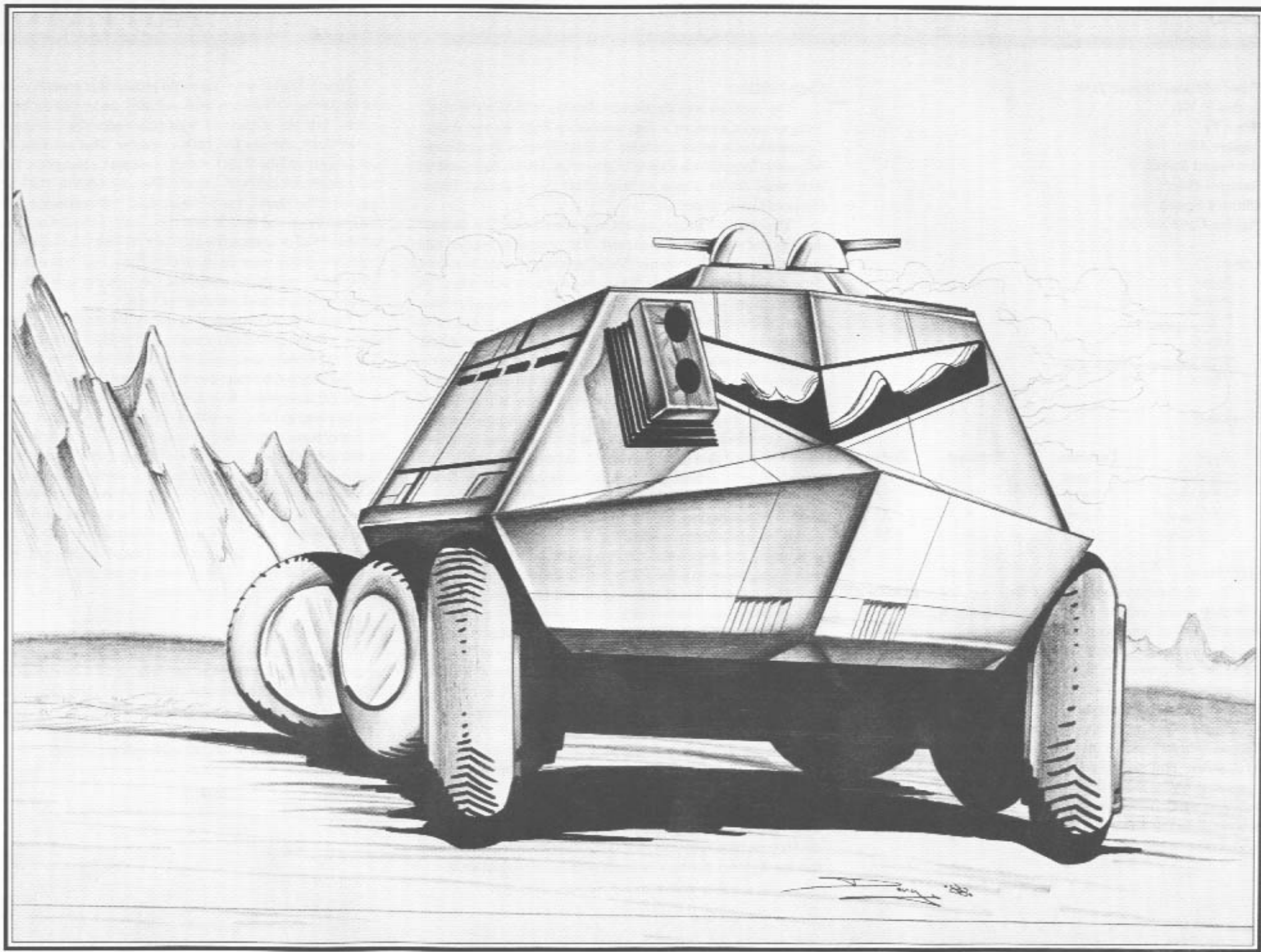
The Vindicta dismounts infantry from a hull-down position, using the AP Lasers to suppress enemy infantry. In a riot-control situation, the Vindicta is used alone to disperse demonstrators or to provide fire support for security forces. As rioting against the TOG government is an act of treason, extreme measures to suppress demonstrations are considered necessary and proper. Thus, it is not unusual for the crew to drive a Vindicta full-speed into a crowd of approaching rioters. If withdrawal is necessary, the Vindicta will attempt to recover its infantry, then use the SMLM launcher and smoke dischargers to cover its retreat.

Troops generally like the Vindicta, though all soldiers in all armies seem to want more armor and bigger weapons for their vehicles. The APC receives high marks for its easy maintenance and simple controls. Drivers like the vehicle for its good handling, while the infantry squad appreciate its roomy interior. The Vindicta is disliked for its lack of offensive weaponry.

There are no official variants of this design, though there have been scattered reports of units jury-rigged with an additional SMLM launcher. The TOG military frowns on such field modifications, however, and so these reports have come mainly from areas expecting to see combat. The additional missile rack can be mounted only at the cost of either reduced armor or decreased mobility, both unsatisfactory modifications.

Deployment:

The Vindicta is a widely used vehicle, being employed in Garrison and second-line Infantry Legions, as well as in Tactical Response Units of the Internal Security Division. Few are seen along the Commonwealth front, though intelligence reports indicate that some are being used by rear-echelon troops to free up grav units for combat duty. Notable units using the Vindicta include the 9958th Garrison Legion (The Nasty Boys), the 23758th Infantry Legion (The Skull Crushers), and the 329th Tactical Response Unit (Caesar's Fury).



Class: Medium Ground Tank

Cost: 470,700

Mass: 71

Engine: 450

Movement Points: 6

Scenario Points: 5

Infantry Squad: No

Digging Cannons: No

Armor:

Front:	50
Right:	40
Left:	40
Stern:	40
Bottom:	10
Turret:	50

Weapons:

Type	Location	Damage	Range
5/6 Laser	Turret	9	20
1.5/4 Laser	Turret	5	20
1.5/4 Laser	Turret	5	20
1.5/3 Laser	Hull 1	4	20

Overview:

The Agitator Medium Ground Tank was designed to be a relatively cheap vehicle for use by guerrillas fighting TOG invaders. The Agitator carries only laser weapons, removing the need for ammunition and all the problems associated with it. With its good armor protection, the Agitator could retire to the countryside and wage its kind of war for many months, buying time until reinforcements could arrive.

The design was first put to the test in 6826 on the planet Tromelin. In preparation for a major offensive against the worlds of Harleck, Promise, and Farside, the TOG High Command planned to hit the major reinforcement staging area on Tromelin to cripple the Commonwealth's ability to aid the besieged planets. It was during this battle that the Agitator's real forte was discovered: urban warfare.

Capabilities:

The Agitator was the first production vehicle by Military Designs and Concepts, a firm created in 6823 by two retired Commonwealth officers, Major General Thomas Freeman and Brigadier General Jack Hickel. Freeman and Hickel believed that they could design a tank to help defeat the tyrannical Terran Overlord Government.

The original design concept as a guerrilla vehicle dictated the Agitator's armor and armament. The designers decided that most, if not all, the weapons should be energy-based to reduce dependence on supply lines. What they came up with was a 5/6 laser augmented by two 1.5/4 lasers. During the tank's developmental stage, testers discovered that the Agitator could carry slightly more weaponry, and so a 1.5/3 laser was added to the hull. With five tons of armor on the turret and the front, one ton on the bottom, and four tons on the sides, the Agitator is well-protected.

So compact is the new engine design that it takes up 13 percent less space than other engines of the same power rating. Though the designers first claimed that the engine was a "technological advance akin to the grav drive," the engine's compact size turned out to be a major problem for maintenance crews. Often, the vehicle's turret has to be partially removed for normal maintenance of the engine. Indeed, the maintenance manual recommends the removal of the entire engine for certain repairs, which is a major inconvenience. Designers are considering several recommendations to solve the maintenance problems.

The Agitator has also been criticized for its poor performance on simulated evacuation tests. According to the computer simulator, the driver has only a five percent chance of survival because the turret must be turned 15 to 20 degrees off-angle to permit his escape through the driver-access door. The commander and gunner do not fare much better. The computer analyzes their survival chances at only 20 percent because of the cramped turret area.

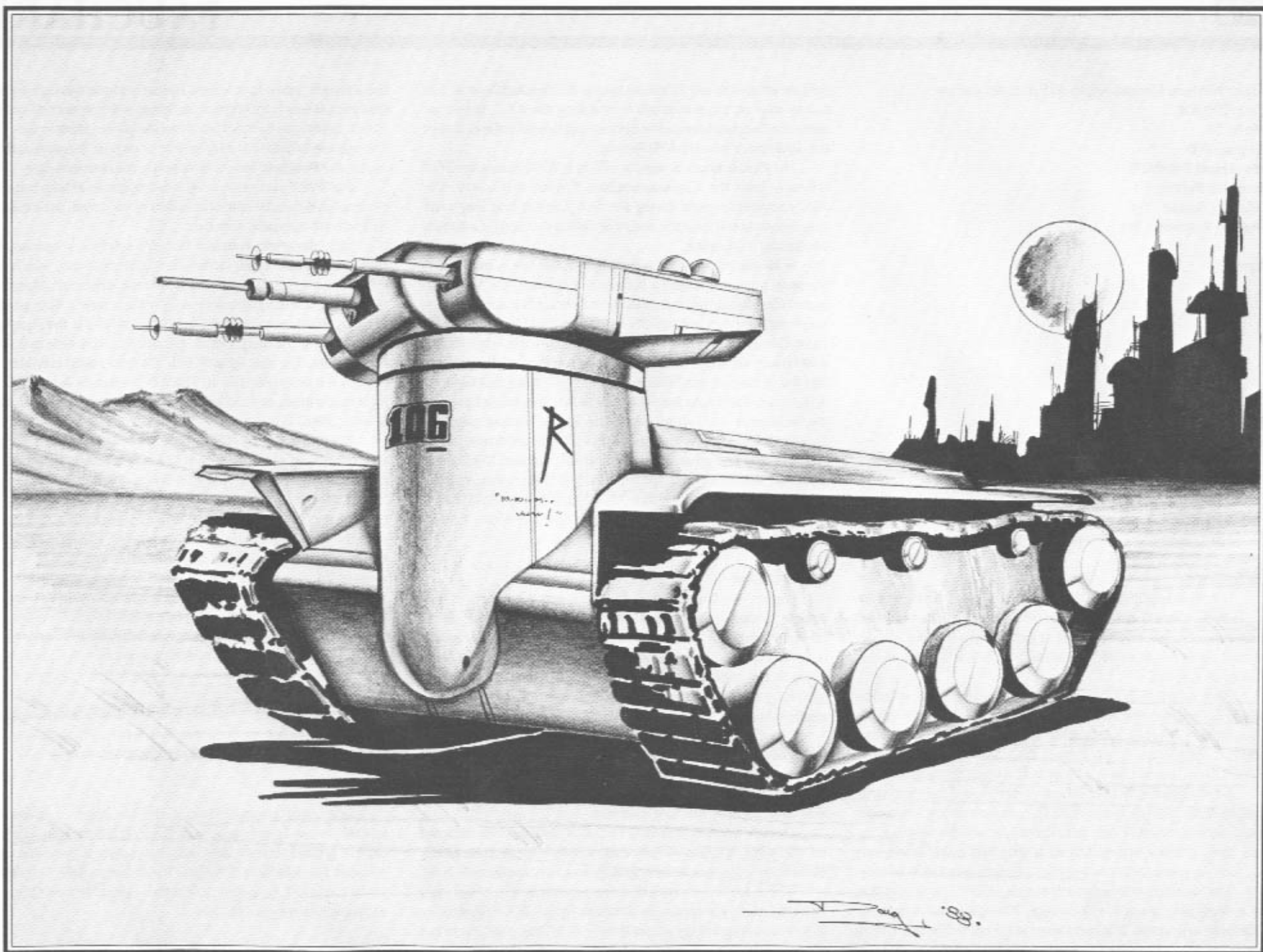
The small turret and engine have their advantages, too, because they give the tank one of the smallest silhouettes of any armored fighting vehicle. During the fighting on Tromelin, the Agitator proved itself as one of the best urban fighters in production. The small track width permits it to negotiate narrow city streets with little difficulty, while the short-barreled lasers mean that the Agitator can turn its turret even in congested areas.

The city fighting on Tromelin proved that ground vehicles can be just as valuable as grav vehicles under certain circumstances. For the platoon of Agitators under the command of Harvey Beck, the day had been a disaster. That morning, Beck had commanded the Sixth Century, Seventh Cohort of the 6946th Commonwealth Infantry Legion. Then the 6009th TOG Strike Legion hit the planet. The 6946th put up stiff resistance, but the TOG forces owned the air. When the dust cleared, the invaders had destroyed or scattered most of the 6946th. The only areas of major resistance were in the cities. Beck had lost two of his Agitators in the initial onslaught, and then a strike by TOG *Spiculum* fighters took out another four.

To protect his remaining Agitators, Beck concealed them in a section of the capital city known as "The Hive." Suddenly, two TOG Trajan heavy grav tanks hovered into view. Watching them cruise slowly by, blasting everything in sight, Beck got an idea. As the Trajans passed, he ordered his three remaining Agitators into the street to fire everything they had at the Trajans. Though the heavy tanks withstood the Agitators' fire, the tactic worked in an unexpected way. Because the streets were so narrow, the Trajan crews fouled their vehicles in the attempt to turn and face their attackers, and they were forced to ground. Thus vulnerable, one of the Trajans was destroyed quickly, and the other met the same fate soon after. The Commonwealth stopped TOG forces dead in their tracks, in an urban area of the planet. Even more than that, the Agitator proved that a mere ground vehicle could stand up to a grav tank if given the chance.

Deployment:

The Agitator has become the Commonwealth's main urban-warfare vehicle. To assist in the defense of vital cities, many Legions have attached Auxilia consisting of Agitators. Some of these Legions are the 6946th Infantry Legion in Pembroke County, the 121st Commonwealth Infantry Legion in Shannadam County, and the 6520th in Birchshire County.



Class: Medium Ground Armored Personnel Carrier

Cost: 255,650

Mass: 76

Engine: 500

Movement Points: 6

Scenario Points: 3

Infantry Squad: Yes

Digging Cannons: No

Armor:

Front:	50
Right:	40
Left:	40
Stern:	30
Bottom:	20
Turret:	30

Weapons:

Type	Location	Damage	Range
TVLG (6)	Hull 1	T	6
TVLG (6)	Hull 2	T	6
AP Laser	Turret	S	3
1.5/6 Laser	Turret	7	20

Overview:

The Fauchard is the Commonwealth's standard ground armored personnel carrier. Because of its strong combination of protection, firepower, and speed, it has found admirers among several different races and other military powers, such as the Renegade Legion.

The Fauchard has more weapons than most ground vehicles of similar weight. The APC carries two TVLG (6) packs on its front corners, giving it a menacing appearance as it charges into combat. The slender turret features the 1.5/6 Model RO-Crush-OR 5 Laser Cannon. An AP Laser is in a separate turret above.

A full squad of bounce infantry rides aboard the Fauchard, split between two compartments. They deploy through two side doors near the front of the tank. There is a passage between the two compartments, behind the bulk of the Cortwright 500 engine, but many commanders use this area for equipment storage.

The Fauchard's targeting and tracking (T & T) profile is that of a Wolverine, even at close range. Though it has treads, its silhouette often fools TOG personnel in the heat of battle. This is

both an advantage and disadvantage for the Fauchard's crew. The enemy may be more cautious in attacking the APC, but sometimes the Fauchard draws fire because opponents believe it to be the much more powerful Wolverine.

The Fauchard got its baptism of fire in 6790 during the TOG offensive into the Commonwealth's Yoventrov County. The APC's reputation grew during the first years of that long campaign, and soon it won the praise of military experts, Commonwealth and TOG alike.

With this newly won regard, Fauchards were assigned to transport a reserve infantry battalion supporting the 584th Armored Cavalry during the infamous battle for Barston Ridge on the planet Newbury in 6808. During the height of the fighting, the Third Company (Rolling Grief) charged down the ridge, loaded with bounce infantry. Despite heavy losses, the Fauchards drove into the middle of the TOG grav tank formations and began to deploy the infantry. As the troops trained their Painting Lasers on the numerous and all-too-close targets, a second wave of Fauchards supported with heavier grav armor dove down, locked their missiles and other weapons onto the confused TOG tanks, and fired. Within an hour, the superior TOG forces were reduced to a handful of burning wrecks. This action slowed the offensive by nearly four months, giving the 584th time to withdraw safely from Newbury.

Capabilities:

Naram and Human engineers designed the Fauchard as a vehicle to transport infantry into the heart of combat and to provide them cover. The design team also wanted to create a well-protected vehicle able to stand its ground in a short firefight. With a few modifications, the vehicle would also have to be able to perform a number of support functions, such as medical evacuation and rescue.

The Cortwright 500 engine is standard among many older Renegade Legion and Commonwealth vehicles. The Fauchard version is modified slightly to carry a larger cooling unit for prolonged operations. Mounting the engine in the center near the rear helps balance the APC's weight.

Despite its armor, the Fauchard is vulnerable in the back and on the sides because of inherent weaknesses in the chassis. Indeed, a missile or laser hit at these points can cripple a Fauchard.

The 1.5/6 RO-Crush-OR Laser system is the APC's most powerful energy weapon. Its Rotation Optics (RO) System has full overloading energy redundancy (OR). Thus, the system can

fire a longer, more concentrated beam without damaging either the optics sensors, which track its firing, or the power coil system, which directs the energy flow from the power plant to the laser. Though many older lasers burn out or require frequent maintenance, the Fauchard model is virtually maintenance-free.

The T & T system controls the antipersonnel laser mounted in a small independent turret atop the normal turret, but it can also be operated manually with ease.

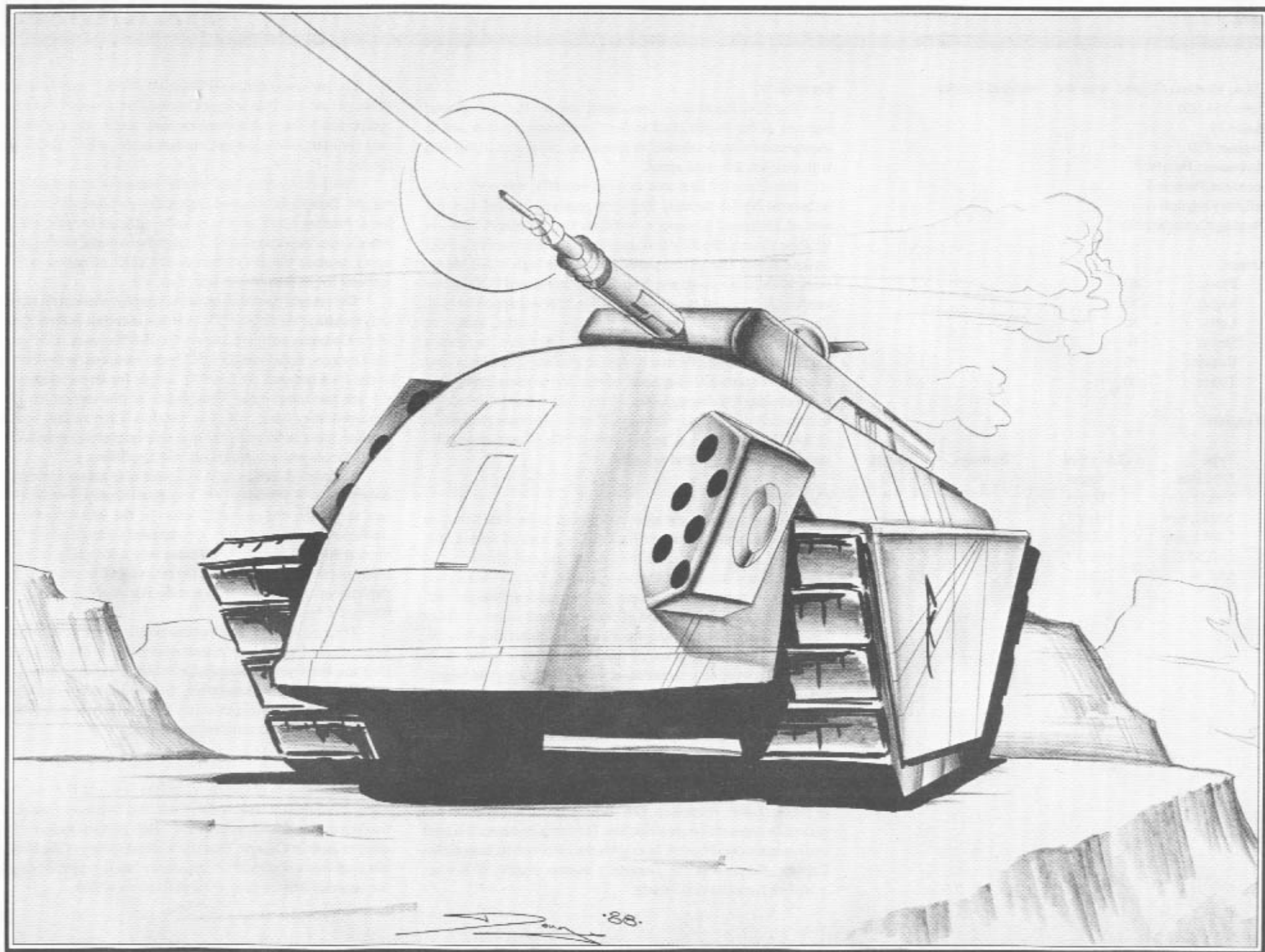
Most designers consider the APC's layout abnormal. The engine placement splits the infantry compartments, which connect only by a small passageway to the rear of the craft. Moreover, the driver often has difficulty reaching the controls. Though there are modifications to enable KessRith units to use the Fauchard, that race finds the design unwieldy and will have little to do with the vehicle. On the other hand, Baufrin units consider the Fauchard a prize possession. The APC's internal design is comfortable for them, and so the Fauchard is common among Baufrin reserve units.

When tracked by TOG battlefield sensors, the Fauchard often shows up as a Wolverine. The size is clearly different, but the Light Reflection/Refraction Slope Profiles (LRRSP) are remarkably similar. Some TOG armor units go after the Fauchard because they believe it is a Wolverine, while others avoid contact with the ground APC for the same reason. Though such reluctance to fight violates TOG doctrine, arbitrary rules of engagement often fall to the wayside under battlefield conditions.

There have been no variations on the Fauchard design in its APC role. Some changes in the placement of cockpit controls are under way, with these revamped vehicles reaching combat units by next year. Because of KessRith complaints about the engine placement, an engineering study of weight distribution is underway to determine whether shifting the Cortwright 500 would reduce performance or destabilize the craft. No changes are expected in either the weapons mix or the armor placement, despite the vulnerable spots on the chassis.

Deployment:

Like most ground vehicles, the Fauchard is assigned to second-line and garrison units of the Commonwealth. The presence of ground vehicles almost automatically ensures that a unit assumes the defensive when faced with a grav-equipped enemy. Units expected to assume offensive operations are equipped exclusively with grav vehicles.



Class: Medium Ground Armored Personnel Carrier

Cost: 364,050

Mass: 71

Engine: 450

Movement Points: 6

Scenario Points: 4

Infantry Squad: Yes

Digging Cannons: No

Armor:

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

Weapons:

Type	Location	Damage	Range
3/6 Laser	Turret	8	20
TVLG (2)	Turret	T	6
1.5/3 Laser	Hull 1	4	20
1.5/3 Laser	Hull 2	4	20
SMLM (2)	Hull 1	T	10
SMLM (2)	Hull 2	T	10

Overview:

The H-6 Harasser is considered one of the best ground vehicles of its weight class in the Commonwealth military. It incorporates a well-rounded weapons mix of lasers and missiles with a reasonably high speed.

The Harasser first saw combat in 6803, when the now-disbanded 3055th Security Regiment received two full Companies of Harassers as support vehicles. On the planet Quell in Hibbing County, the 3055th found itself overwhelmed by a TOG Strike Legion. The 3055th pulled back to the high V'still Mountains, whose high winds and deep caverns prevented TOG fighter attacks and reduced the mobility of the grav-equipped Legion. The 3055th held out for more than five months, using the Harassers on raids against the superior TOG force. In 6804, a Commonwealth relief force broke the planetary blockade long enough to evacuate several hundred men and women from Quell, but both sides took heavy losses. In the months that followed, the testimonials of these survivors contributed to increase production of the Harasser until it became one of the Commonwealth's standard medium ground vehicles.

Capabilities:

Ground vehicles are often considered to be a burdensome necessity of combat, but the Harasser is a tool of destruction. Dougyson Industries created the vehicle and manufactures it in three facilities within the Commonwealth. The APC's original concept was the relatively simple one of a medium-weight craft capable of delivering a squad of bounce infantry into a combat zone and then providing those troops with a mobile firing defense.

The sleek, long lines of the Harasser hide some of its strength. Its weapon systems cover a variety of types and ranges, yet differ from the Gauss Cannons common on many vehicles of the same weight. The Harasser mounts both TVLGs and SMLMs, supported by longer-range lasers. When used in combination and supported by infantry Painting Lasers, these systems are deadly even against larger and faster grav tanks.

The way the weapons are mounted attempts to conceal much of the Harasser's firepower. The TVLGs are mounted under fire doors that appear to be crew hatches. The turret-mounted 3/6 laser system has a cowl that resembles the barrel of 100mm Gauss Cannon. Because of the Harasser's narrow profile, it is often mistaken for a heavier vehicle.

The engine system is a B'Thala 450 Model, manufactured by a Naram firm on Ely in Magog County. Composed of two smaller component systems that combine their output, the engine is the only one of its kind in use by Commonwealth or Renegade Legion forces.

The maintenance load of the Harasser is normal for its weight, though the unusual engine design presents some problems. Finding spare parts is usually difficult because no other vehicle uses the same engine. Though the manufacturer is gearing up to produce the parts, the current TOG offensive makes it difficult to get them to the front line.

The several KessRith units that employ these craft have the only variant of the vehicle. This version is known as the T'Arla or, as the Commonwealth records it, the H-8 Harasser. This version does away with the smaller 1.5/3 lasers mounted on the twin hull of the craft and uses the freed-up weight for armor, primarily in the side and turret areas. Though few of this variant have been deployed, they have proven successful. If the variant becomes popular, most technicians can make the conversion even with the limited tools and equipment of field conditions.

The typical tactic of the Harasser is to attempt to outflank enemy units. While other units engage an enemy directly, Harassers sprint for one or both flanks. In the initial moments of confusion this tactic creates, the Harassers debark infantry from the rear doors. Then the APCs move forward slightly, using their lasers to lure enemy tanks. As the tanks close in, the infantry set them up with Painting Lasers and the Harassers let loose volleys of missile fire.

TOG forces have developed several strategies to combat this tactic, most of which concentrate on destroying the infantry first, then the Harassers. Because the vehicle's design requires that infantry and tank work together, the destruction of one element leads to the death of the other. It is still an effective tactic that has cost many TOG commanders their lives.

Deployment:

Both variants of the Harasser, the H-6 and H-8, are found within Shannedam and Bannor Counties. The most notable unit making use of the Harasser is the 214th B'ekkal Reserve Regiment in Bannor County. That unit's initial testing of the Harasser has produced a wealth of information, as well as victories against the superior firepower of TOG units in the region.



Class: Medium Ground Armored Personnel Carrier

Cost: 222,600

Mass: 68

Engine: 450

Movement Points: 6

Scenario Points: 3

Infantry Squad: Yes

Digging Cannons: No

Armor:

Front:	50
Right:	40
Left:	40
Stern:	40
Bottom:	30
Turret:	50

Weapons:

Type	Location	Damage	Range
1.5/4 Laser	Turret	5	20
1.5/4 Laser	Turret	5	20
TVLG (4)	Hull 1	T	6
SMLM (2)	Hull 2	T	10

Overview:

The Jaguar is a standard Commonwealth medium ground APC usually assigned to second-line infantry and rear-area security units. Designed in 6810, the tank got its first taste of combat when TOG units raided the rear areas of Yoventrov County in 6814. The new vehicles gave a good account of themselves and encouraged the Commonwealth to give the manufacturer the green light for large-scale production. The Jaguar combines good protection, armament, and mobility in a package that is popular with crews and effective against comparable opponents. The Jaguar's 1.5/4 lasers and TVLG/SMLM combination can be deadly to ground vehicles, but cannot do enough damage against armored grav vehicles to turn the tide of battle.

Capabilities:

Designed by Schuessler-Meritt Limited, a Commonwealth defense firm based in the Marne Grand Dukedom, the Jaguar uses a conventional tracked design that offers better off-road handling than a wheeled design. The Churchill 450 engine gives the Jaguar excellent mobility for a ground vehicle. It can move up to 72 KPH and has excellent acceleration for a tracked vehicle. This mobility, combined with the vehicle's offensive and defensive systems, makes the Jaguar one of the best ground vehicles in use today.

With the exception of the suspension system, all the Jaguar's components have a solid reliability record. The suspension is sturdy but requires frequent maintenance to remain in good running condition. The remaining components were designed and built for long life and low maintenance. Several assemblies can be manufactured on most worlds in the Commonwealth and require minimal strategic materials. This reduces production and maintenance costs. All systems are laid out for easy access and removal, speeding repairs enormously. This required careful planning and work by the manufacturer but has saved lives on the battlefield.

The Jaguar required three years for design and development. Some critics questioned whether the final product would be worth the cost spent in pre-production and whether the Jaguar might become another Crusader, a heavy grav tank that is a Commonwealth mechanic's nightmare. Fortunately, their fears were unfounded. The long development time was spent in improving a good design, not in fixing problems that cropped up. As a result, the Jaguar is one of the best tank designs in Commonwealth history.

The Jaguar is equipped with four offensive systems. Two 1.5/4 Lasers are in the turret, and a TVLG (4) and an SMLM (2) are mounted in the hull to the driver's right. These weapons give the Jaguar considerable firepower against other ground vehicles and let it do respectable damage to grav combat vehicles. The well-protected and easy-to-maintain lasers are of KessRith design. The missile systems are a Naram design. Though they require more upkeep than the lasers, they are more reliable than many other missile racks.

The Jaguar's defense consists of 25 tons of armor, standard ECM systems and smoke dischargers, and its mobility. This is generally sufficient to keep the vehicle alive in combat against second-line forces. Against front-line forces, the Jaguar's chances for survival are much poorer.

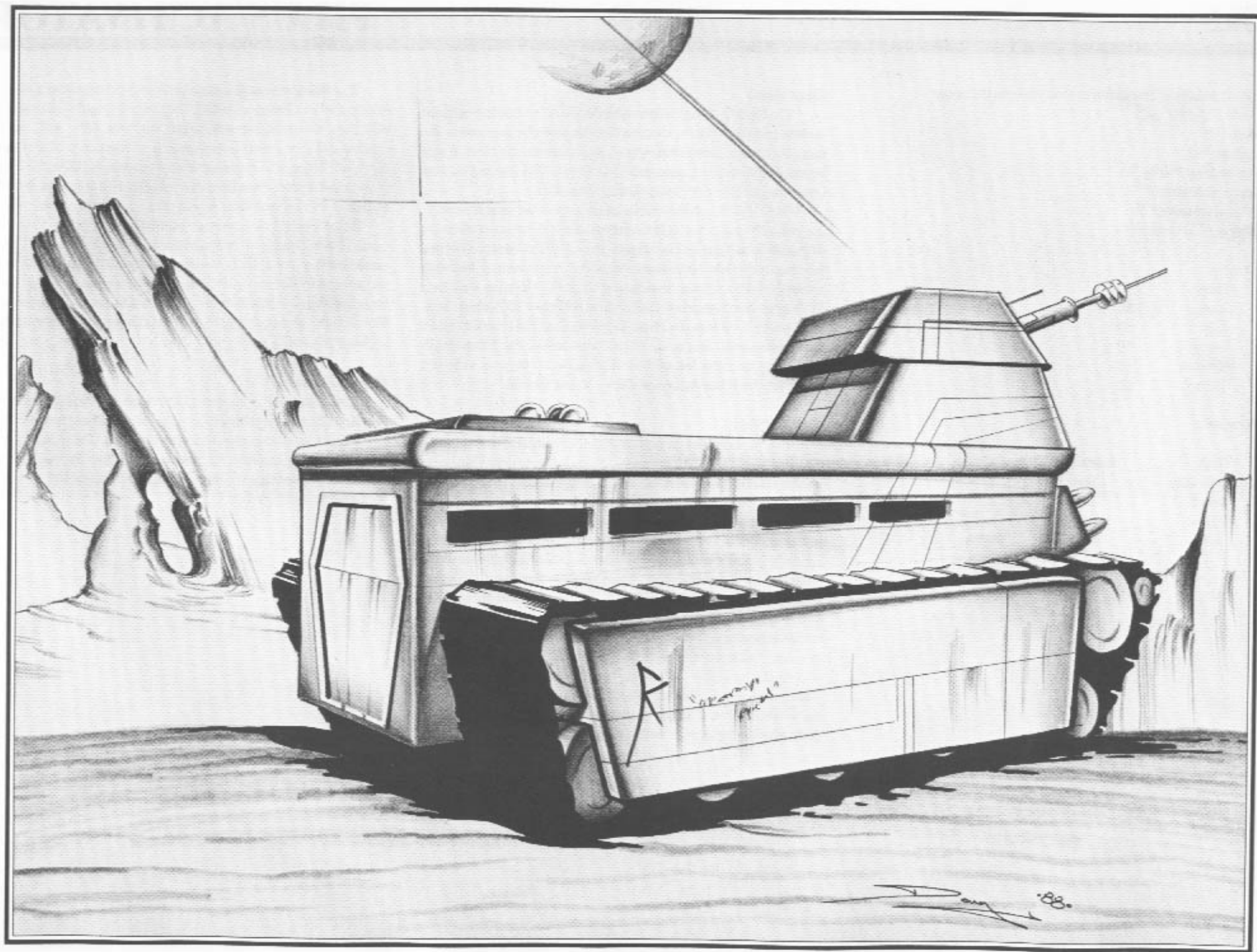
The infantry compartment shows the same attention to detail as the rest of the vehicle. Seats are padded and adjustable, with all equipment within easy reach. Troops disembark through a large rear door. The door is designed for rapid entry and exit, permitting the entire squad to disembark within ten seconds. Like the rest of the vehicle, the infantry compartment is fitted with passive and active NBC protective measures.

Commonwealth tactics call for the infantry to disembark from the vehicle prior to assaulting enemy positions. The Jaguar then provides suppressive fire for the attacking troops. In cases where opposition is light, the Jaguar may attempt to overrun the enemy positions, with the infantry remaining mounted until reaching the objective area. Another tactic calls for the disembarked infantry to pin the enemy with mortar fire while the Jaguar maneuvers to strike the enemy rear or flanks. The Jaguar generally operates with other armored units as part of a combined-arms team. The vehicle is used alone only when deployed on rear-area security or guerrilla-suppression missions.

Troops generally like the Jaguar for its mobility and firepower. The only complaints are the usual demands for more armor and weapons. Variations have been attempted, but they reduced the vehicle's speed or required more maintenance. To date, no variant has been successful enough to replace the current design, and so the Jaguar is expected to soldier on for at least another decade.

Deployment:

As noted above, the Jaguar is usually found in second-line infantry and security units. The vehicle is popular with planetary militia, to which it is most often assigned. The Jaguar is one of the most common ground tanks in the Commonwealth. Typical duties include rear-area security, perimeter guard for installations, and combat against guerrilla forces. The only units not deploying the Jaguar are the KessRith, whose commanders do not consider the tank's weapons and armor to be sufficient.



Class: Medium Ground Armored Personnel Carrier

Cost: 173,550

Mass: 78

Engine: 500

Movement Points: 6

Scenario Points: 2

Infantry Squad: Yes

Digging Cannons: No

Armor:

Front:	70
Right:	50
Left:	50
Stern:	50
Bottom:	10
Turret:	60

Weapons:

Type	Location	Damage	Range
AP Laser	Turret	S	3
Vulcan I	Turret	S	NA
25mm	Turret	T	6
SMLM (1)	Hull 1	T	10

Overview:

The Pilus/Activator eight-wheeled APC is a second-echelon mobile infantry vehicle that the Commonwealth uses under the name Activator and the Renegade Legion uses as the Pilus. It was introduced into Commonwealth forces in 6799, finding its way into Renegade Legion units shortly thereafter.

The Pilus/Activator fulfills its mission as an infantry-carrying ground vehicle. Its eight wheels give it mobility over all forms of passable terrain, and its engine gives it the endurance needed for long-term field operations. As an APC, it is well-armed with a turret-housed 25mm Samchouie Gauss Cannon as well as a TriBurper AntiPersonnel Laser and a Defender III Vulcan Missile System. Combined with the Deadeye SMLM (1) mounting on the forward hull, this array of weapons makes the Pilus formidable against vehicles of like design. Against grav vehicles, however, the Pilus/Activator does not fare as well.

Capabilities:

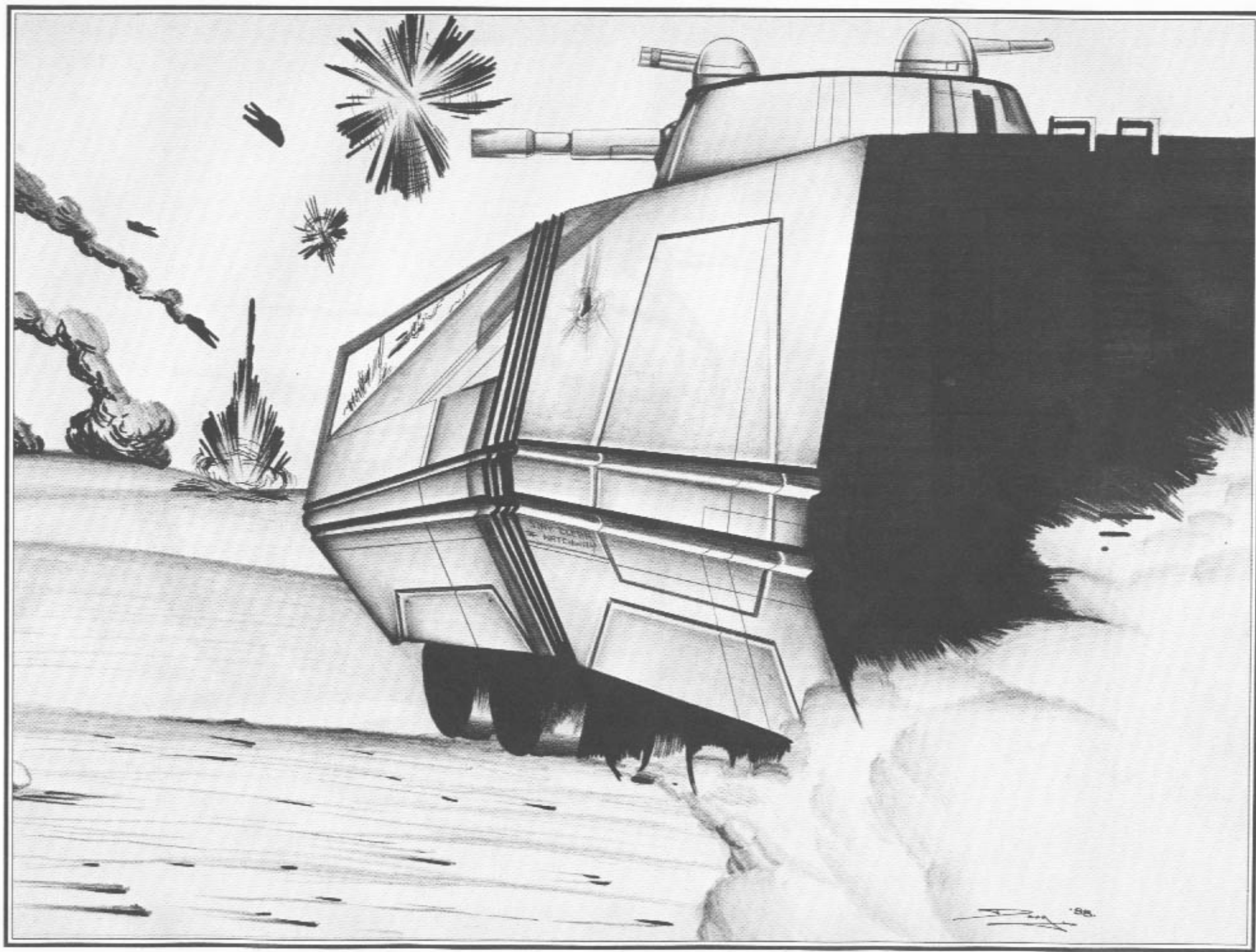
The Pilus/Activator was designed in response to an aggressive onslaught of TOG invaders. As more and more Commonwealth reserve units were called up, commanders found that the units were so lacking in grav vehicles that they became almost totally useless in a mobile defense. What the Commonwealth forces needed was a vehicle simple enough for immediate mass production and inexpensive enough that lack of mobility could be balanced by sheer numbers. Thus was the Activator designed, produced, and quickly deployed to Commonwealth garrison units. As Renegade Legion units withdrew from the front lines for re-equipment and reassignment, infantry Cohorts on garrison missions had to accept the Pilus version of the Activator because of vehicle shortages. The only major difference between the Renegade Legion Pilus and the Commonwealth Activator is that the Activator has a large commander's cupola, while the Renegade version replaces it with a simple hatch.

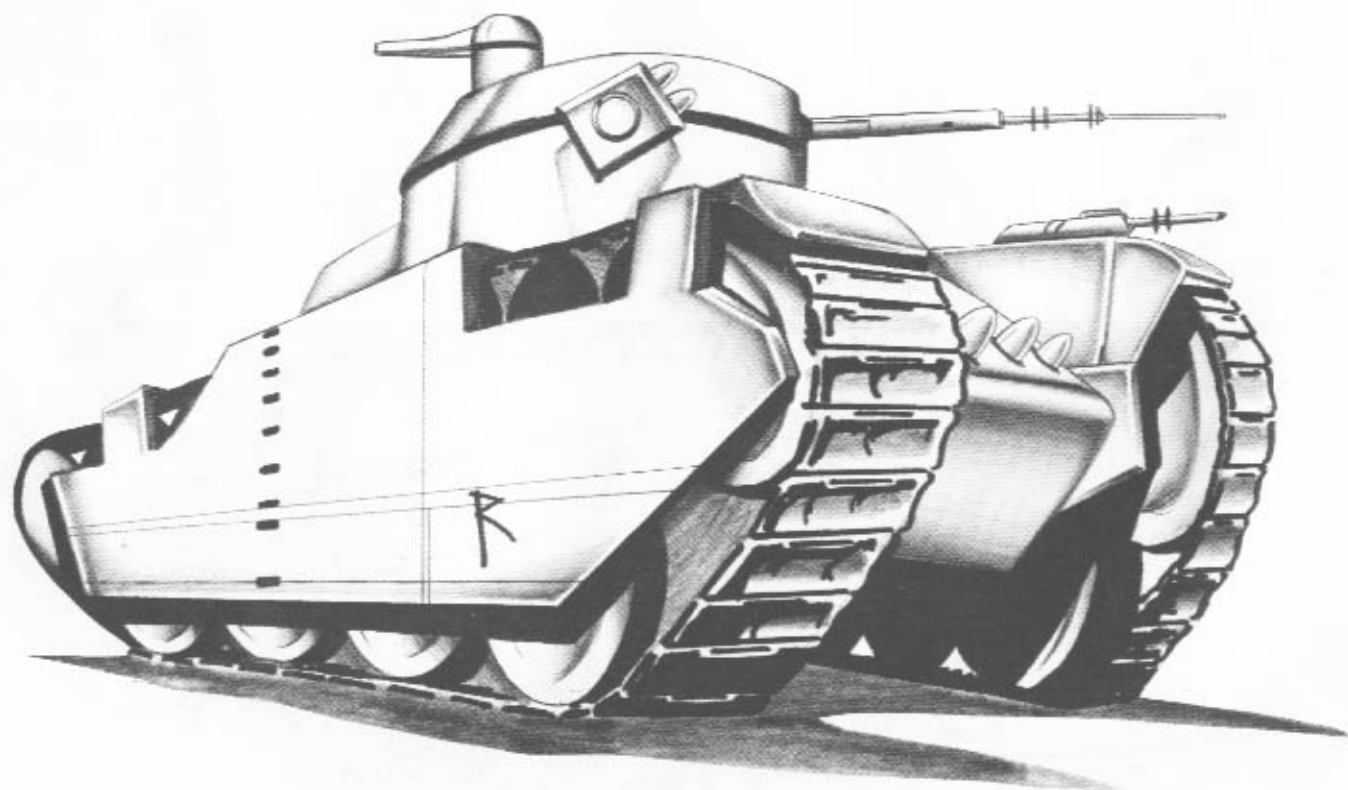
The Pilus/Activator's main mission is to transport a team of infantry to an objective, where they can dismount and perform offensive or defensive operations on foot. The APC is not supposed to face enemy grav armor; it is to be used only for troop transport. If not, a well-placed foxhole probably offers the infantrymen more protection than this vehicle. The crew and infantry squads of a Pilus/Activator would prefer to ride in a grav vehicle.

Most Pilus/Activators are immediately modified by their crews. These changes vary from simple cosmetic variations (false armor baffles, extra ECM aerals, wildly differing camouflage, and so on) to modifications in weaponry or internal configuration. Over the years, it has become such a tradition to modify a new Pilus/Activator that many superstitious crewmen believe it is bad luck *not* to modify one.

Deployment:

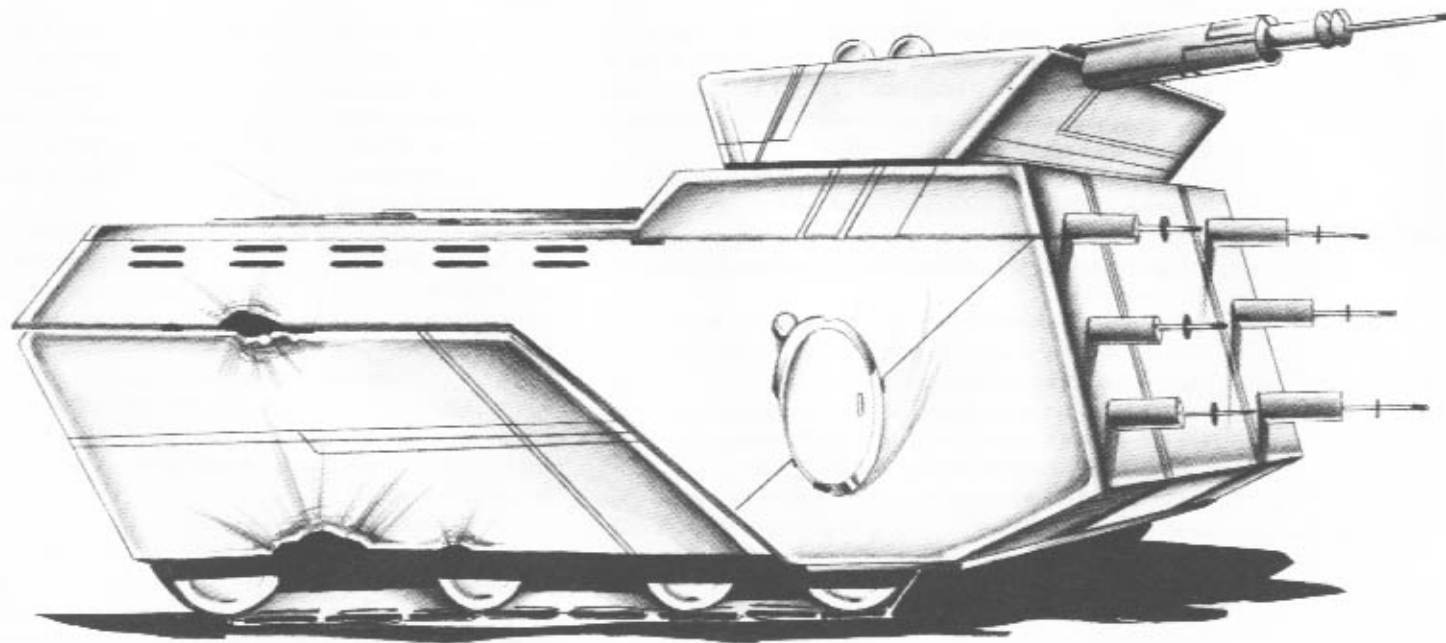
The Activator is assigned to thousands of second-line and security Commonwealth units, many of which are now fighting in the front lines in hotly contested counties. These include the 1213th Caralis Defense Regiment, now heavily engaged on Caralis in Shannadam County, and the 6520th and 4014th Infantry Legions in Birchshire County.





HEAVY GROUND VEHICLES

Though inadequate for offensive operations because of their lack of mobility, heavy ground vehicles still serve an essential role, especially as part of garrison units. Proper positioning makes the difference between a formidable defender and one that is easily outflanked or surrounded, but their sheer firepower means these vehicles cannot be ignored.



Class: Heavy Ground Tank

Cost: 244,800

Mass: 96

Engine: 750

Movement Points: 8

Scenario Points: 3

Infantry Squad: No

Digging Cannons: No

Armor:

Front:	70
Right:	60
Left:	60
Stern:	50
Bottom:	30
Turret:	80

Weapons:

Type:	Location:	Damage:	Range:
1.5/3 Laser	Hull 1	4	20
1.5/3 Laser	Hull 2	4	20
TVLG (2)	Hull 1	T	6
TVLG (2)	Hull 2	T	6
1.5/4 Laser	Turret	5	20

Overview:

Though it is now a mainstay of TOG's ground vehicles, the Cestus was the subject of intense debate in the Imperial Senate when it was authorized. In the bidding war for military contracts, Senator Marcus Hickus won the Cestus Project for his small district on Terra. Like most Senators, Hickus had invested heavily in firms in his district, so he made a small fortune when BreedStar Inc. won the contract in 6780.

After 16 overhauls and major modifications, the final version of Cestus was released in 6788. The design flaws that led to the overhauls spawned many jokes about the Cestus over the years.

Despite the jokes, the craft has a number of advantages. One is that it carries a fair balance of weapons, though they are quite unremarkable. Though it lacks Mass Driver Cannons or Gauss Cannons, it does carry TVLGs and several medium-weight lasers that give it an effective punch.

The main advantage of the Cestus is not the weaponry, but its speed. Extremely fast for a heavy tank, the Cestus can easily keep up with lighter ground vehicles. Its unique three-track design gives it control at high speeds and excellent ground-holding ability.

A major weakness of the Cestus is that it does not carry infantry, as many other large vehicles do. This means that the Cestus must depend on other units for support.

The Cestus had great success in its first combat, used by the 48876th Garrison Legion on the worlds of Dervock and Shape. During a raid by elements of the 2888th Renegade Legion, several Centuries of Cestuses managed to overrun the Renegade landing zone, destroying a significant stockpile of supplies and critically damaging a number of transports. This action forced the withdrawal of the Renegade forces.

Capabilities:

"A stable ground craft even at high speed with enough firepower to cause the enemy damage. Furthermore, it must be able to last long enough in combat for heavier armor support to arrive and relieve." General Asslano Rastus of the TOG Quartermaster Corps laid down his criteria in basic terms. Despite the political wrangling that took place during the bidding on the Cestus Project, the goals were met with a high degree of success.

The Cestus's unusual three-track tread slopes the vehicle upward slightly. Its shape gives it the illusion of a fighter striving to take off. When turning, the suspension system automatically

adjusts to give the driver the greatest amount of control. When stationary, the Cestus can lower itself onto its treads by nearly two feet to achieve a lower combat profile.

The weapon systems have proven problematic since the Cestus's initial success. More than half of the overhauls in the Cestus's design were attempts to improve the poor weapons performance. The original version, now known as the Cestus I, carried lighter armor on the front and sides and a 100mm Gauss Cannon as the main turret weapon. The performance of this variant was disastrous, and all but five of the prototypes were wiped out by the Tenth Commonwealth Legion in battles for Farley.

The replacement weapon systems also proved to be ill-designed. The Cestus III mounted two 1.5/4 Marrison Lasers in the turret and reduced the number of TVLGs. This model did not stand a chance against even light grav armored tanks. Its lasers did not even mar the armor and shields of enemy tanks. Designers finally hit upon the successful current mix of weapons and have kept it the same for several decades.

The KessRith call the Cestus the "Mashala," which roughly translates to the "Ground Bird." In many respects, the Cestus appears to be a fighter that is mounted with treads. Renegade Legion units routinely destroy captured Cestuses rather than turn them against their former owner.

Learning to operate a Cestus is difficult. Its unique track system and tread control make it a difficult vehicle to master. Those who succeed learn that the Cestus has a number of advantages in combat. Those who do not master it often end up wounded or dead.

Full centuries of Cestuses are rarely seen, and it is common for it to operate with other types of vehicles in a platoon. In some units in the Bannor County region, two Cestuses will accompany one lighter Jupiter Class Scout Car. The large number of Cestuses in use means that it is one of the easiest vehicles to repair, both in the ready availability of parts and in the number of skilled technicians familiar with the craft's workings.

Deployment:

The heavy armor centuries of most TOG Garrison Legions are equipped with Cestuses. Its high speed allows it to keep pace with lighter elements of the Legion. Because of this, it is often deployed with reaction forces at a base camp when operating against guerrillas.



Class: Heavy Ground Tank/Riot Suppression

Cost: 499,900

Mass: 100

Engine: 450

Movement Points: 4

Scenario Points: 5

Infantry Squad: No

Digging Cannons: No

Armor:

Front:	70
Right:	70
Left:	70
Stern:	70
Bottom:	20
Turret:	70

Weapons:

Type	Location	Damage	Range
7.5/6 Laser	Turret	10	20
AP Laser	Turret	S	3
TVLG (4)	Hull1	T	6
AP Laser	Hull 2	S	3
25mm	Turret	T	6

Overview:

The Crassus ground tank was developed in response to riots that greeted the birth of the Terran Overlord Government in 6680–81. The newly established TOG High Command wanted a vehicle that could help control the populace as well as defend the planet from raids and invasions. As TOG also wanted to keep down costs, the designers chose a ground vehicle over a grav platform. That choice was acceptable because the military mission of the vehicle did not require that it do more than hold off a raid or invasion until regular troops could arrive to relieve the garrison.

The designers mounted two antipersonnel lasers (APs) and a 25mm Gauss Cannon for riot suppression. The antivehicle weaponry consisted of a 7.5/6 laser and a TVLG (4) missile launcher. Though the Crassus is slow and weakly armed and armored in comparison to grav vehicles, it stacks up well compared to its own kind.

The first Crassus tanks were delivered in 6682, and went into immediate use for suppressing rebellions on several planets. During the past 150 years, the Crassus has successfully fulfilled its riot-control and garrison duties, and it continues to serve TOG in large numbers to this day.

Capabilities:

The Crassus is manufactured by TOG Interstellar Conglomerates, and production of this single vehicle takes up most of the firm's time and efforts. The Crassus is a prime example of rapid assembly-line manufacturing. As all components for the vehicle are produced in the same factories as the finished product, TOG Interstellar is able to meet the astounding production rate of over 50,000 vehicles a year. In addition to being one of the easiest vehicles to construct, the Crassus is a mechanic's dream. This heavy tank is one of the most durable vehicles ever built, with a continual-use lifespan of almost ten years.

With all these advantages, one might expect some problems to balance the good with the bad, but the vehicle has no intrinsic difficulties. Its speed is roughly equal to other heavy ground vehicles, yet the FXT-450 power plant is very compact. The armor protection is good all around, too.

The main weapon system, the 7.5/6 laser, is turret-mounted, as are a coaxial Vetex-1900 antipersonnel laser and the 25mm Gauss Cannon. A TVLG (4) missile system and another Vetex-1900 AP laser comprise the hull-mounted weaponry.

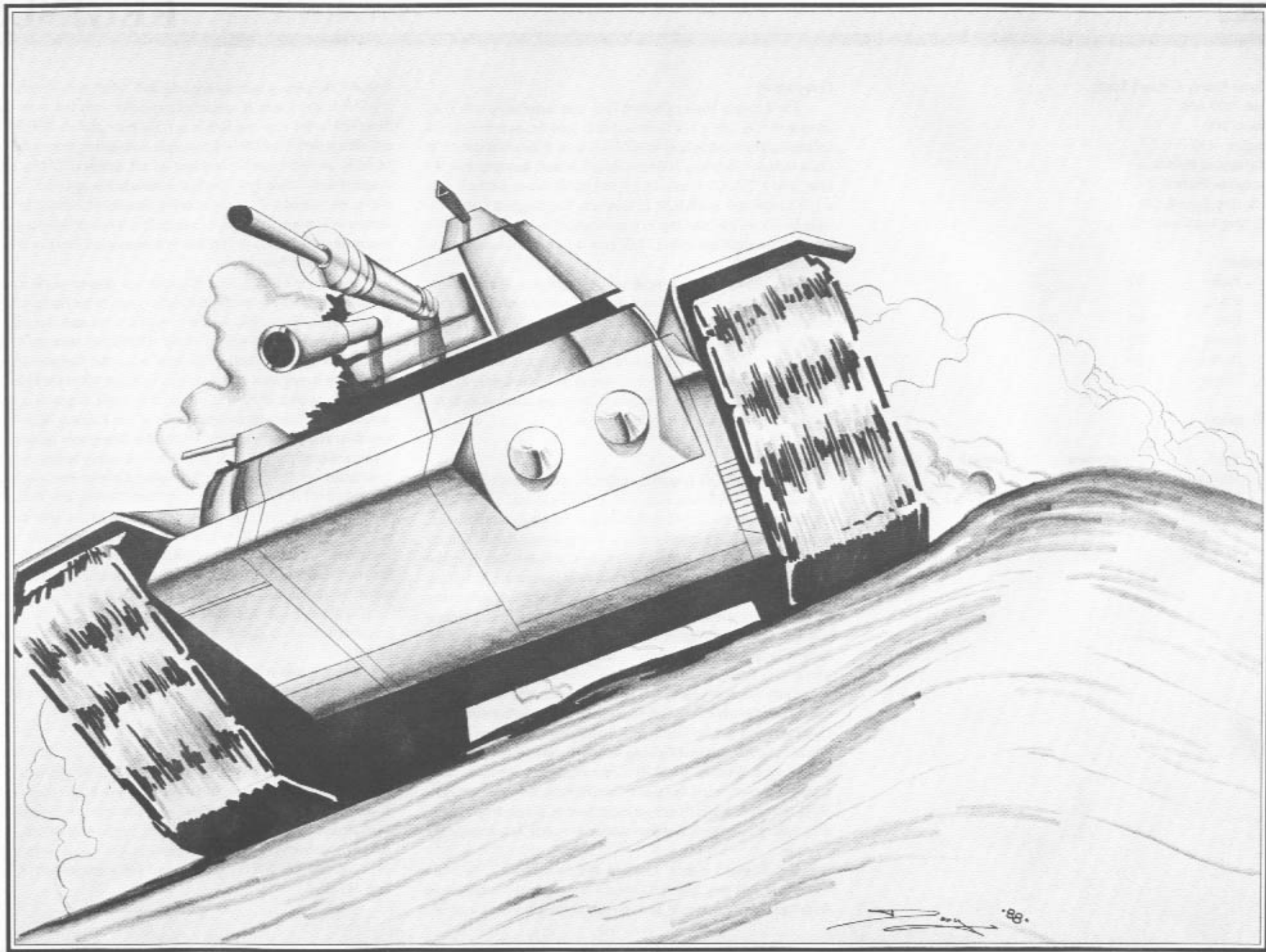
Though thousands, if not millions, of Crassus Class vehicles exist on multiple thousands of planets, the vehicle has not seen extensive combat. This is partly because the Commonwealth does not have the resources for many deep-penetration raids into TOG. It is also because Crassus tanks are usually assigned to rear-area planets in secure areas. When they do see combat, however, these heavy tanks have given the Commonwealth some nasty surprises.

In 6760, the Commonwealth launched a surprise raid on the TOG planet of Trudo IX, committing the better part of the 727th Infantry Legion to the raid. Though the planet was garrisoned by a TOG Legion, the Commonwealth strategists foresaw little resistance from such second-class troops equipped only with ground vehicles. The Prefect of the Legion, Olivar Bolivar, knew it would be suicide to oppose the Commonwealth vehicles, yet he conceived a plan that might get his men a crack at the infantry. Bolivar used two of his Cohorts to stage a panicky withdrawal while he, the First Cohort, and other assorted troops dug in along the River Beshugo. In hot pursuit of the fleeing TOG Cohorts, the Commonwealth armor units flew past the entrenched Bolivar and his troops. When the Commonwealth infantry then started to close in, Bolivar sprung his trap. In their Crassus tanks, he and his troops mowed down the unprotected Commonwealth infantry. Though his unit took heavy losses in this action, Bolivar and the 11330th Garrison Legion delayed the Commonwealth long enough to keep them from completing their objectives, and soon after drove the attackers from the planet.

Bolivar and the 11330th were upgraded to the status of a first-line Infantry Legion and moved to the front. No higher praise could be given.

Deployment:

The Crassus is deployed just about anywhere ground vehicles are found. Indeed, the vast majority of garrisoned planets within TOG include Crassus tanks among their vehicles. The Legions that employ the Crassus are too numerous to mention, but the majority of those not engaged in active combat are usually equipped with the Crassus Heavy Ground Tank.



Class: Heavy Ground Tank

Cost: 397,600

Mass: 100

Engine: 450

Movement Points: 4

Scenario Points: 4

Infantry Squad: No

Digging Cannons: No

Armor:

Front:	50
Right:	30
Left:	30
Stern:	40
Bottom:	10
Turret:	50

Weapons:

Type	Location	Damage	Range
100mm	Turret	T	10
AP Laser	Turret	S	3
TVLG (4)	Turret	T	6
1.5/2 Laser	Hull 1	3	20
SMLM (2)	Hull 2	T	10

Overview:

The Reginus Heavy Ground Tank was introduced into TOG service in 6782. As a TOG rear-echelon vehicle, it serves in both antitank and antipersonnel roles. Well-armed for a vehicle of its class, the tank mounts a 100mm Gauss Cannon, an antipersonnel laser, and a TVLG (4) missile system in the turret. In the hull is a 1.5/2 laser and an SMLM (2) system. The Reginus's armor is light for its weight, but that is understandable, given its weapon load. Its speeds of more than 70 KPH make it a formidable ground vehicle, indeed.

The vehicle has its weak points, however. As a ground vehicle, it is slower and less well-armored and armed than its grav counterparts. Though this is a disadvantage on the field, it does make the Reginus cheaper and easier to manufacture.

The Reginus first saw combat shortly after its introduction into the TOG military, and it continues to prove its worth. In fact, the Reginus was a combat vehicle before being adopted by TOG, though that fact is not generally known.

Capabilities:

In 6775, a TOG Imperial exploration ship stumbled across several occupied planets deep within TOG-claimed space. Calling themselves the Eeon Confederation, the inhabitants of these worlds claimed 22 planets within a 10-light-year radius. Cut off from Terra during the Snow Plague, the Confederation vanished from the rest of the Humankind's view for more than 500 years. With the rediscovery, TOG moved rapidly to establish diplomatic relations and to create a "protectorate" over the small Confederation. Much to their chagrin, TOG leaders soon discovered that the Eeon Confederation preferred death to becoming part of the Terran Overlord Government.

Early the next year, TOG launched a massive invasion that consisted of twelve Legions, four strike and eight infantry. The Confederation put up fierce resistance, despite the fact that 90 percent of their armored fighting vehicles were of the "obsolete" ground-type. Thanks to TOG's overwhelming numbers, they eventually conquered the Eeon Confederation. In the struggle, TOG commanders had been so impressed by the performance of the primary Eeon tank that they decided to copy it, naming it the Reginus.

The Reginus is easy to build and to maintain. The main weapon is a Depoy 100mm Gauss Cannon, with an enhanced tracking/targeting system. Though slightly larger than most other

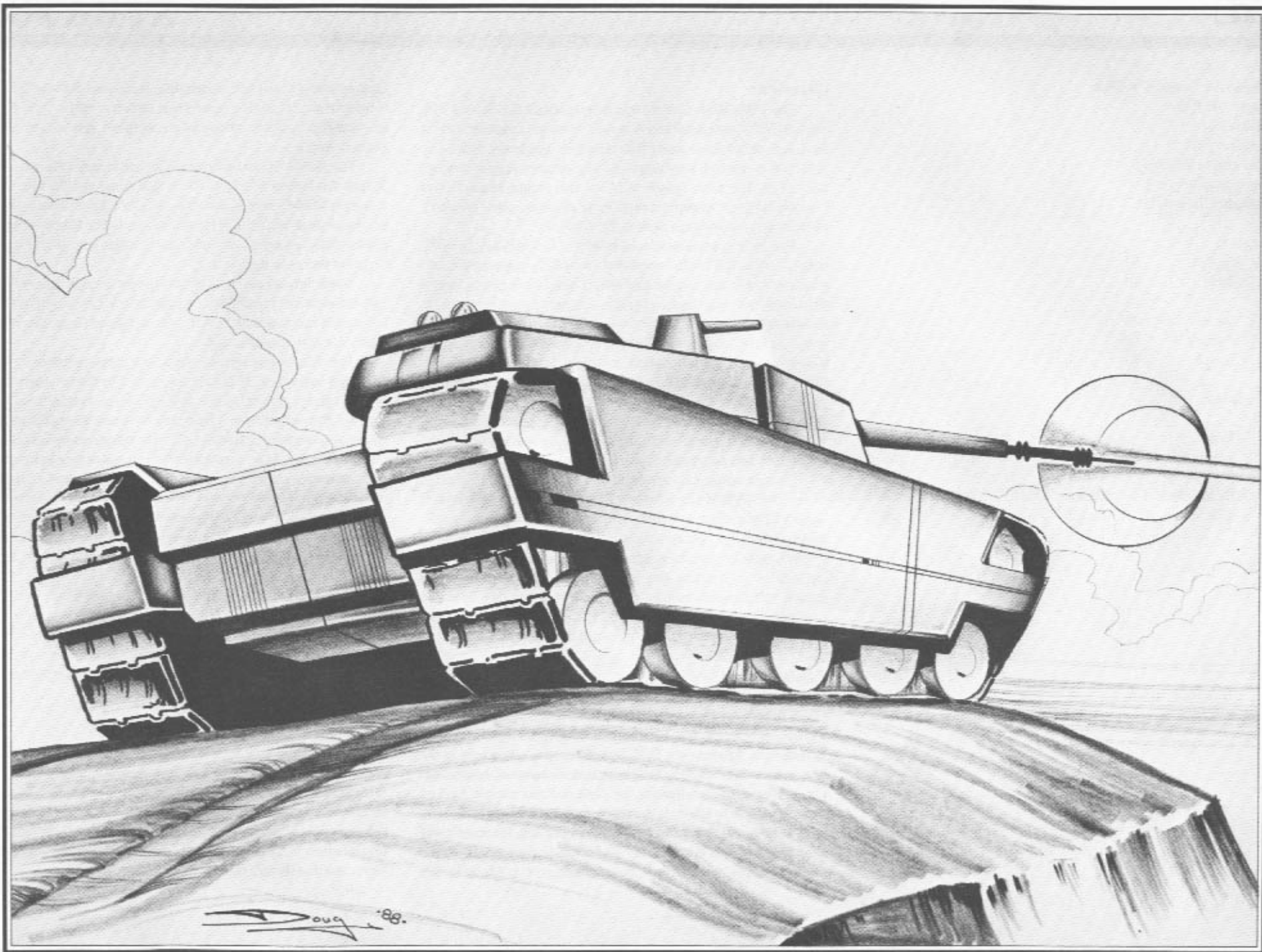
systems, the Depoy is more accurate and reliable. A Vetex-1000 AntiPersonnel Laser is mounted coaxially with the main gun. Mounted in the forward hull is a 1.5/2 laser and an SMLM (2) missile system. This SMLM is unique in mounting one of the two missiles in the launcher instead of all externally. Once the external missile has been fired, the launcher is lowered into the hull to be loaded with the remaining missile. The launcher then returns to its normal position, ready to fire. Though this does slow down the rate of fire, it makes the tank less vulnerable to a critical hit to its missile launcher.

In service of TOG, the Reginus has proven to be just as reliable and deadly as for its previous master. In the Battle of Lye, for example, Renegade infantry staged a hit-and-run raid to destroy a major TOG supply depot. Defending was the 132nd Garrison Legion, recently equipped with the Reginus Heavy Tank. The Renegades made a miscalculation when they landed, not realizing that TOG had moved the entire depot to a more defensible position on the other side of the Killowa Mountains less than two months earlier. When the Renegades landed, the commander of the 132nd sent a Cohort of heavy armor to delay their advance. The Centurion Maximus, Cabbon Bro, deployed his tanks hull-down and concealed them. Seeing the Renegade forces approach, Bro ordered his unit to hold its fire until the last possible moment. The Renegade unit, flying at low altitude, never knew what hit them, as more than 20 Vipers crashed within the first two minutes of combat. The Renegade unit was so disoriented by the initial onslaught that it withdrew and assumed defensive positions. The TOG Garrison Legion then launched a counterattack that drove the Renegade marauders from the planet.

The Reginus is a popular vehicle with the troops. It boasts a comfortable crew compartment, along with plenty of storage space for personal effects.

Deployment:

Though the Reginus has been in the TOG inventory for almost 50 years, surprisingly few Legions have a full complement of the vehicle. Of the millions of garrison legions in service to TOG, fewer than 10 percent are fully equipped with the Reginus. Among these are two garrison legions in Kesserda County, the 27182nd and the 3241st, which have full complements of the Reginus tank.



Class: Air Defense Vehicle

Cost: 294,050

Mass: 84

Engine: 500

Movement Points: 6

Scenario Points: 3

Infantry Squad: No

Armor:

Front:	60
Right:	40
Left:	40
Stern:	40
Bottom:	10
Turret:	60

Weapons:

Type	Location	Damage	Range
Vulcan IV	Turret	S	NA
SMLM (2)	Turret	T	10
TVLG (6)	Turret	T	6
MDC-8	Hull 2	T	20

Overview:

The TOG High Command commissioned the Stratos Fire Support Vehicle as a tracked weapon to provide close-in support for fixed installations and other immobile positions. Normally deployed as part of a security Century, Stratos support squads attempt to use their heavy missiles and single Mass Driver Cannon to lay down suppressing fire to allow the other elements of the team to maneuver against the attacker.

The Stratos was introduced into the TOG military in 6802, when TOG assault units, operating on heavily populated Commonwealth planets, would find their planetary logistical bases destroyed by roving bands of militia equipped with simple light ground combat vehicles. It was not cost effective to assign grav units to protect these installations, and the normal security vehicles designed for population control did not carry sufficient firepower to destroy the militia vehicles. The Stratos was designed to destroy these ground vehicles quickly and allow TOG bounce-equipped security forces to engage the dismounted infantry. When it first appeared on the planet Fargus in Bannor County, the Stratos was a surprise to guerrilla forces.

Though adequately armed with a Stades Vulcan IV mount, a DuroDart SMLM (2), a Bialtus TVLG (6), and an Igor-Klauss Type VIII Mass Driver Cannon, the Stratos lacks maneuverability to allow it to operate in a grav battlefield. Also, the Mass Driver's bulk restricts the weapons suite greatly. The Mass Driver can deliver devastating fire against attacking Commonwealth ground vehicles well before any of their weapons can come into reasonable range. When operating closely with infantry squads, the Stratos can dominate the battlefield from horizon to horizon.

Capabilities:

The idea of a heavy support vehicle providing extra firepower to security forces was the brainchild of Legatus Demaresk Sanderson, late of the 42345th Strike Legion (The Wasting Wanderers). After seeing TOG attacks blunted repeatedly in the first years of the Commonwealth invasion because of the destruction of rear-area installations, he designed this simple tracked support vehicle to alleviate the problem. With the help of Spectabiles Senator Adolpho Sanderson, his stepfather, Demaresk was able to get prototype funding and field-test approval. Some military leaders questioned the mounting of a Mass Driver

Cannon rather than more penetrating lasers, but Senator Sanderson's province produced small Mass Drivers for the TOG Navy, so naturally political pressures outweighed the judgement of military experts.

For security purposes, the prototype became known as the Stratos Air Defense Vehicle. With that name and the fact that it mounts a Mass Driver, Commonwealth Intelligence was initially deceived about the Stratos's actual mission. The Commonwealth is now fully aware of the vehicle's abilities and is training its irregular forces to deal with it.

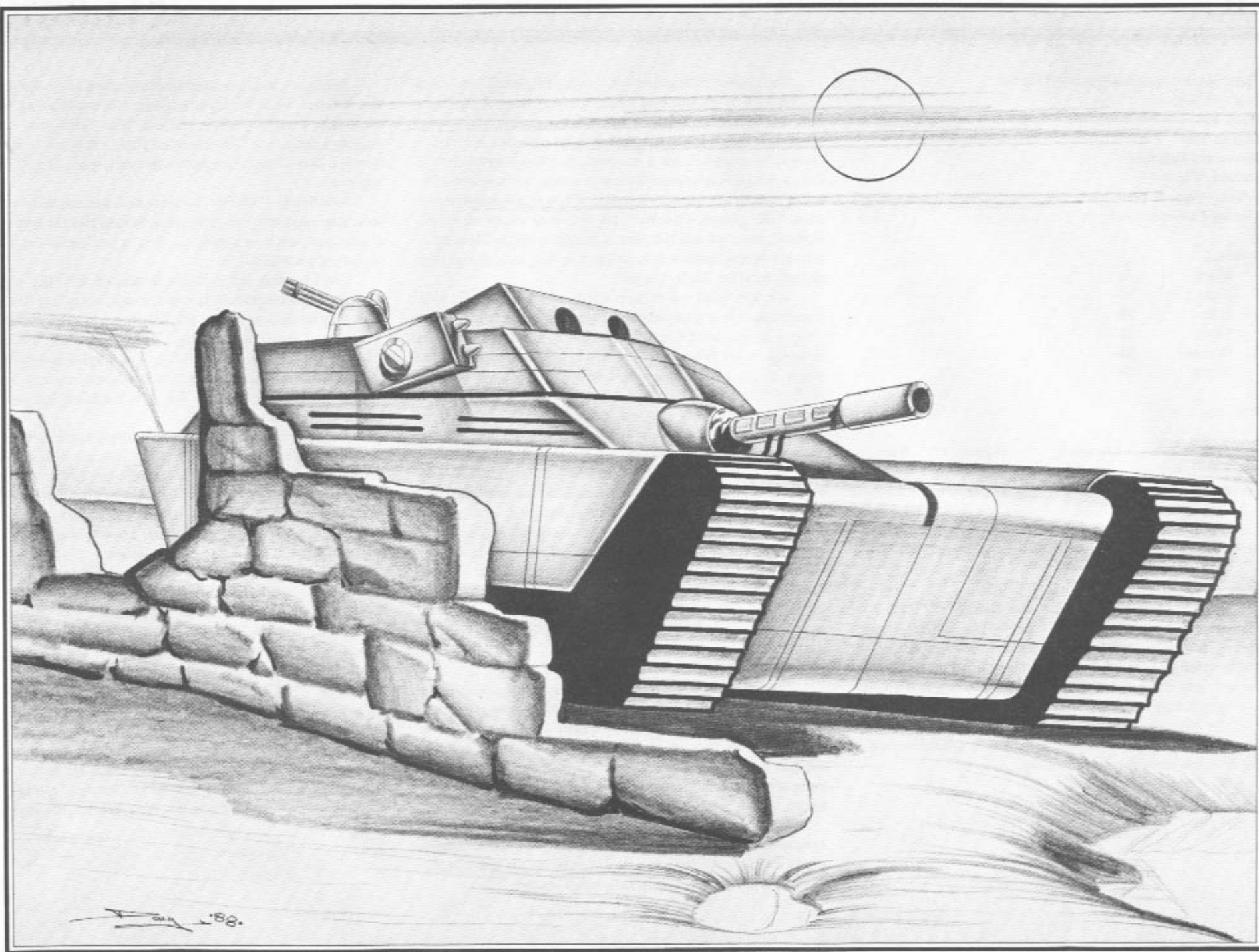
Under limited combat conditions, the Stratos carries out its mission extremely well. But if it is used for almost any other role, or faces even a moderately well-armed ground force, the Stratos is at a decisive disadvantage.

The Stratos has recently earned the reputation of being a deathtrap to its crew. If not ably defended by the security forces that it supports, the vehicle is easy prey even to enemy infantry squads. The vehicle has a tendency to throw its tracks at high speeds, becoming helpless. Also, if any other enemy vehicle can close with it, the Stratos must attempt a retreat or face destruction. The Stratos is a vehicle designed for victory. If the unit it supports is successful, it comes to no harm. If the security teams meet a setback or disaster, most Stratoses will meet the same fate. It is no wonder that Stratos crews have begun to abandon their vehicles if forward grav units retreat; these crews have a far higher chance of survival on foot than in the Stratos.

Current TOG plans call for upgrading all Stratos vehicles with larger engines and more armor protection. Plans to replace the MDC with multiple lasers are also being considered. These measures are merely a stopgap until a larger, more carefully designed grav vehicle can fill the support role that the Stratos was intended to play.

Deployment:

Most Stratos Fire Support Vehicles are assigned to Security Auxilia and some Garrison Legions. Also, the organic security forces of Legion Fighter Wings have started to use the Stratos in increasing numbers. It is almost always stationed in a point defense role for various installations or command centers. The few attempts to use the Stratos in counterinsurgency operations have ended in dismal failure.



Class: Heavy Armored Personnel Carrier

Cost: 307,300

Mass: 90

Engine: 600

Movement Points: 6

Scenario Points: 4

Infantry Squad: Yes

Digging Cannons: No

Armor:

Front:	70
Right:	50
Left:	50
Stern:	30
Bottom:	20
Turret:	20

Weapons:

Type	Location	Damage	Range
1.5/6 Laser	Hull 1	7	20
1.5/6 Laser	Hull 2	7	20
SMLM (2)	Hull 1	T	10
SMLM (2)	Hull 2	T	10
TVLG (2)	Turret	T	6

Overview:

Military planners applauded the Halberd HLBRD-700 Class tracked Armored Personnel Carrier when the Naram engineering staff on Cuslov revealed the design in 6690. As this world on the KessRith border fell to the growing TOG thrust into the Commonwealth, the stunning Halberd design was sent deep into the Mame Kingdom for production.

The Renegade Legion and the Commonwealth military consider this tracked APC one of their best ground vehicles, employing it in many reserve Legions.

The Halberd has ample long-range firepower in its twin Falcon 1.5/6 lasers mounted on the forward sides of the major hull. Its SMLM twin packs and TVLGs give it short-range firepower. The Halberd has proven itself effective at carrying troops into combat. It has a rear hatch for debarking troops and even a special bottom hatch for use in severe environments. The armor protection is stronger than that of many Commonwealth or even TOG ground vehicles. This extensive armor slows the Halberd, however, and hampers its maneuverability. Because of its wide turning radius and its sluggish acceleration, troops have nicknamed it the "Hefty Hippo."

The first broad use of the Halberd occurred in 6792, when Commonwealth units received a large number to defend Hibbing County against a TOG offensive. The 8098th Royal Hussars (Proud to Stand, Proud to Die) were serving garrison duty on the planet Baden and had just received two brigades of the new Halberd HLBRD-700. Little did they realize that TOG considered Baden to be a key steppingstone into the rest of the region. Within two weeks, the elite TOG 8125th Strike Legion (The Winged Vipers) had the Royal Hussars trapped and under siege in the planet's lowland marshes and swamps. The 8098th used the new Halberd with glittering success in hit and run raids, penetrating the TOG lines on the high ground, debarking infantry, and sending the 8125th's troops on more than one wild goose chase. When TOG forces carried out a successful Thor strike against the Commonwealth headquarters, the sheer firepower knocked out the Halberds in their first major engagement. The TOG units plowed under the remains of the Legion, but the Halberd did establish itself as a fine fighting tool nevertheless.

Capabilities:

Construction of the Halberd is almost sloppy when compared with techniques used on the more sophisticated grav tanks. The interior and chassis are assembled by a single team of five workers, rather than on an assembly line. The outer hull and weapon systems are also constructed separately. Only when all components are fabricated are the parts connected and fully tested.

The Naram designers gave the Halberd APC the smooth lines and contours to create a sleek profile. The molded armor is both visually appealing and a way of reducing the tank's profile to make it almost invisible to long-range scanners.

The design team manufactured the cockpit of the Halberd so that it could, with few modifications, accommodate KessRith crews. The KessRith call the Halberd "Mak Too Flerm," which roughly translates as "The Bloodied Hand." It is one of the few standard Commonwealth vehicles that they appreciate and fully approve.

A Halberd's 1.5/6 Falcon Lasers have been battle-tested for more than a century. Though the older models lack the long-range penetration power of current models, a technician can easily adjust and maintain them.

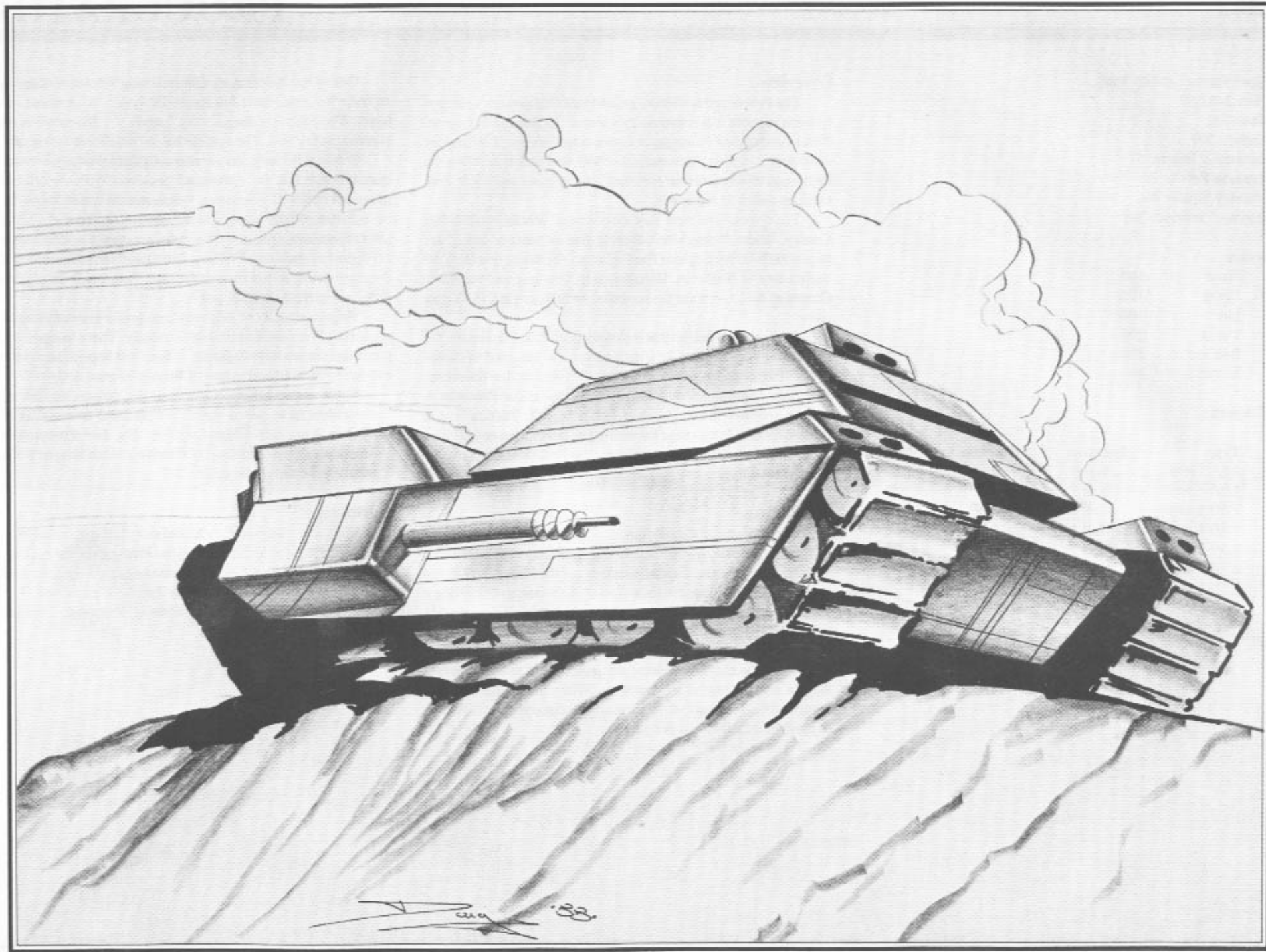
The Targeting and Tracking System (T & T) is a slightly modified Laysoon Model 14 computer and display, a version that uses satellite and ground communications to project a three-dimensional layout of the terrain and enemy units. Though a valuable tool in combat, the system is fragile and prone to mistakes. It operates in two modes independently, normal sensors and the full 3D projections, which gives the driver and gunner a choice of profiles.

A variant of the 700 model known simply as the Halberd 900 is equipped with digging cannons on the vehicle's right side. This version does not mount the TVLGs in the turret and has a modified engine (Commerex 650) for higher output. It is slightly faster than the standard 700 model, but lacks some of the close-range fire capabilities. Two Renegade Security Auxilia are currently testing and evaluating this equipment.

When operating with grav armor, the Halberd normally leads the way, with the grav-equipped units following behind. When the Halberd prepares to debark its infantry, the grav armor accelerates past the APC, taking a more offensive role to draw fire away from the Halberd. Once this phase of fighting is over, the Halberd returns to the rear area to pick up more troops and support.

Deployment:

About 20,000 Halberds serve with Commonwealth and Renegade units throughout free space. There are unconfirmed rumors that a TOG Infantry Legion has managed to capture a shipment of Halberds and is using them for rear-area security.



Type: Heavy Ground Tank

Cost: 248,050

Mass: 96

Engine: 500

Movement Points: 5

Scenario Points: 3

Infantry Squad: No

Digging Cannons: No

Armor:

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

Weapons:

Type	Location	Damage	Range
1.5/6 Laser	Turret	7	20
1.5/1 Laser	Hull 1	2	20
1.5/1 Laser	Hull 1	2	20
1.5/1 Laser	Hull 1	2	20
1.5/1 Laser	Hull 2	2	20
1.5/1 Laser	Hull 2	2	20
1.5/1 Laser	Hull 2	2	20

Overview:

The Procurator is a heavy ground tank that provides energy-weapon support. Used mainly by units of the Renegade Legion, it was designed as a stopgap measure when proper grav support vehicles are lacking. Introduced in 6803, this tank is entering the final stage of its career on the front lines as more and more grav vehicles arrive to replace it.

The Procurator first saw combat on Wotan in Rhoalter County, where it provided covering fire as units of the 374th Renegade Infantry Legion (The Fighting 74th) withdrew from the capital city of Valkyrie. Unfortunately, the several Procurator Centuries involved were then overrun by fast-moving TOG grav units.

As an interim design that is simple to repair and maintain, the Procurator is a success. As a tracked vehicle assigned to battlefields dominated by grav units, it is at a considerable disadvantage. Slow speed and poor maneuverability mean that Procurators will be overrun in any kind of breakthrough. Tactically, the Procurator uses long-range harassing fire rather than engaging at short range. Once the enemy closes, the Procurator must withdraw to save itself.

Capabilities:

The Procurator was designed by Caveat Industries, a military manufacturer owned solely by expatriates of the TOG industrial complex and senior members of the Renegade Legion Command Staff. Planners gave Caveat the mission of creating a simple support vehicle as quickly as possible. Using readily available components, including tractor chassis and civilian-rated power plants, Caveat produced a prototype Procurator in less than a month. After testing the prototype, Caveat manufactured a sample run of 500 vehicles. When the Procurator was approved for deployment, factories in several counties tooled up to produce 12,500 units per year.

One of the Procurator's unusual design features is that only its main weapon, the 1.5/6 Regie IV Laser, is mounted in the turret. The other six Regie 1.5/1 Lasers are mounted in triple clusters on the hull. The vehicle has no defensive armament.

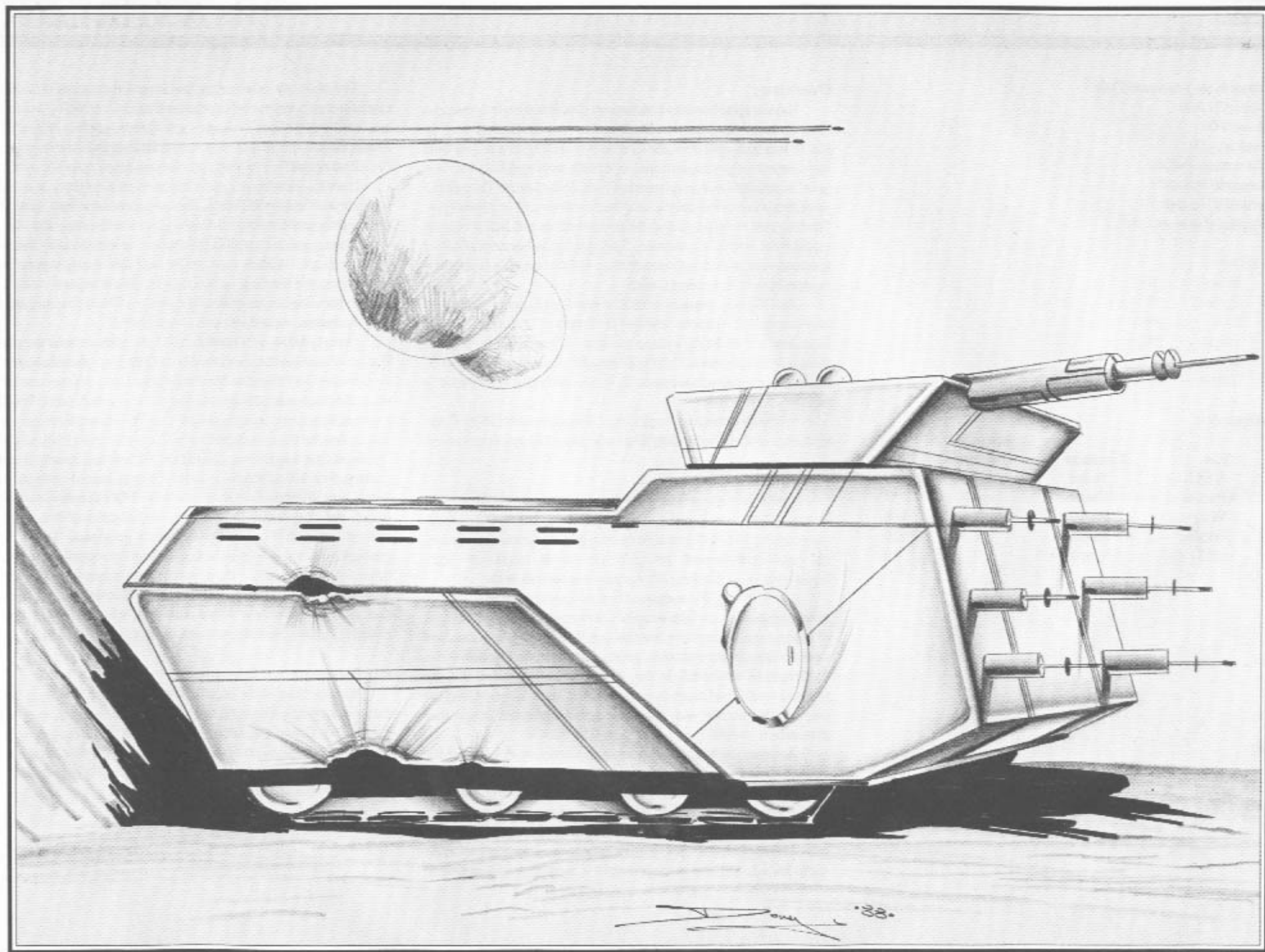
Procurator Centuries are normally deployed in a second- or third-defense line in a prepared position. With the problems inherent in tracked movement, Procurator crewmen know that to be overrun usually means being destroyed. Though it is not always possible, a platoon of medium grav tanks is often assigned to support a Procurator Century. Because of the tank's vulnerability, they usually do not survive damage. They come out of combat either untouched or destroyed.

Though most Renegade crewmen prefer grav vehicles, they accept the Procurator's problems stoically. These troopers know they need some kind of vehicle, so they just hope to survive long enough to be assigned to one of the newer grav designs.

There are no official variants of this design, though many commanders have added their own personal touches, as is so typical in Renegade Legion service. The few Procurators in Commonwealth service usually mount a Vulcan Missile Defense System on the top of the turret.

Deployment:

Most second-line Renegade Infantry Legions have Procurators. As these units are upgraded, the Procurators are reassigned to rear-echelon defense or to Commonwealth/Renegade Legion militias and garrisons on worlds far from the front. It will probably be another five years before all Procurators are out of front line service, however.



Class: Heavy Ground Tank

Cost: 571,300

Mass: 100

Engine: 450

Movement Points: 4

Scenario Points: 6

Infantry Squad: No

Digging Cannons: No

Armor:

Front:	70
Right:	60
Left:	60
Stern:	60
Bottom:	20
Turret:	80

Weapons:

Type	Location	Damage	Range
7.5/6 Laser	Turret	10	20
AP Laser	Turret	S	3
TVLG (4)	Hull 2	T	6
3/6 Laser	Hull 1	8	20
SMLM (2)	Turret	T	10

Overview:

Named after Sterling Enterprises, the firm that designed and manufactured this tank, the Sterling first rolled off the assembly line in late 6801. In 6799, the Commonwealth had called for bids for a new heavy ground tank, one with above-average armor, good weaponry, and a top speed of 36 KPH or better. Though the government allowed only a year for development of prototypes, Sterling met or surpassed all the requirements and had produced a prototype within six months. The rapid development allowed the designers to iron out some of the bugs that would plague their competitors in the coming trials.

The winner emerged with 35 tons of high-grade armor and an exceptional weapons arsenal. It carried a 7.5/6 laser, an AP laser, and a SMLM (2) system mounted in the turret. In the hull were a 3/6 laser and a TVLG (4) missile launcher. To top it off, the Sterling attained speeds of 48 KPH, and it cost only 561,450 talents.

Within a mere two weeks, the Commonwealth High Command decided on the Sterling Tank and placed a large initial order.

Capabilities:

The Sterling's primary use is as an antitank vehicle. The Darnik 7.5/6 Laser is reliable and effective as the vehicle's main weapon. A SMLM (2) missile system and an Artek AntiPersonnel Laser complement the 7.5/6 laser in the turret. An Artek TVLG (4) and a Sterling 3/6 Laser are mounted in the hull.

The Sterling 3/6 Laser was Sterling Enterprises' first attempt at weapon design, and the weapon's performance betrays this lack of experience. Though the laser held up well in tests, continual use under battle conditions often produced a hairline fracture down the length of the barrel. In the next period of intensive use, the fracture could lead to an explosion of the laser, often killing the driver. The defect was discovered and corrected soon after production started.

Another deficiency also emerged early in the life of the vehicle. During the trials, the vehicle had reached speeds of up to 50 KPH. With regular use, speeds dropped to 35 KPH because of an inadequate filter system and an engine too small to provide maximum performance for extended periods. Sterling Enterprises remedied this problem by lengthening the hull to make room for a larger and more powerful Foundation 450 engine.

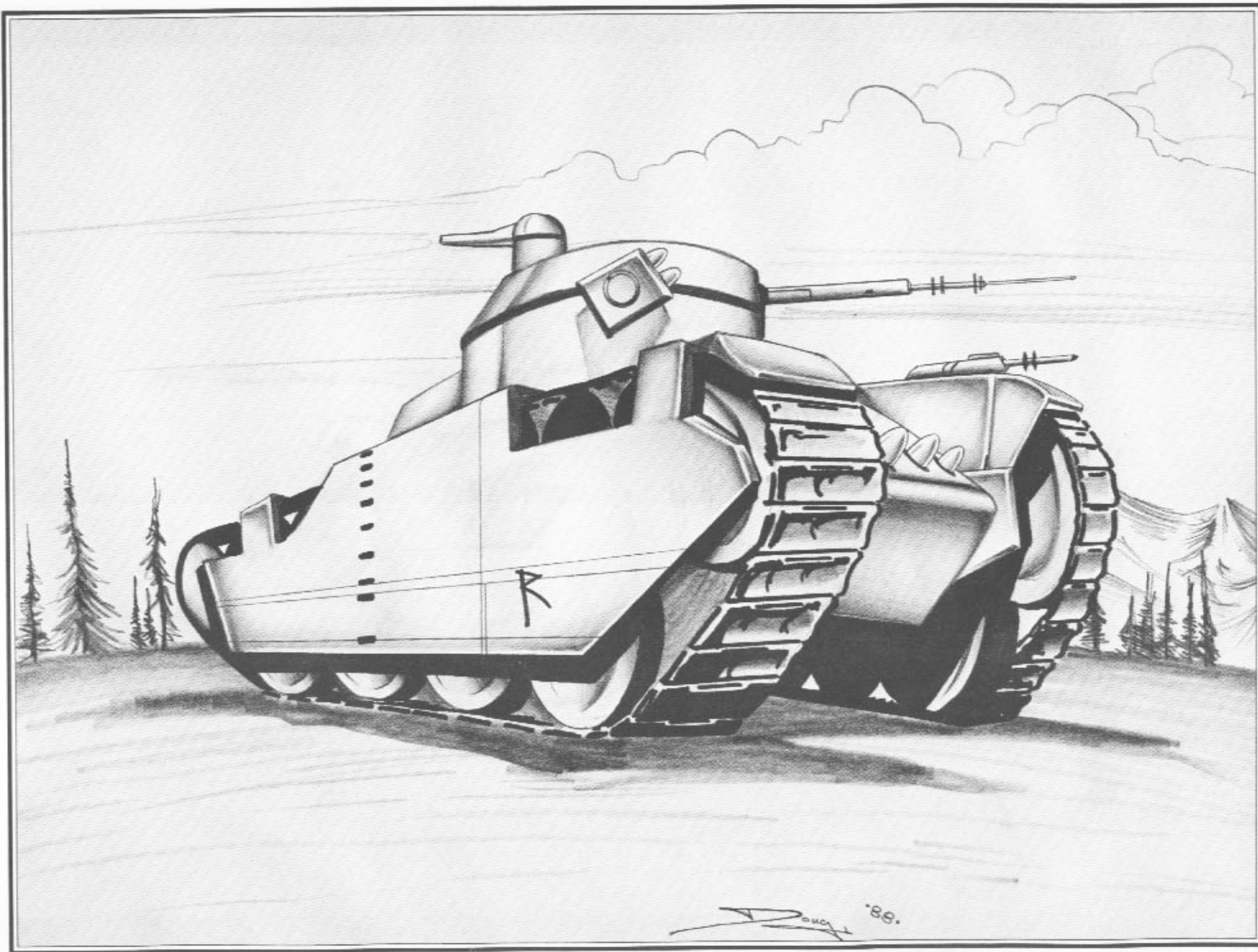
To speed up production, Sterling Enterprises decided to manufacture components for the tank on several different planets and then ship them to the home factory for assembly. When TOG forces raided the planet that manufactured the Sterling's main fire-control units, it set back production more than ten months.

It took a year before units began to receive the vehicle, and when it was finally delivered, they were not sure they wanted it. Production problems had already given the Sterling the reputation of being jinxed, and its appearance did little to allay the fears of the troops. Within days of its arrival, the troopers were referring to the Sterling as "the Turtle." It did indeed look like a turtle with lasers and missiles strapped on. The nickname, and the bad reputation, would last until May 6804.

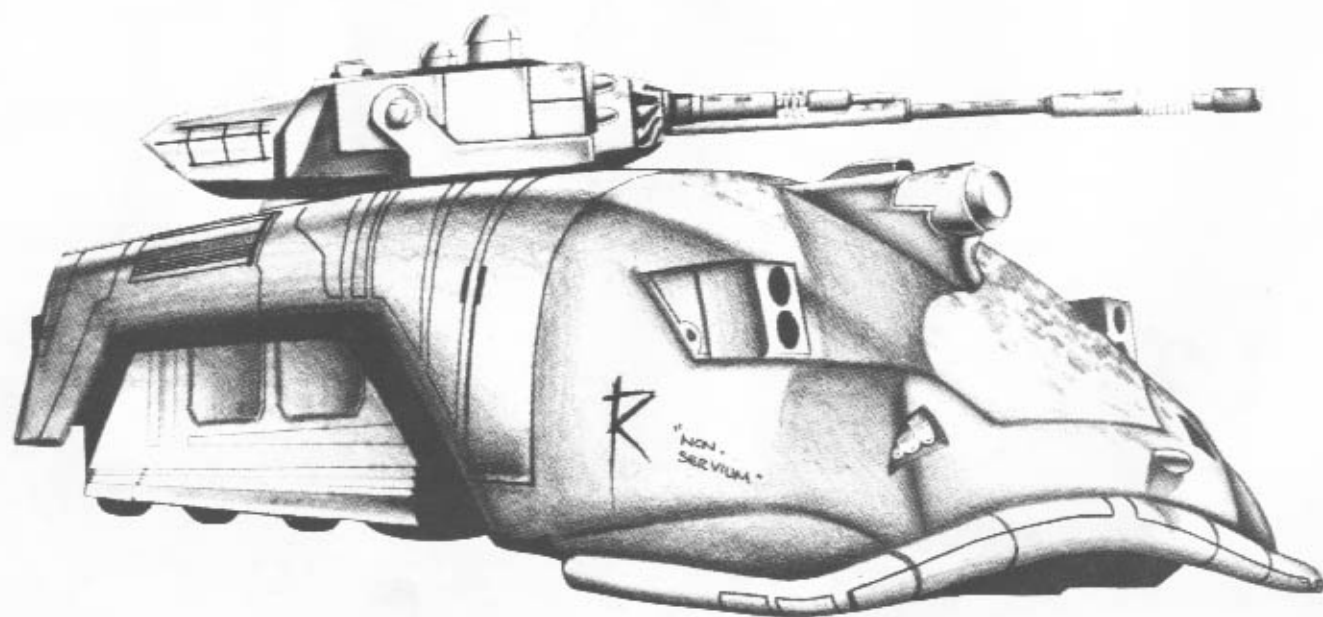
In early 6804, TOG military planners discovered the planet Ballon, which was home to the Mega Complex, manufacturers of engines for the Liberator Medium Grav Tank. At the time TOG made this important discovery, one of the two defending Infantry Legions was away on maneuvers. The TOG commanders moved fast, using the first available Strike Legion, the 8125th. On May 20, 6804, the Legion descended on Ballon and headed for the factory. The 102nd Reserve Strike Legion, armed with Sterling tanks, was all that stood in its way. As TOG forces moved into range, the dug-in Sterlings of the 102nd opened fire. Almost immediately, TOG vehicles began to go down. The 8125th grounded its vehicles and set up sustained return fire. For six hours, the battle raged. Then, just as the Commonwealth forces were preparing to retire, the TOG grav vehicles withdrew. They had apparently run out of ammunition, which had not been a problem for the Sterling, with its mostly laser weapons.

Deployment:

The Sterling is the standard heavy tank of Commonwealth Reserve Legions. Though most of the vehicles are deployed in the Lienau Tru Grand Dukedom, or farther to the rear, some reports indicate their use as far forward as the Manchester Grand Dukedom. The Baufrin and even the KessRith have adopted the Sterling for second-line units.

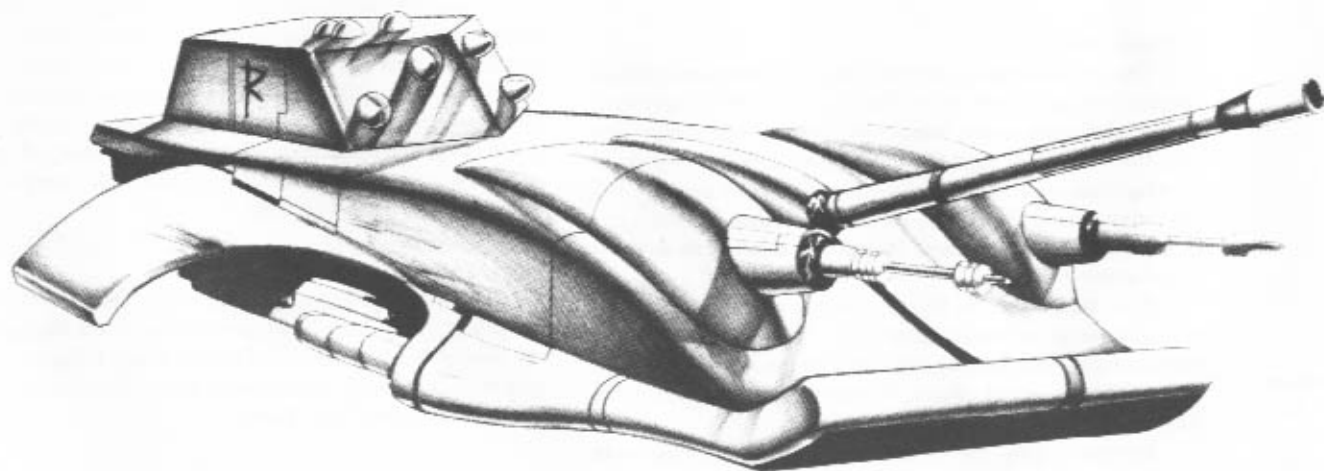


Donch '88



LIGHT GRAV VEHICLES

With excellent acceleration, these nimble craft serve many useful purposes on today's battlefield. They are the best recon craft, quickest at delivering infantry into the fray, excellent for flanking maneuvers, and the workhorse for planetary raids. With modern doctrine putting more emphasis on maneuverability, light grav vehicles are the most versatile craft today.



Class: Light Grav Tank
Cost: 861,550
Mass: 139
Engine: 1300
Thrust: 8
Scenario Points: 9
Infantry Squad: No
Digging Cannons: Yes

Shields:

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

Armor:

Front:	60
Right:	50
Left:	50
Stern:	50
Bottom:	20
Turret:	60

Weapons:

Type	Location	Damage	Range
1.5/4	Turret	5	20
100mm	Turret	T	10
TVLG (4)	Turret	T	6

Overview:

The Aeneas is TOG's general-purpose light grav tank. Its high thrust and low weight make it especially effective as a planetary raider. With its 100mm Gauss Cannon and coaxially mounted 1.5/4 laser, the Aeneas carries the firepower to make it an excellent recon or screening vehicle. Crews are loyal to the Aeneas because of its dependable weapons, drive systems, and relative comfort.

The tank's major flaw is that all its weapons are in the turret. Though this permits the tank to use its full firepower against a single target, the tradeoff is that the Aeneas becomes little more than a moving target if the tank loses its turret fire-control system, a rather common occurrence on the modern battlefield.

Capabilities:

The Aeneas began as one of the biggest government contract bids for combat vehicles ever. The first call, in 6787, was for a design combining speed, armor, and firepower in a front-line light tank. The TOG High Command gave bidders two years to develop designs and computer models. The TOG Strategy and Operations Group (TOGSOG) received more than 50 entries and chose Deitrick Architectural Designs, a small firm with no manufacturing facilities.

TOG then asked the big weapon manufacturers to bid on both a prototype and final construction. TOGSOG made it clear that more than one company would receive this massive contract. In the end, Globetech, LeBaron, Vincent & Valient, and TechTac Armaments got the manufacturing contract.

Designers gave the Aeneas high firepower, reasonable shields and armor, and good acceleration to carry out the missions of a light tank. The Aeneas's mix of speed, protection, and firepower makes it one of the best light tanks in operation. It can fulfill a variety of missions, from recon to covering retreats.

The interior space is large for any grav tank, giving the crew some semblance of comfort and making long missions within the vehicle tolerable. This spaciousness helps tremendously in maintaining the vehicle, with room for larger equipment and with most parts accessible from within the tank. Turret weapons are conveniently placed, and the avionics are accessible through panels at the top of the turret.

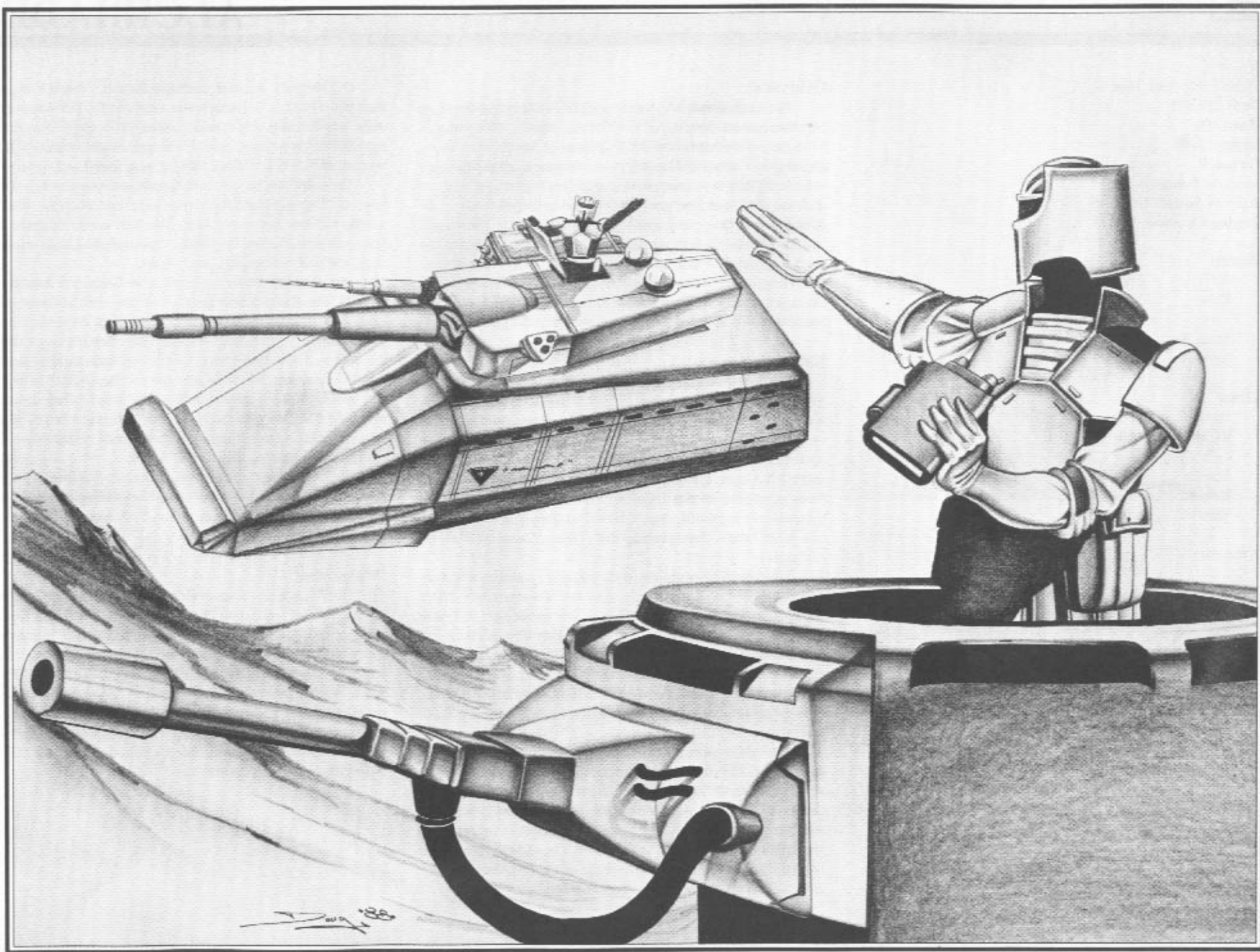
The Aeneas's primary weapon is the LeBaron 100mm Gauss Cannon, designed by LeBaron Industries but manufactured under license by the other three contractors. This weapon has a maximum effective range of two kilometers and can fire most modern rounds, including the laser-tipped Hammer Head round. The 1.5/4 laser system, designed by Globetech, is standard for its type, with a range of four kilometers. Set on the right side of the turret is a Holister TVLG four-tube missile rack mounted in Holister's standard rectangular missile platform. These missiles are effective at ranges up to 1,200 meters.

The Aeneas is amply protected, with 29 tons of armor and an average shield flicker rate of 52. Even so, the Aeneas can be disabled easily because of its weapon configuration. A turret hit or fire-control hit will cripple the tank. TOG military test boards, however, decided that this risk was worth the advantages gained by using the tank's full firepower against a single target.

The Aeneas is TOG's primary light tank, used for reconnaissance and flanking. It occasionally participates in raids. Its high speed and good protection make it useful in a variety of missions and environments. The tank has worked well enough that no variations have been attempted.

Deployment:

The Aeneas has been deployed in huge numbers throughout the galaxy. Most TOG Light Grav Centuries are equipped with the Aeneas. The 8125th Strike Legion (Winged Vipers), a highly mobile and elite force, has one entire manus, four combat cohorts, made up of Aeneas Grav Tanks.



Class: Light Grav Tank
Cost: 721,800
Mass: 106
Engine: 1100
Thrust: 9
Scenario Points: 8
Infantry Squad: No
Digging Cannons: Yes

Shields:

Front:	60
Right:	50
Left:	50
Stern:	50
Bottom:	20

Armor:

Front:	60
Right:	50
Left:	50
Stern:	60
Bottom:	20
Turret:	60

Weapons:

Type	Location	Damage	Range
1.5/5 Laser	Turret	6	20
1.5/5 Laser	Turret	6	20
25mm	Turret	T	6
SMLM (1)	Hull 1	T	10
SMLM (1)	Hull 2	T	10

Overview:

The Alcibiades is a lighter, faster TOG vehicle than the more common Aeneas. Introduced in 6755, this vehicle saw combat in 6756 during the battles for the Dukedom of Somm Trav. It has slightly more armor and less firepower than the average light grav vehicle. Its lack of firepower is a tradeoff for higher acceleration; it is one of the quickest grav tanks on the battlefield today. The Alcibiades carries a very small Gauss weapon, only 25mm, and two SMLMs on the hull. An unusual feature is the mounting of a 1.5/5 laser on each side of the turret. These help to increase the tank's firepower, but the Alcibiades still lacks the weaponry of the average line vehicle. The tank has been used for decades and has found its place in recon Centuries throughout the galaxy.

Capabilities:

Globetech won the bid for a light, fast grav tank in 6750. The TOG Strategy and Operations Group (TOGSOG) wanted a tank with high acceleration and yet have the armor thickness that would later become standard on the Aeneas. The original suggested armaments included a SMLM(2) rack, a 100mm cannon, and a 1.5/4 laser. Globetech, which owned several laser-manufacturing plants at that time and wanted to increase its own involvement and profit, changed the final design plans to include two 1.5/5 lasers, downgrading the 100mm Gauss to a 25mm cannon.

When the first prototype rolled out, TOG commanders were rather surprised at its unusual and unexpected weapon mix. When test results showed that the Alcibiades was rather light on Gauss weapons, TOGSOG became very angry that Globetech executives had not followed its suggestions. TOGSOG demanded more research into variants, including a larger cannon, and demanded a new prototype within the year. TOGSOG was pleased with the over-all performance of the vehicle, just upset about the weak weaponry.

After three years of experimenting and ten prototypes destroyed, the only successful variant of the Alcibiades was a 50mm version. By removing the 25mm, the two lasers and the digging cannons, Globetech was able to fit a 50mm cannon in the turret and barely maintain the high acceleration value. Troopers who tested this variant gave it a thumbs down. The vehicle gained little from the larger cannon at the expense of the two lasers and the 25mm. This prototype project was abandoned.

Design and computer modeling for this vehicle took more than two years, as Globetech was very careful in balancing the mass against the small, inexpensive 1100 engine to get the appropriate thrust/mass ratio. Prototype construction was fairly smooth and on time. Minor defects were found and corrected.

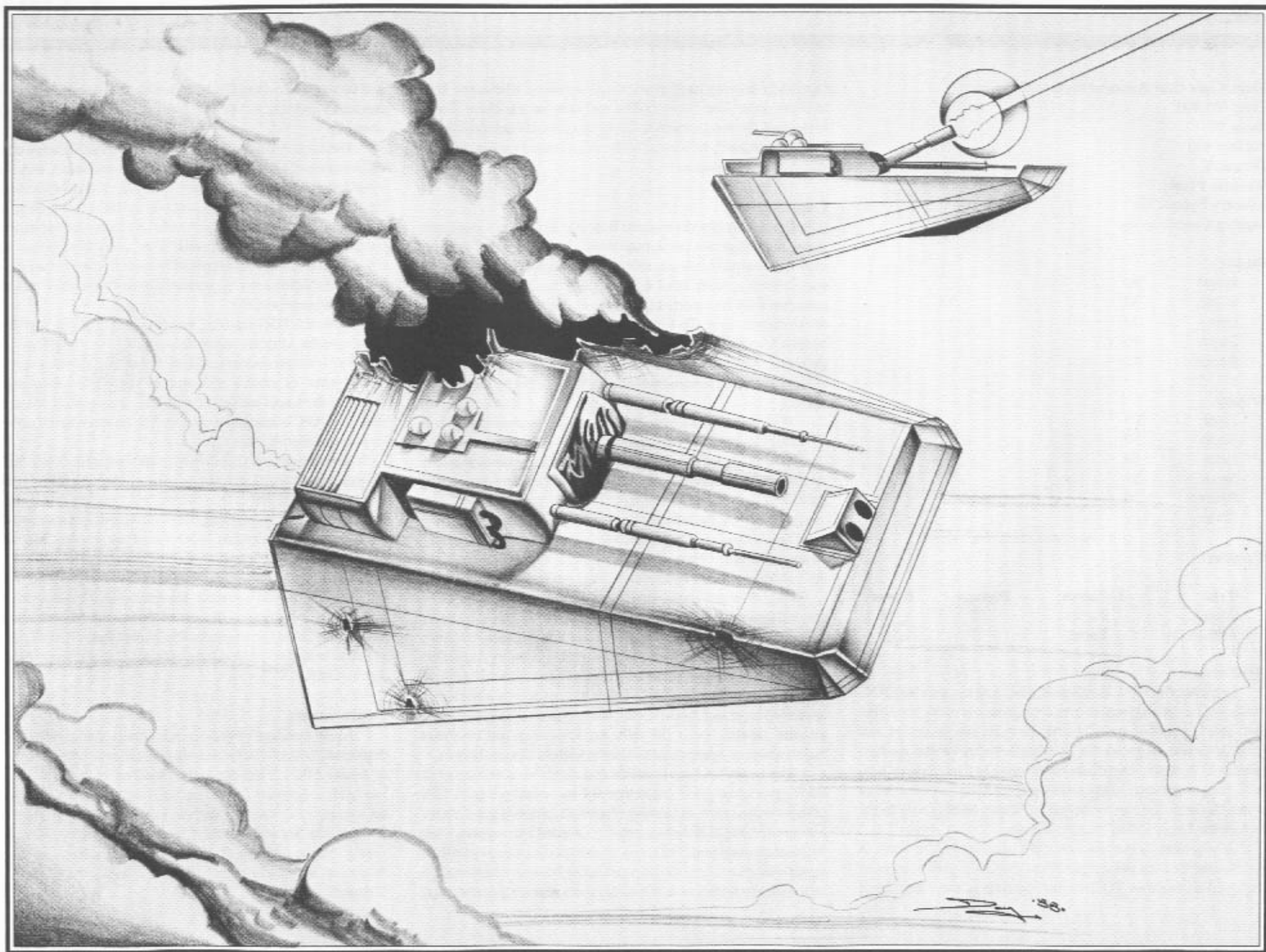
The vehicle's chassis is of a simple, one-piece hull construction, making maintenance rather easy and slightly reducing weight without losing strength. The hull armor is made of a honeycombed-aligned crystalline-titanium alloy, thus strengthening the hull but keeping mass small.

The vehicle's primary weapon is the Globetech Armaments 25mm Gauss Cannon, with an effective range of 1,200 meters. On each side of the cannon in the turret is a Globetech Laser Technologies 1.5/5 Laser, which has an effective range of four kilometers. These lasers are powerful and drain little power. For missile armament, the Alcibiades has two Borch SMLM launchers. In order to keep the streamlined hull free of drag, designers made the SMLMs retractable, allowing the launcher to pop up when missiles are to be fired and return into the hull after use. This system works fairly well.

The Alcibiades works well as a recon vehicle, with high acceleration, good armor and shielding, and reasonable weaponry for so light a tank. Many recon Centuries have been using this vehicle successfully for years.

Deployment:

The Alcibiades serves in almost every TOG recon unit in the galaxy. In 6822, the recon Centuries of the 593rd Strike Legion, which consisted almost entirely of Alcibiadeses, were able to distinguish themselves during the highly mobile and costly battles for the world of Border, in Rift County. The Heart Rippers, as the 593rd is known, were able to surround the 209th Renegade Infantry Legion, known as the Thin Red Line, cutting it off from supplies and rescue. The Thin Red Line put up an excellent defense, however, and was able to hold out until the 2282nd Renegade Strike Legion arrived.



Class: Light Grav Armored Personnel Carrier

Cost: 454,900

Mass: 90

Engine: 850

Thrust: 8

Scenario Points: 5

Infantry Squad: Yes

Digging Cannons: Yes

Shields:

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

Armor:

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

Weapons:

Type	Location	Damage	Range
25mm	Turret	T	6
SMLM (2)	Turret	T	10

Overview:

Introduced in 6788, the Lupis has become the standard TOG personnel carrier and continues to serve in nearly every front-line unit. The Lupis's longevity is a tribute to its simple design and good defenses. Age and the growing lethality of the modern battlefield, however, cast doubt on its continued use. Several new APC designs are undergoing field tests, but none has emerged as a clear favorite. In any event, one of these models will likely replace the Lupis within the next decade.

A year after its introduction, the Lupis showed its worth in the Bannor County campaign. Since then, this APC has been deployed throughout TOG forces fighting in the Orion arm,

repeatedly proving itself as an effective vehicle when used in its intended role. The Lupis is fast and does an excellent job of protecting the men it carries. Its weak offensive armament and low missile load, however, make it vulnerable when it faces unexpected opposition.

Capabilities:

Constructed by the massive Belenski Armaments conglomerate, the Lupis was designed for a single purpose, to carry infantry. Weaponry was sacrificed for protection and speed. This was in keeping with TOG military doctrine of the time, which considered the transported Legionnaires to be the offensive arm of the carrier team. To accomplish this, designers installed the Mead-Charvat 850 engine, one of the most powerful of its class, giving the Lupis tremendous acceleration and deceleration. Individual exit doors speed mounting and dismounting by the infantry squad.

TOG military doctrine for APCs also emphasizes ease of field maintenance and low operating costs. The designers of the Lupis, therefore, included the fewest electronic systems possible. As a result, the Lupis has one of the highest readiness rates of any grav vehicle in the TOG military. The only problem in maintenance is keeping the infantry doors synchronized.

The prototype of the Lupis began field tests in 6787 on the weapons ranges of New Austerlitz. Few problems emerged, and the vehicle went into full production at the end of the year.

Only after the Lupis was deployed to front-line units did a major flaw emerge. Coolant lines for the 25mm Gauss Cannon, a Belenski design, began to rupture after a few months of heavy use, spewing toxic coolant inside the turret. The entire Lupis fleet was grounded until a replacement Gauss Cannon could be found. The Shafirov Stinger was selected as the replacement because it proved cheaper and more reliable than a Belenski redesign of the original cannon. Since the refit, the Lupis has had no major maintenance or operational problems with its Gauss Cannon.

The Lupis has heavy shields and armor for a vehicle of its mass, providing good protection for its infantry squad. The offensive armament, consisting of a single 25mm Gauss Cannon and an SMLM (2) launcher, provides limited fire support when the infantry dismount. The Lupis is not expected to engage enemy armor with direct fire, and so it carries no heavier weapons. This lack of heavy weapons is one of the main reasons that the Lupis

will be replaced within the next decade. The modern battlefield requires a fighting vehicle that can defend itself in almost any situation.

The Lupis was designed to be a small, fast infantry carrier, and so creature comforts were sacrificed to this end. Controls are simple and unobtrusive to permit rapid movement within the tight infantry compartment. The interior is rather cramped, with combat equipment generally stowed in a rack running down the center of the vehicle and with little room for extras. Only equipment and supplies essential to the mission are carried, and even then loading must be planned carefully to ensure that every necessary piece will fit.

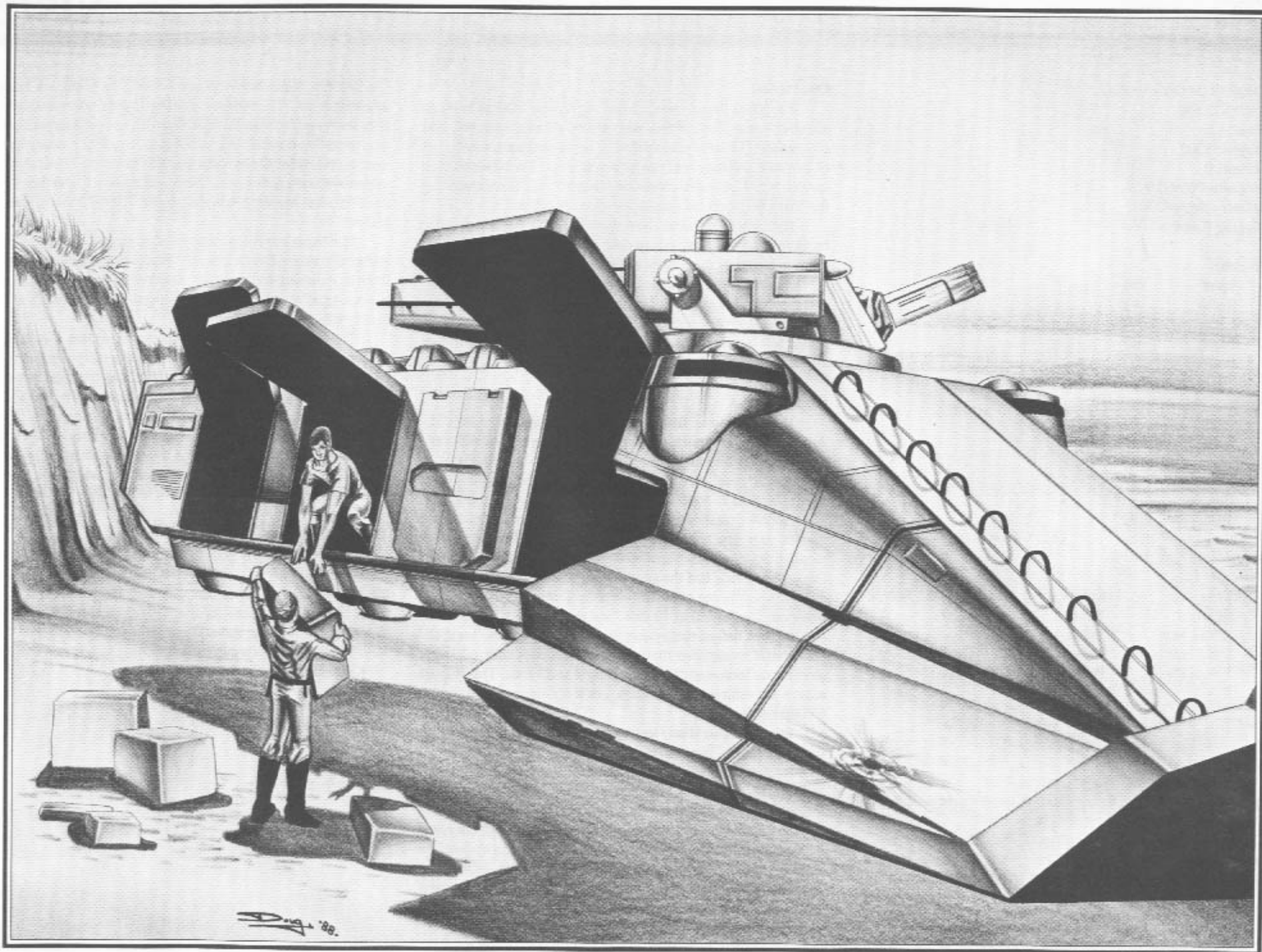
Standard TOG doctrine employs the Lupis in high-speed close assaults, with the troops dismounting at treetop level as the APC flies over the enemy position. Assaulting vehicles approach under cover of smoke and support fire. After dropping the infantry, the Lupis moves to a defilade position. If the assault fails, the APC attempts to recover the infantry under cover of smoke and friendly fire.

Most troops are dissatisfied with the Lupis. They feel the armor and shields, though ample in past years, are inadequate for the modern battlefield. In addition, they maintain that the vehicle's armament is incapable of providing sufficient support fire. Most newer APC designs being tested are heavier and mount more weapons.

The only authorized variation of the Lupis has a hull-mounted TVLG (2) launcher for additional fire support. This launcher is installed at the cost of three tons of armor, which makes this variant an unacceptable replacement. It has appeared in limited numbers in the Orion arm, mainly in Infantry Legions fighting in Rift County.

Deployment:

As the standard TOG personnel carrier, the Lupis has a wide deployment. Every TOG theater of operations contains a number of Lupis APCs. They are most common in Infantry Legions engaged in high-speed mobile actions and planetary raids, where the vehicle's full mobility can be exploited. The 7701st Infantry Legion (The Naram Warlords), the 7083rd Infantry Legion (The Flying Fury), and the 2753rd Infantry Legion (The Ground Pounders) are notable users of the Lupis within the Alaric March Theater.



Class: Light Grav Vehicle

Cost: 825,650

Mass: 129

Engine: 1300

Thrust: 9

Scenario Points: 9

Infantry Squad: No

Digging Cannons: Yes

Shields:

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

Armor:

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

Weapons:

Type	Location	Damage	Range
50 mm	Turret	T	6
1.5/5 Laser	Turret	6	20
TVLG (2)	Hull 1	T	6
TVLG (2)	Hull 2	T	6

Overview:

The Nisus Project was a failed attempt by TOG to build an effective recon vehicle that was powerful, well armored, and inexpensive. The resulting vehicle has only one characteristic out of the three, and may not even be inexpensive. The Nisus entered service in 6742 and saw combat in the same year. Since that time, the Nisus has received complaint upon complaint.

The main complaints about the vehicle are that it is prone to breakdown, that it cannot stand up to enemy fire, and that it is little value against any foe except garrison units. Though it has good acceleration, little else can be said in the vehicle's favor. Its armor and shields are weak. It is continually outclassed in weaponry, with only a 50mm cannon, a 1.5/5 Laser, and two TVLG (2)s. Its sensor gear was once considered fine quality but is now out of date and unreliable.

Capabilities:

The Nisus was designed by the now-defunct Llewellyn Armor Works, a corporation that had made only ground tanks and scout vehicles. The company wanted the Nisus to be its entrance into the lucrative grav armor field. Instead, the project closed Llewellyn's doors soon after the TOG contract was written.

Planning for the Nisus began in 6739, and prototype production started a year later. The first testing vehicle was born in four months, but computer simulations were already showing problems. The vehicle had the acceleration necessary for its mission and, in fact, was one of the fastest of its time. The Nisus's armor, however, weighed in at 18 tons, and the vehicle had almost no shields. Just before the prototype was produced, the inexperienced staff recognized the problem. Designers ordered larger shields and increased the armor weight to 23 tons. This did not reduce the vehicle's acceleration, but it did increase the cost by 65,000 talents.

Prototypes went into testing in 6740, and the Nisus was put through its paces. Its speed and sensor equipment, which was high tech for that time, were more than adequate. The skimpy armor and shielding, however, provided the Nisus with little protection. Combine that with minimal firepower, and the Nisus had no way to survive combat. It could not withstand punishment, nor could it counterattack effectively. Llewellyn did its best to hide the vehicle's weaknesses and presented the Nisus to the TOG Strategy and Operations Group (TOGSOG). Impressed with the state-of-the-art sensors and high acceleration, TOGSOG gave a manufacturing contract to Llewellyn.

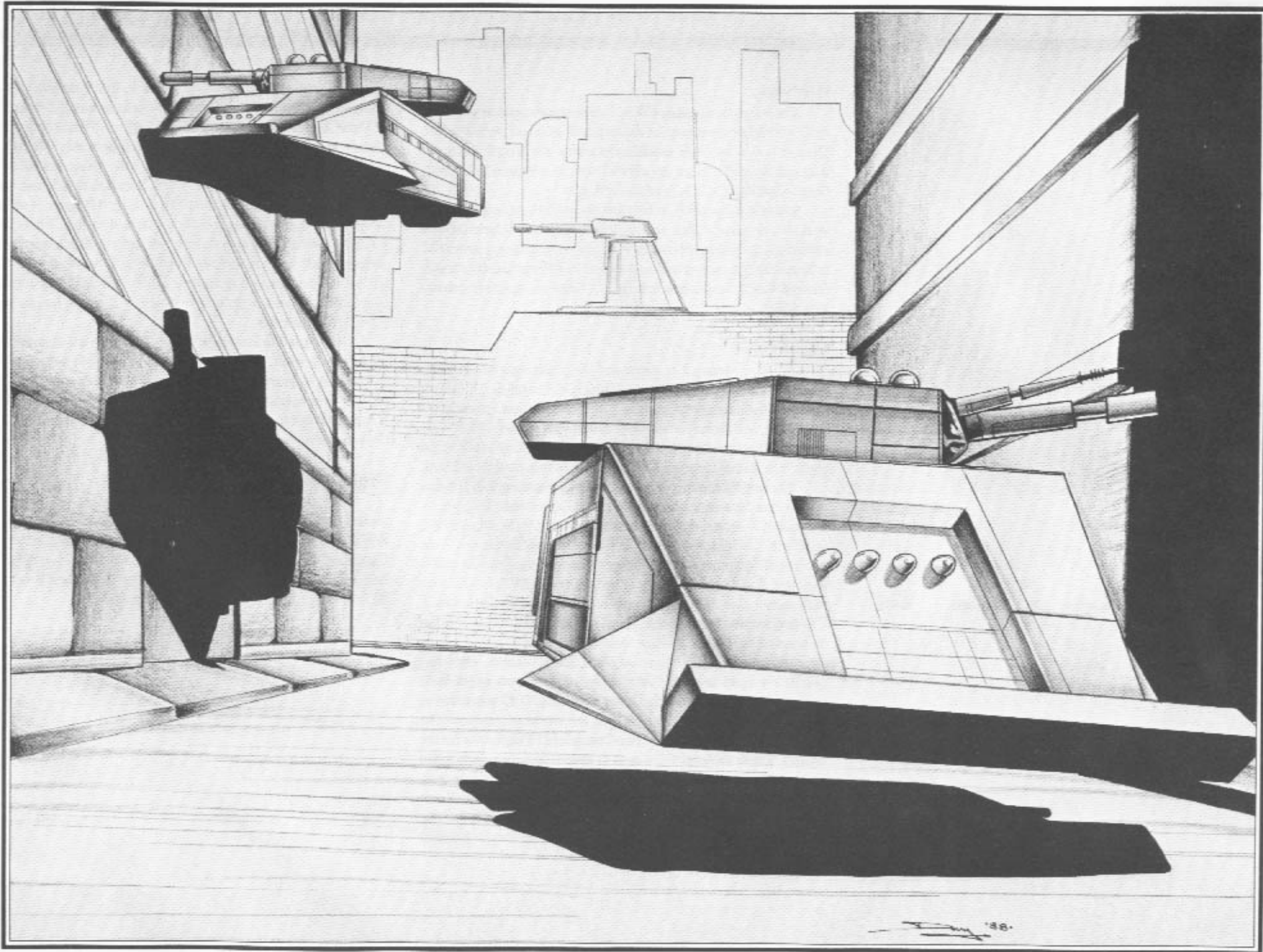
As the Nisus began to see action, the problems became apparent to the TOG military. Angered by the whitewash and its own short-sightedness, TOGSOG levied heavy fines on Llewellyn Armor Works and ordered the firm to produce variants. This was too much for the already-troubled company. Redesign was expensive, and cost overruns were quite large. Llewellyn folded in 6745 after having produced almost 10,000 Nisus recon vehicles.

The Nisus's primary weapon is the Llewellyn 50mm Gauss Cannon, a fine but rare weapon similar to the LeBaron 50mm. This is mounted in the turret, dwarfed by the 1.5/5 Laser set alongside it. A secondary fire-support system, two TVLG (2) racks, is set in the forward hull.

These weapons are slaved to the Llewellyn Fire Control Computer, which is linked in with the old but still powerful visual, heat, and Neutrino sensors. This system can track ten targets at once ten kilometers away. The Nisus, however, never had the firepower to take full advantage of this fantastic targeting device, and current countermeasures can now all but eliminate the sensor advantage. There has been talk of upgrading this equipment, but TOG feels that the vehicle itself does not warrant that much attention.

Deployment:

The Nisus was originally deployed in most newly raised Strike and Infantry Legions. As the years went by, the tank was gradually downgraded to Security and Penal Auxilia. A few front-line Legions, such as the 2797th Infantry (Death from Gaston V), have kept and still use their small number of Nisus vehicles. The 2797th is currently fighting a stalemated campaign on Kirkwall, in Pembroke County.



Class: Light Grav Tank

Cost: 910,900

Mass: 153

Engine: 1300

Thrust: 7

Scenario Points: 10

Infantry Squad: No

Digging Cannons: Yes

Shields:

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

Armor:

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

Weapons:

Type	Location	Damage	Range
150mm	Turret	T	15
TVLG (4)	Turret	T	6
AP Laser	Hull 1	S	3

Overview:

The Vespasian is one of TOG's newest grav combat vehicles, built with high firepower at the expense of some acceleration. Though it also has light shields and armor, the Vespasian more than makes up for these drawbacks with its weapons, a 150mm Gauss Cannon, TVLGs, and an AP Laser.

Introduced in 6809, it first fought in 6811 during the invasion of Ancona. It has served throughout the Alaric March campaign, providing fire support for reconnaissance patrols and acting as a screening vehicle. Commonwealth garrison units also fear the Vespasian, which has used its large weapons effectively as a raider.

Capabilities:

Alberon Motors Co. proposed the Vespasian to the TOG Strategy and Operations Group (TOGSOG) in 6806. TOGSOG accepted the concept of trading away acceleration for superior weaponry, and prototype development began in 6807. The original design included a 150mm cannon and a TVLG (6) rack in the turret, and an AP Laser and TVLG (4) rack mounted on the hull.

The first six months of testing showed that the prototype was too slow and too expensive. Alberon had a problem. Though the Vespasian's armor and shields were already light, the vehicle needed to be lighter still and yet maintain high firepower. Two months of computer models showed that removing the four hull-mounted TVLGs and downgrading the turret TVLGs to a four rack would give the vehicle most of the desired characteristics. The new version retained the typical two-horn front armor design because of the high retooling cost for a new hull shape.

When production began in 6809, these vehicles were dispersed for field testing. Units began to test them under field conditions, but not in combat. After two years, TOG was ready to give the Vespasian its final trial, on the world of Ancona. The 816th Strike Legion received two Centuries of Vespasians for the assault. These vehicles were used to keep Commonwealth recon units away from the main landing zone. The Vespasians performed well, disrupting the defenders' reconnaissance and preventing the enemy from organizing an effective defense. The Vespasians received a great deal of the credit for the quick fall of Ancona.

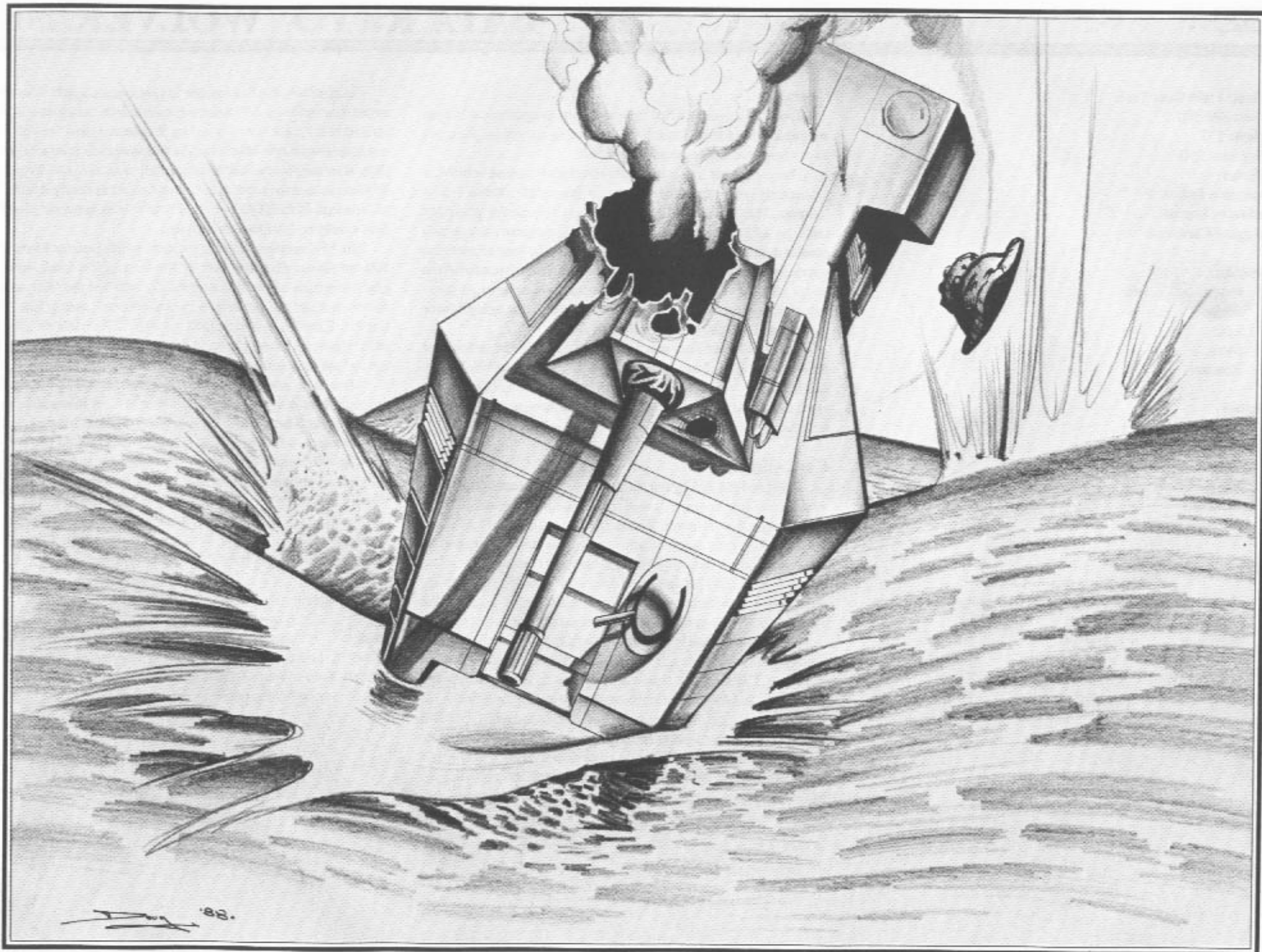
The Vespasian's main armament is the Vestonian Gauss Company's 150mm Gauss Cannon, which has an effective range of three kilometers and can fire HEAP or Discarding Sabot rounds, as well as the standard 150mm antipersonnel and smoke rounds. Paired with this in the turret is the Hesperus Missile's TVLG (4) rack, armed with modified Hammer Head munitions.

On the port side, a Smith & Browning AP Laser is set in a small blister that rises slightly above the hull surface. This blister gives the laser a firing arc of almost 90 degrees. Because only the antipersonnel laser is mounted in the hull, however, the Vespasian has the same vulnerability as the Aeneas. If the turret or fire-control system is seriously damaged, the tank has no more offensive capabilities.

The Vespasian most often forms the vanguard of an advancing Strike Legion, mixed in with the light recon vehicles. The Vespasians support the recon vehicles and hunt down and destroy enemy reconnaissance teams. In a defensive role, the Vespasian is much harder to place. Its light armor and shields give it little time to use its firepower.

Deployment:

Only front-line Strike Legions, mostly on the Commonwealth front, have Vespasians. Until 6829, the largest concentration of Vespasians was with the 816th Strike Legion, fighting on Caesar's Folly, but this unit was destroyed by the 871st Renegade Strike Legion. Now, the largest number of Vespasians is with the 8125th Strike Legion (The Winged Vipers).



Class: Light Grav Tank
Cost: 824,300
Mass: 137
Engine: 1250
Thrust: 8
Scenario Points: 9
Infantry Squad: No
Digging Cannons: Yes

Shields:

Front:	60
Right:	40
Left:	40
Stern:	50
Bottom:	30

Armor:

Front:	60
Right:	40
Left:	40
Stern:	40
Bottom:	20
Turret:	60

Weapons:

Type	Location	Damage	Range
100mm	Turret	T	10
AP Laser	Turret	S	3
TVLG (4)	Turret	T	6
TVLG (2)	Hull 1	T	6
TVLG (2)	Hull 2	T	6

Overview:

The Bata Revo is named for a wolf-like mythological Naram animal known for its ferocity in defending its young. Humans have translated the name as Wolverine.

The Wolverine, a Naram double-hull grav combat vehicle, is moderately well-protected and has a powerful 100mm Gauss Cannon. The Wolverine is a magnificent vehicle for planetary raids. Its AP Laser is effective against TOG garrison units, which consist mostly of infantry, and its large missile load allows it to operate without resupply for a considerable time. Because of the tank's low mass, an assault ship can carry a number of these vehicles. Its high acceleration reduces the time the assault force is exposed to high-altitude defensive fire.

The Wolverine first saw combat in 6795, in the defense of Keserdal County. Introduced two years earlier, the Wolverine had had a few production problems and minor defects, but these were corrected in time for the vehicle to participate in the last defense of Keserdal County.

Capabilities:

Designed in 6791 by the Naram Design Division of the CAF, which completed computer testing and model construction with few hitches, the prototype Wolverine began its tests in 6793.

The Wolverine was designed during the initial successes of the Aeneas, the excellent light tank that was coming into use by almost every TOG Infantry and Strike Legion. The Wolverine was created with the knowledge that its main enemy would be the Aeneas. With this in mind, it was sent to the testing crews.

Testing went fairly smoothly, with the only major defect being a faulty turret-targeting computer. When the AP Laser and the turret TVLGs were fired together, the computer would fall into an endless loop and would constantly put all turret weapons into a rest position. This program bug was found and corrected.

Testing evaluations came through with the same comment that is still seen today. The trial crews believed that this was a great, all-around light grav tank, with excellent potential for raiding and prolonged reconnaissance. Crews felt, however, that the Wolverine was no match for the Aeneas in a one-on-one duel.

Compared to the Aeneas, the Wolverine is slightly underprotected. It mounts an AP Laser, which is worthless against armor, instead of the light laser carried by the Aeneas. In a firefight, the extra laser would give the Aeneas a firepower advantage early on. Only after the Aeneas had expended all of its missiles would the Wolverine hold the tactical advantage, as it has nearly double the missile load of the TOG vehicle. Crews feared, however, that this duel would be over long before that.

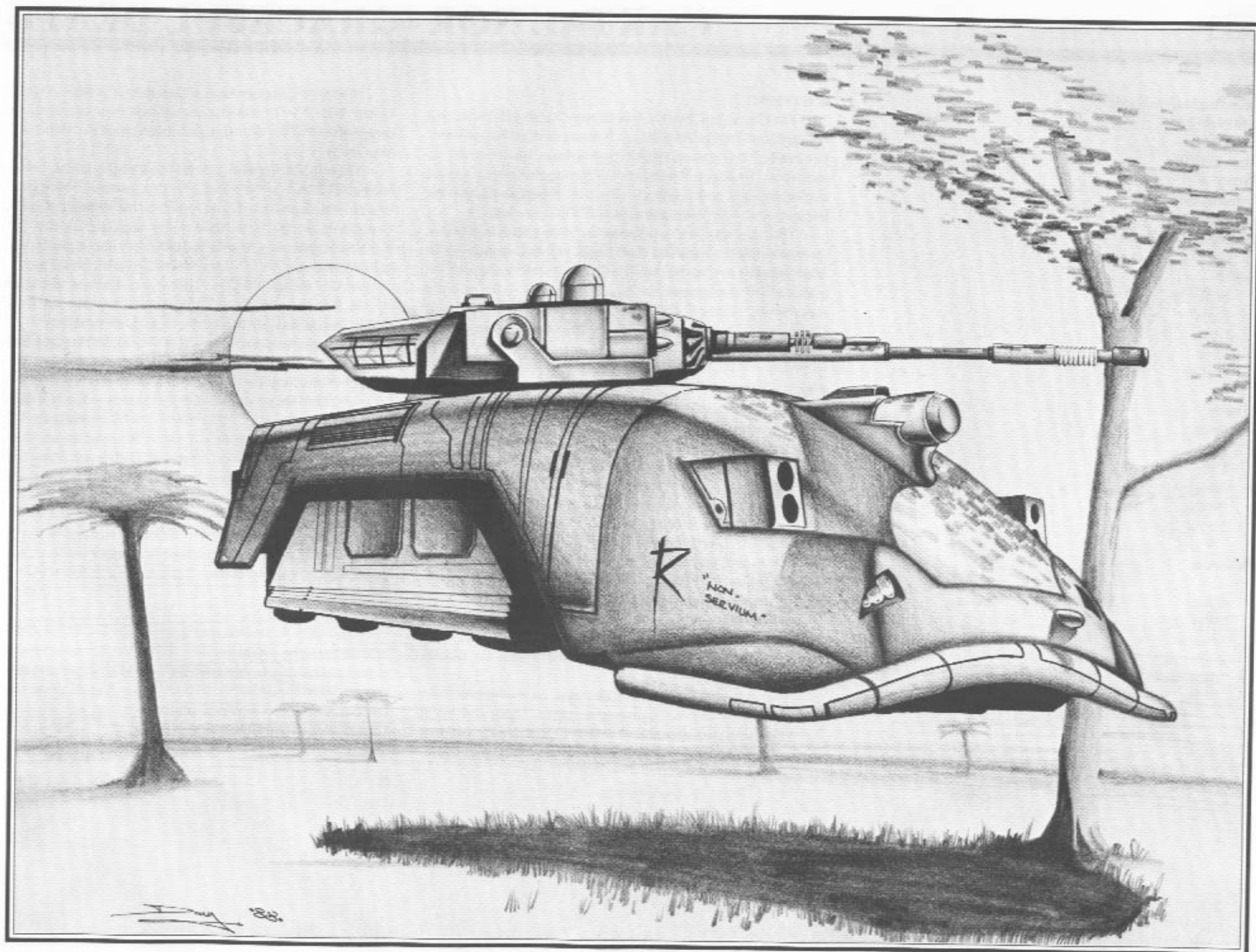
The Wolverine's primary weapon is the Lucifer Munitions 100mm Gauss Cannon, one of the best of its kind, with an effective range of two kilometers. To increase the Wolverine's ability to fight for prolonged periods behind enemy lines, the Lucifer Cannon was designed to fire TOG 100mm rounds, enabling crews to use captured ammunition if necessary. Just to the right of the main cannon is the Hastings AntiPersonnel Laser.

Mounted on each side of the turret and on each side of the hull are eight Mondragon TVLG missile tubes, set in standard two-round pivots. These vertically-launched missiles have a range of 1,200 meters, with a modified Hammer Head round.

The Wolverine appears everywhere, on just about every mission a light tank can handle. It even tackles some tasks that usually call for other vehicles, such as high-speed fire support, that are given to the Wolverine because of its large missile load and high acceleration. The Wolverine is one of the finer multi-role grav vehicles on the battlefield today.

Deployment:

This light grav tank can be found in almost every front-line Renegade or Commonwealth Legion. The 97th Grav Hussars has one of the highest concentrations of Wolverines in the Commonwealth, as the Winged Cavaliers are a light, fast-raiding force. The Wolverine is the perfect vehicle for this unit.



Class: Light Grav Tank
Cost: 1,057,850
Mass: 167
Engine: 1250
Thrust: 6
Scenario Points: 11
Infantry Squad: No
Digging Cannons: Yes

Shields:

Front:	70
Right:	50
Left:	50
Stern:	60
Bottom:	20

Armor:

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

Weapons:

Type	Location	Damage	Range
TVLG (4)	Turret	T	6
150mm	Hull 1	T	15
1.5/5 Laser	Hull 1	6	20
1.5/5 Laser	Hull 2	6	20

Overview:

The Chktal Nor, loosely translated as "Graceful Death," is a light grav tank of KessRith design. It shows the KessRith philosophy in all of their ground vehicles and fighters, heavy armor and protection. The Chktal Nor has one of the largest Gauss Cannons carried by light tanks, and as with most KessRith equipment, mounts two heavy lasers and several TVLG missiles.

This tank was first seen in the Commonwealth in 6735, as more independent KessRith clans began to join Commonwealth and Renegade Legion forces. The Commonwealth acquired the manufacturer's programs and designs in 6743. After a crash construction program, the Graceful Death began to appear in Commonwealth service in 6744 and has been used in modest numbers ever since.

Capabilities:

Massive, slow, and heavily armored and laser-equipped, the Chktal Nor is typical of KessRith fighting vehicles. Though the KessRith believe in armor and firepower over speed, combat with Humans has taught them that light recon vehicles can be useful. The Chktal Nor is one of the few light tanks the KessRith have ever used, and it is a rare sight among their units.

The vehicle was designed by the Varnol Ka clan and has been used extensively by all the various warrior clans. One of these clans that was joining the Commonwealth delivered the original top-secret plans, designs, and computer programs in 6743. With the Commonwealth ill-prepared for the TOG invasion and lacking in modern vehicle designs, commanders ordered emergency production of these vehicles. Production of the Chktal Nor remained high until the advent of the Vindicator and the Wolverine in 6795.

The crew compartment is rather tight for the KessRith but spacious for Human and Naram tanker crews. There is so much room that most crews are able to clear a small space for sleeping during long missions.

Maintenance crews have a love-hate relationship with the Chktal Nor. The roomy interior affords easy access to most components, but the alien design makes certain parts hard to find or to reach.

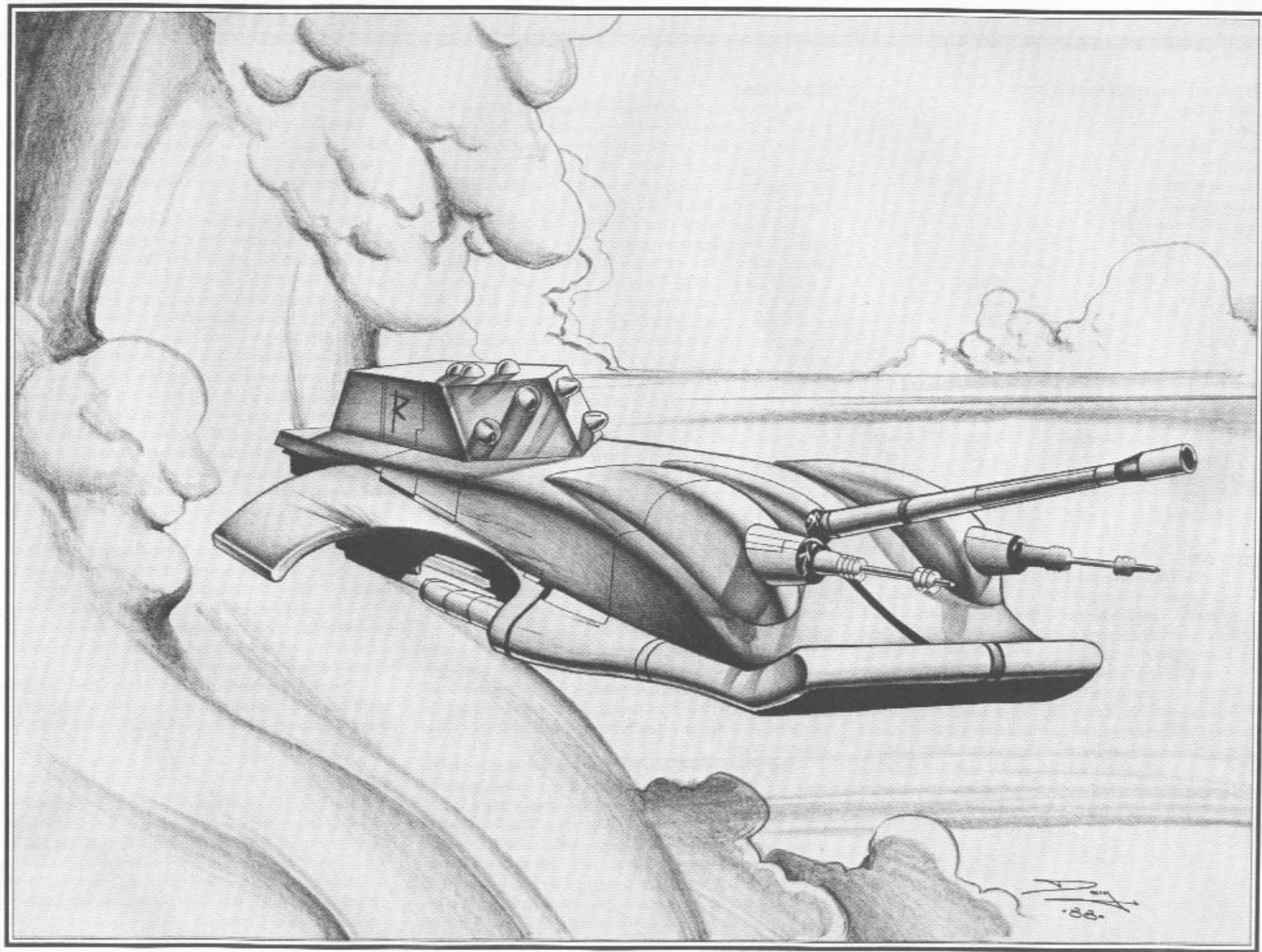
The original KessRith tank had no TVLG missiles, but it did have a 1.5/3 laser in the turret. The first test crews found this to be a problem immediately and requested the addition of missiles somewhere on the turret to increase the vehicle's flexibility. Rather than add mass to an already-heavy vehicle, the designers removed the small 1.5/3 laser and two tons of frontal armor to compensate for the TVLGs. This required a new fire-control system, but one already had been needed to make the vehicle usable by Humans, so the change caused few problems.

The main weapon of the Chktal Nor is the Freedom Industries 150mm Gauss Cannon, mounted in the center of the vehicle. It is set in this location for easy aiming and direct access of the breech by both the gunner and driver. On each side of the cannon is a blister containing a 1.5/5 gennium-arsenic crystal laser. These blisters house the entire aiming and firing mechanisms for the weapon, making repair or replacement fairly easy. Mounted on the turret is a Biggles & Fonthworth TVLG (4) rack for added firepower.

In the early years of the war, the Chktal Nor was used as a support vehicle for light tanks, but better equipment has consigned it to a role of an inexpensive fire-support vehicle, with a good protection for its class.

Deployment:

Soon after its introduction into Commonwealth service, this vehicle could be found nearly everywhere, but now it is used almost exclusively by KessRith units and Legions with a defensive mission. The 415th KessRith Armored Regiment serving in the Birchshire County world of Hitsford, has one Century of Chktal Nors as a recon unit.



Class: Light Armored Personnel Carrier

Cost: 474,600

Mass: 90

Engine: 850

Thrust: 8

Scenario Points: 5

Infantry Squad: Yes

Digging Cannons: Yes

Shields:

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

Armor:

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

Weapons:

Type	Location	Damage	Range
25mm	Turret	T	6
SMLM (2)	Turret	T	10
TVLG (2)	Hull 1	T	6
TVLG (2)	Hull 2	T	6

Overview:

The Nah Tikal, or Viper, is the standard light grav APC of the Commonwealth and Renegade Legion forces. The vehicle appeared in 6818, first saw combat in Shannadam County in 6820, and has gone on to rack up an excellent combat record. A Naram design, the Viper reflects that race's combat doctrine in its high acceleration, good protection, and large missile load. The larger missile capacity permits the Viper to engage the enemy, unlike its TOG counterpart, the Lupis. The Viper must still take full advantage of its quickness, because its shields and armor cannot withstand prolonged combat. The Viper's outstanding mobility makes it an ideal partner for the equally mobile Bata Revo (Wolverine). The two vehicles often work together on the battlefield, especially on planetary raids.

Capabilities:

The Viper is a recent design of Kassahlava Defense Systems, a Naram company located in the Young Stars Dukedom. In operation since 6675, KDS is the acknowledged leader in the design of light combat vehicles. The Viper reflects that design preeminence and, in conjunction with the Wolverine light tank, has set a new standard in light combat vehicles.

The Viper uses the classic Naram double-hull design. This feature protects dismounting infantry and eases repair of the external sensors. The robust Ikh'Udq 850 powers the Viper. A KessRith design, the Ikh'Udq 850 provides good acceleration, making the Viper one of the quickest grav vehicles in use. This powerful engine requires little maintenance, and like all KessRith designs, can survive severe abuse. The KessRith engine and the Naram hull make the Viper a highly mobile vehicle with good handling under all conditions.

The Viper's electronics are rugged and easily maintained, but also very sophisticated. The terrain-following radar is one of the most advanced in the Commonwealth. TOG intelligence has long been interested in the Viper's electronics, and reports indicate that the new TOG heavy tank, the Ferox Rex, uses radar based on plans stolen from the Viper's manufacturer. TOG strenuously denies these reports.

Maintenance requirements for the Viper are reasonable for a vehicle of its type. Components are generally well-built and easily accessible. The Viper is a solid, dependable vehicle that holds up well under adverse conditions. Mechanics praise the Naram hull and KessRith engine, declaring the Viper to be the perfect blend of the two technologies.

Perfecting this blend took time. The Viper spent five years in development, with Naram and KessRith engineers arguing for months over the original specifications. Field tests alone consumed two years. The final product is viewed as a miracle of compromise. Even the normally gruff KessRith give the Viper grudging praise.

The offensive weapons are powerful, considering the Viper's size. The vehicle has a SureFire 25mm Gauss Cannon of Human design and three Naram missile systems, a single SMLM (2) launcher and a pair of TVLG (2) launchers. The Naram design uses a system now standard on most combat vehicles. A pair of data-linked fire-control computers select the optimum missile mix and firing sequence. The computers run some of the finest combat prediction programs in the Commonwealth. TOG researchers are studying captured examples of the software and

may soon issue their own pirated version for their combat vehicles.

Defensive systems are standard for a vehicle of the Viper's class. Shields and armor are adequate for its mission. The Viper possesses neither the defensive, nor offensive, capability to engage heavier armor units and must avoid them if it is to survive on the field.

The infantry compartment is cramped because of the Viper's small size and can accommodate only essential equipment. Efficient use of available space, however, keeps infantry fatigue to a minimum. The Naram double-hull precludes the use of firing posts, so the transported infantry are essentially passengers while on board. The infantry squad dismounts through a pair of side doors located near the vehicle's rear.

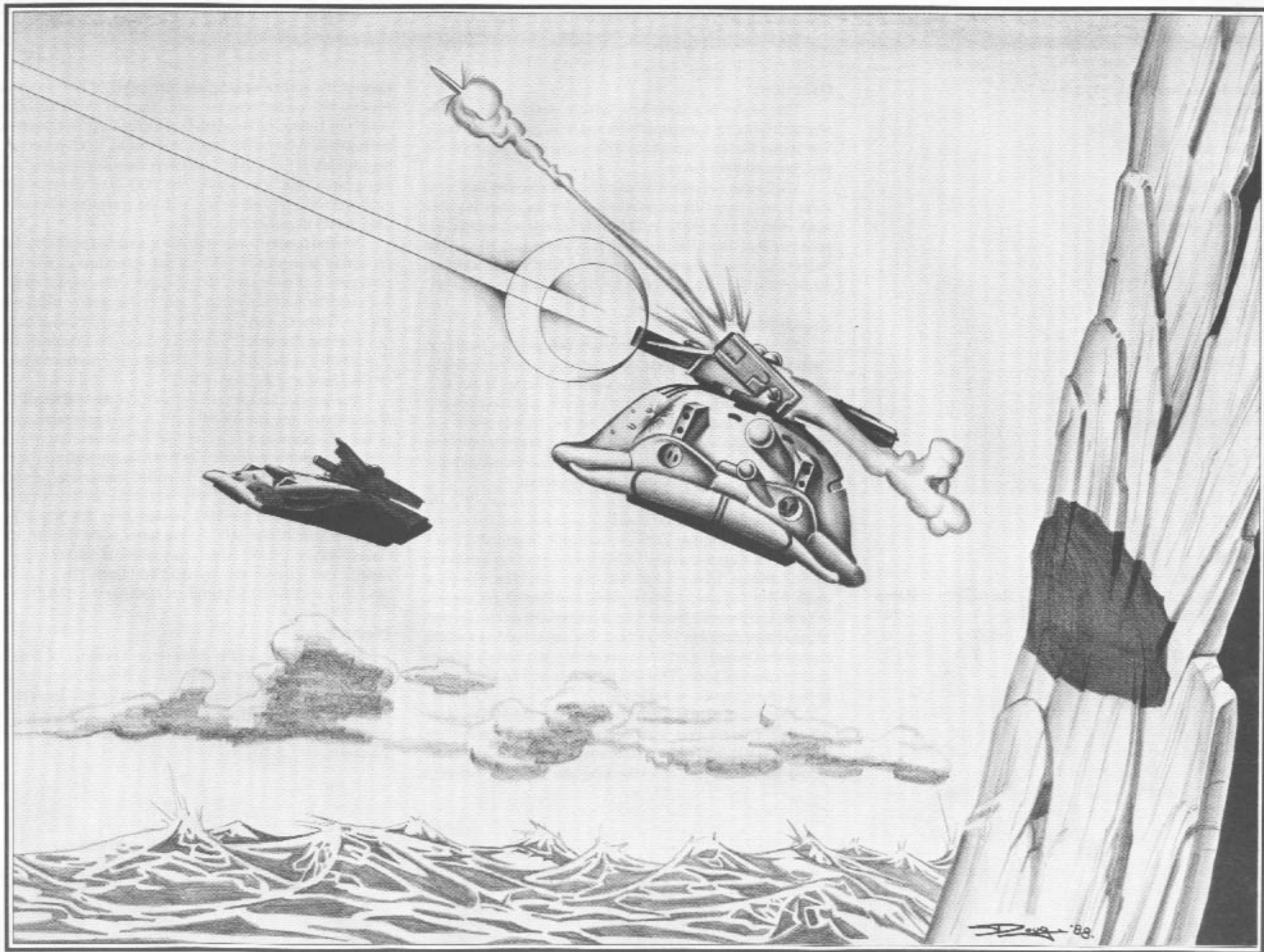
Commonwealth military doctrine calls for the Viper to ground in a crater or other cover before debarking the infantry. Once all troops have left the area between the vehicle's hulls, the Viper moves to a firing position. The vehicle is also to recover the infantry from cover, generally another crater. The Viper's weaponry also permits it to operate offensively, with the vehicles often making flank or rear attacks on enemy positions. The Viper is also used on planetary raids, often paired with the Wolverine light tank. The high mobility of both vehicles make them an excellent team.

The Viper receives generally favorable comments from the field. Troops like the vehicle for its acceleration, handling, and weaponry. The only occasional complaint comes from the infantry, who want firing ports so they can fire while mounted. It is impossible for infantry to deliver effective mounted fire from a grav vehicle, and so it is unlikely that the Commonwealth will allow modifications in response to that complaint.

There are no authorized variants to the Viper. Certain field modifications have been attempted, such as mounting additional armor or weaponry, but none too successfully and only in limited numbers.

Deployment:

The Viper is widely deployed in both Commonwealth and Renegade Legion forces, seeing action on every fighting front. With the exception of the KessRith, all races use the Viper without reservation. Notable units using the Viper include the 1690th Infantry Legion (The Women of Galloway), the 584th Armored Cavalry Legion (Little by Little), and the 659th Infantry Legion (The Quiet Death).



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

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 to provide reconnaissance 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 shields on this tank are fair, but no better than those 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.

Capabilities:

The Mifflin Weapons Consortium designed the Seeker in response to the CAF's request for a grav vehicle built specifically for reconnaissance. Mifflin threw together a design in less than six months, based purely on its experience, with no computer simulations or models. The first prototype, built in 6819, was tested as rapidly as possible. Many of the Seeker's problems cropped up during prototype construction, but the project was proceeding too quickly for them to be corrected.

Two reasons accounted for this slapdash operation. First, the combat zone in the Bannor County salient had stabilized, with Renegade units bringing TOG to a standstill. Skymarshals Owen Prescott, the Commonwealth officer in charge of the Birchshire County defense, believed that TOG forces would soon begin to conduct flanking attacks into Pembroke and Birchshire Counties. Prescott also believed that his forces could maintain air superiority, or at least deny it to TOG forces. The key to holding a world, he reasoned, would be to know more about your enemy's location than he knows of yours. That was the first reason for the urgency to find a new grav recon vehicle.

The second reason for the rush was that the Mifflin home office and primary plant were located on Oglom, a world under attack by TOG forces since 6816. It would be only a matter of time before the world fell, and relocating the company before it

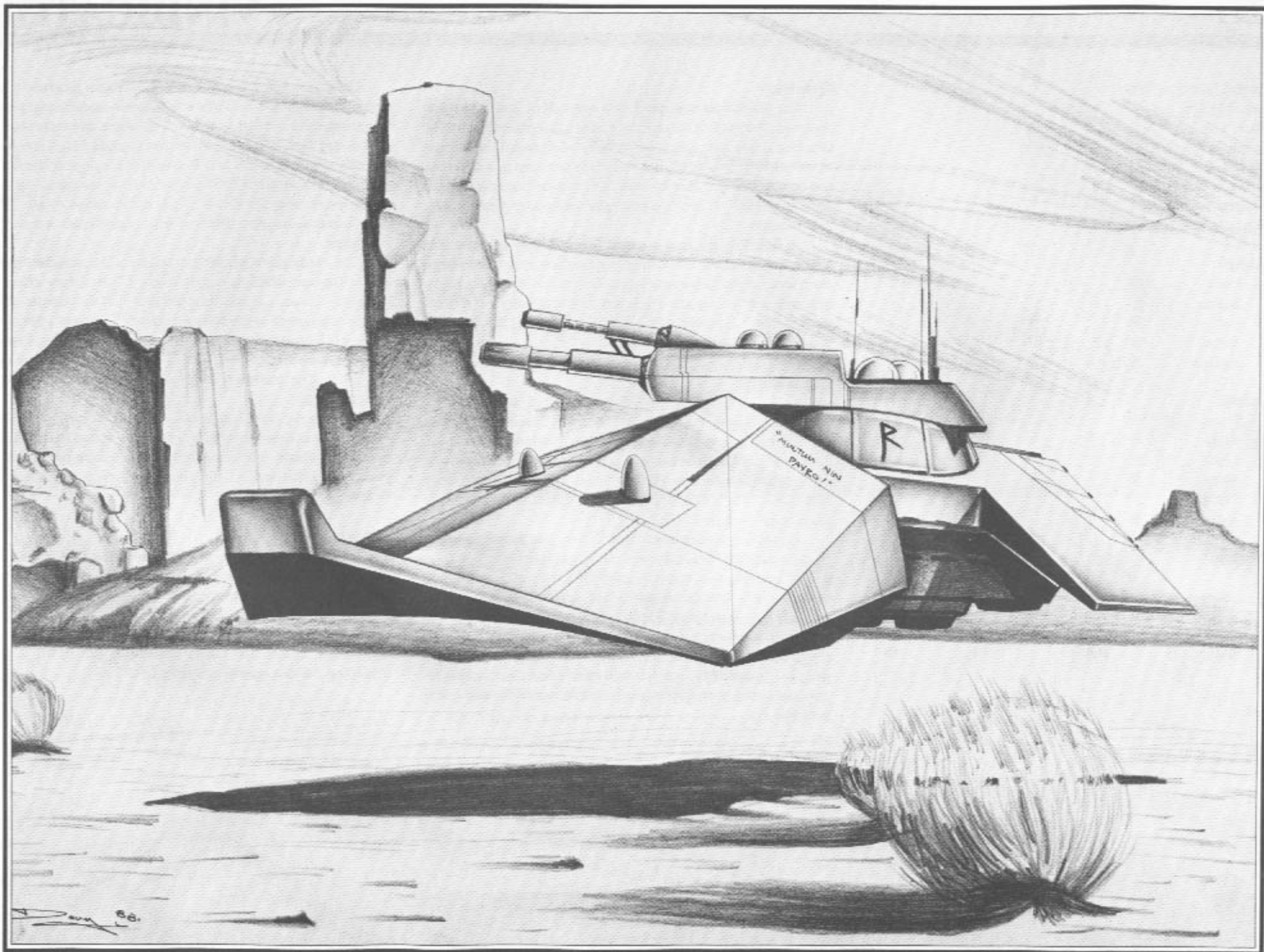
finished the Seeker would delay the project at least two years. Prescott needed the vehicles soon. The 1812th Strike Legion, protecting Oglom, received the first six Seeker prototypes during the last days of the battle. The Seeker's recon abilities were of no help this late in the defense, and all six were destroyed fighting a rear-guard action. The delay of the TOG drive allowed Mifflin employees to evacuate Oglom with the complete robot factory program for manufacturing Seekers.

Several factories were retooled and started producing Seekers almost immediately. The second generation of production proceeded with more care. Several variants were tried at this time, including the most successful, which exchanged the MDC with a 100mm Gauss Cannon. This variant is being produced in large numbers and distributed to select units in the Commonwealth. Planners are in the process of shifting more factories from the original Seeker to the Seeker Mk2.

The original Seeker's primary weapon, the Mifflin MDC-12 Mass Driver Cannon, allows the vehicle to engage targets with a powerful weapon at a range of four kilometers. Intended as a standoff weapon to keep enemies from closing with a recon tank, the MDC seems to work well. A skilled commander, given the acceleration and long-range firepower of the Seeker, can usually stay out of trouble. The Mk2 version gives the Seeker more firepower. Beside the MDC in the turret is the Lucifer 25mm Gauss Cannon. Though rather short-ranged at 1,200 meters, this weapon can hit even heavily shielded targets. To give added flexibility at close range, designers mounted two TVLGs.

Deployment:

The Seeker is used in most recon Centuries of Strike or Infantry Legions, but the highest concentration is along the static front of Bannor, Pembroke, and Birchshire Counties. This vehicle has been instrumental in shoring up the front in these counties by supplying the defenders with reliable information on the enemy.



Class: Light Grav Tank
Cost: 889,050
Mass: 142
Engine: 1300
Thrust: 8
Scenario Points: 9
Infantry Squad: No
Digging Cannons: Yes

Shields:

Front:	60
Right:	50
Left:	50
Stern:	60
Bottom:	20

Armor:

Front:	60
Right:	50
Left:	50
Stern:	40
Bottom:	30
Turret:	60

Weapons:

Type	Location	Damage	Range
100mm Cannon	Turret	T	10
1.5/6 Laser	Turret	7	20
SMLM (2)	Hull 1	T	10

Overview:

The Vindicator was the Commonwealth's first light tank designed after the TOG invasion. Created as a replacement for the Graceful Death and other slow or outdated Renegade and Commonwealth recon vehicles, the Vindicator reflected new concepts and combat doctrine used by both TOG and the Commonwealth. Introduced in 6795, the Vindicator saw action in its first regular-duty mission.

In line with the new doctrine for light grav vehicles, the Vindicator has good acceleration, medium protection, and a large main weapon for such a small tank. Compared to its most likely opponent, the Aeneas, the Vindicator has marginally less protection but more firepower, with a 100mm cannon, a 1.5/6 laser and two SMLM launchers.

Capabilities:

Gorfman Gravitics, a CAF-backed arms and munitions company, designed the Vindicator as "a new breed of light tank, the kind we are seeing used to gruesome effectiveness against our armed forces." Gorfman executives believed, quite correctly, that the Aeneas and other new TOG light grav vehicles were the wave of the future. The Vindicator was the first Commonwealth vehicle to embrace these new beliefs.

Prototype development went slowly but fairly smoothly from the time the Vindicator was placed on the drawing boards in 6789. Crews received test vehicles in 6794 and were immediately pleased. Very few problems turned up, and the experiment continued at a faster pace. Further testing, however, showed that the Vindicator was fine for front-line fighting and recon-in-strength, but was not as well suited to raiding or protracted defense. Researchers have not been able to find a viable alternative, and so no variant prototypes have interrupted this successful project.

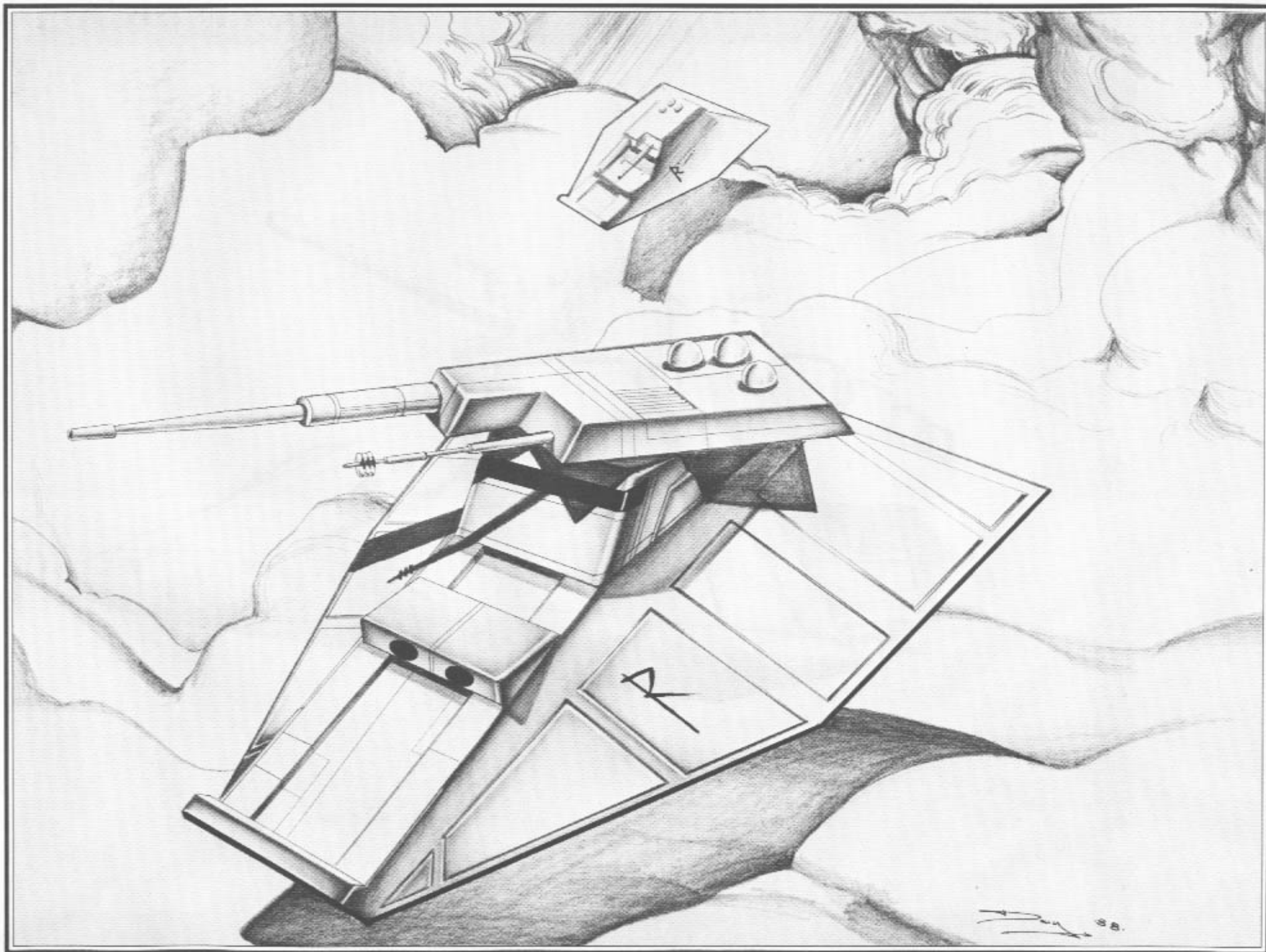
Unlike most grav vehicles, this tank is rather short and wide, with a wedge-shaped profile now familiar on most Renegade and Commonwealth combat vehicles. This shape contrasts sharply with that of TOG combat craft and has sparked a look now seen in the Liberator, Spartius, and Deliverer. This slope of the armor not only gives added protection from ballistic weapons, but also creates more room for access panels within the sidewalls. This gives maintenance crews more room to repair or replace damaged equipment.

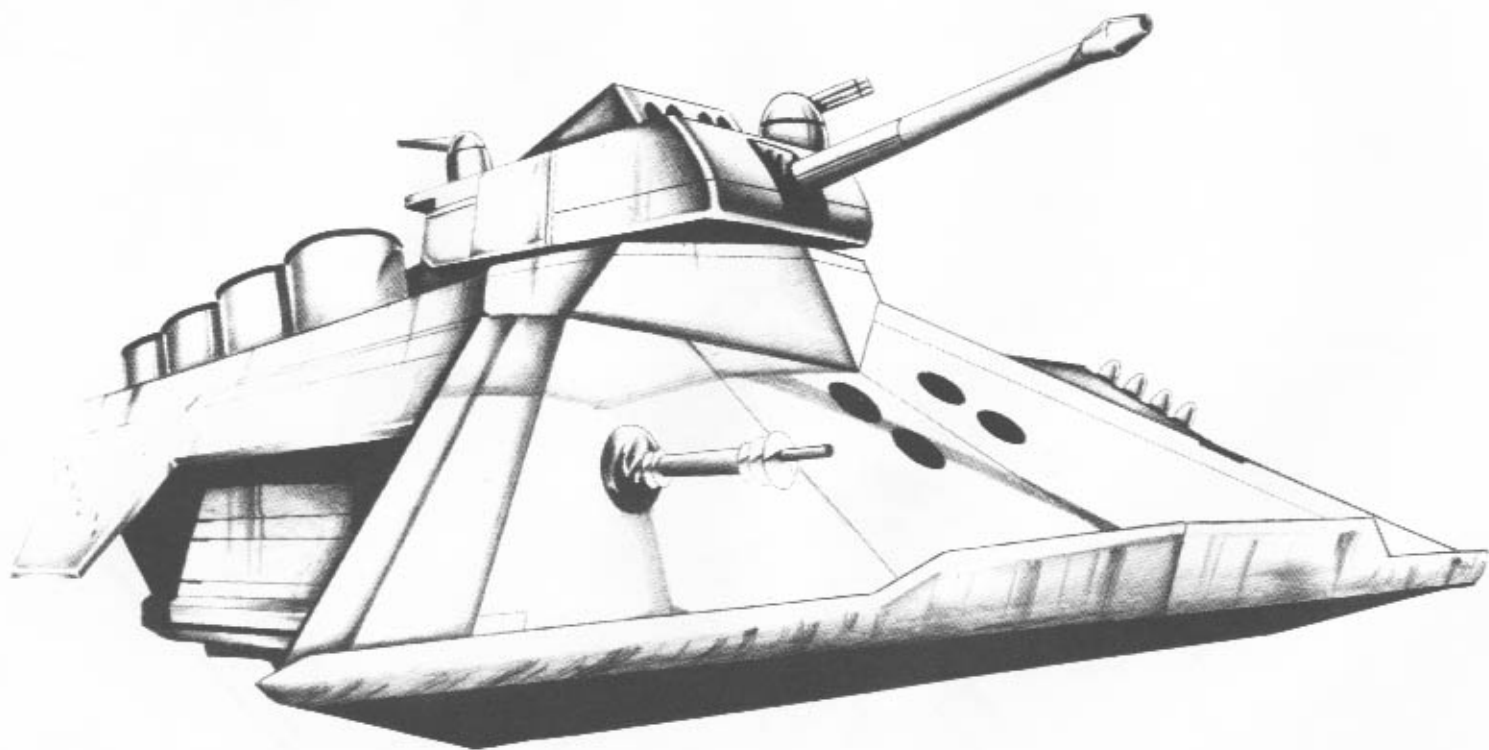
The Vindicator's ballistic weapon is the Dokamistsu 100mm Gauss Cannon, which is a precise copy of the very effective LeBaron 100mm Cannon used on many TOG vehicles. This cannon is mounted in the turret beside the Gorfman 1.5/6 laser, which has a maximum range of almost four kilometers. Launch racks for two SMLMs rest streamlined against the hull until they are needed. The missiles pop up out of the main body when they are ready to fire.

Though the Vindicator was a popular vehicle when first released, it has been replaced by the Wolverine as the main-line light grav vehicle. Vindicators thus replaced are reassigned to Infantry Legions and are still considered effective combat vehicles.

Deployment:

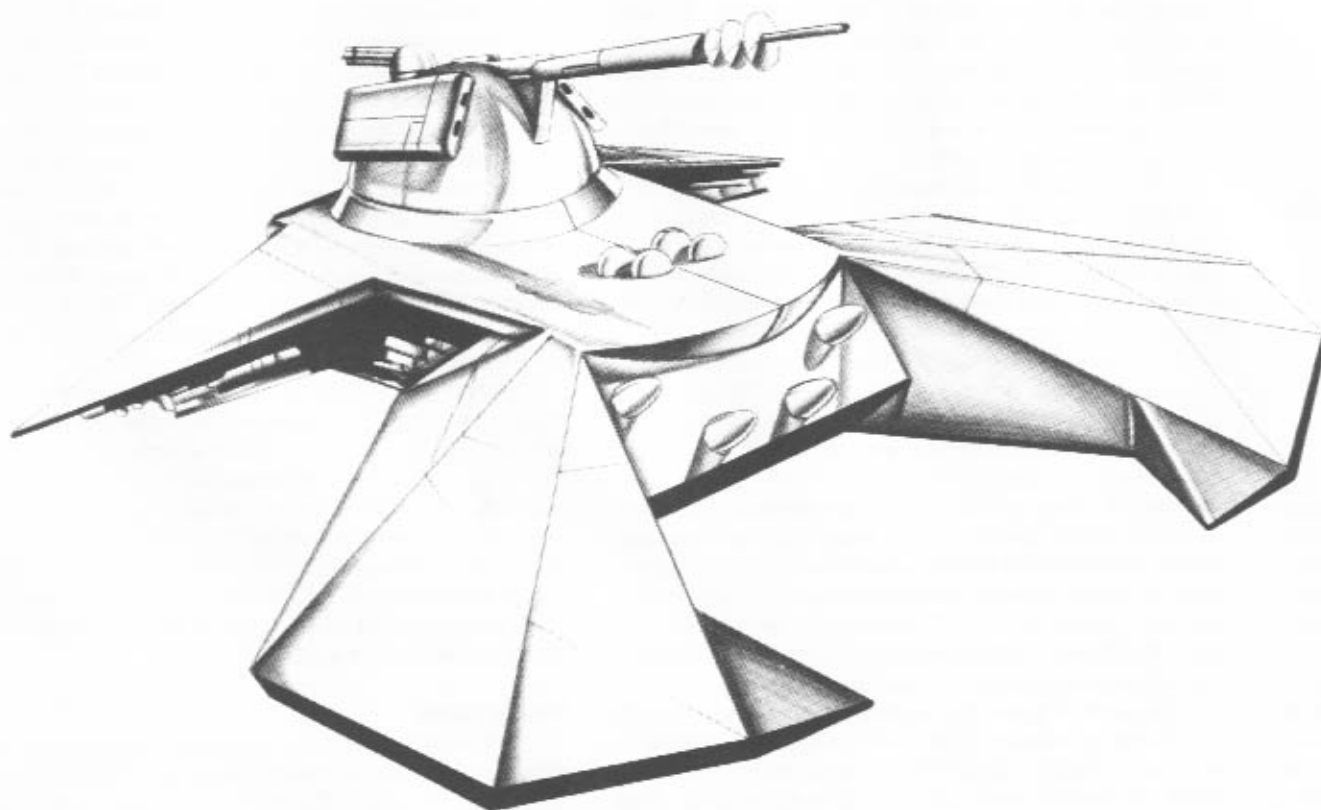
This tank can be found throughout the Commonwealth forces. Vindicators are used extensively in Infantry Legions and by B'ekkal Assault units everywhere, including the 611th B'ekkal Light Assault Regiment, serving on the Rift County front. This unit has been falling back, slowly giving ground on worlds such as Far Out, Black, and Orlando's World. The 611th is now defending Talleho against occasional TOG raids.





MEDIUM GRAV VEHICLES

With the acceleration necessary for modern tactics and more firepower than lighter vehicles, medium grav vehicles are the staple of today's warfare. The variety in armor and weaponry shows the many different uses for this class. The best design for a standard medium grav vehicle may be the determining factor in the eventual fate of the Commonwealth.



Class: Medium Grav Tank

Cost: 1,617,700

Mass: 273

Engine: 2000

Thrust: 6

Scenario Points: 17

Infantry Squad: No

Digging Cannons: Yes

Shields:

Front:	70
Right:	60
Left:	60
Stern:	70
Bottom:	40

Armor:

Front:	80
Right:	60
Left:	60
Stern:	60
Bottom:	40
Turret:	80

Weapons:

Type	Location	Damage	Range
3/6 Laser	Turret	8	20
SMLM (2)	Turret	T	10
50mm	Turret	T	6
AP Laser	Turret	S	3
Vulcan II	Turret	S	NA
150mm	Hull 1	T	15

Overview:

The Horatius is the main medium grav tank of the TOG military. Designed in 6825, this tank is a perfect blend of speed, armor protection, and firepower. With a hull-mounted 150mm Gauss Cannon as its main gun, the Horatius mounts impressive armament for a medium vehicle. It also carries a turret-mounted 3/6 Laser, an SMLM (2) launcher, a 50mm Gauss Cannon, and an antipersonnel laser.

The vehicle's armor is no less impressive than its weaponry. With more than 35 tons of Tri-Oxylene composite armor, the Horatius is one of the best-protected medium grav tanks in service. Its shields are also exceptional, exceeding their Commonwealth counterparts by a considerable margin. For a medium tank, the Horatius's acceleration is up to par.

The Horatius first saw battle in early 6826 on the planet Mohe. Assigned to the 2797th Infantry Legion, the Horatius helped overrun the planet in just six months. Once described as

the best vehicle in TOG service, the Horatius has contributed to an impressive success rate against the traitorous Renegade Legion and the Commonwealth.

Capabilities:

The Horatius was masterminded by the IDAMAC-XL1 (Improved Design Application-Modern Armor Characteristics) in early 6825. The IDAMAC-XL1 is well-known as the galaxy's largest and most sophisticated computer, and it is run by the research branch of TOGMED (Terran Overlord Government Military Experimentation and Design). When TOG High Command decided that it needed a new medium grav tank, its specifications were fed into the IDAMAC-XL1, and the Horatius emerged. The design so impressed TOGSOG (Terran Overlord Government Strategy and Operations Group), the branch of TOG commissioned to secure new designs for the TOG armed forces, that it decided to look no further.

The original Horatius resembled the production models, with only few changes. In the original design, 150mm Gauss Cannon was turret-mounted. Once testing began, it turned out that the vibration from the main gun had an adverse effect on the vehicle's turret. After about four hours of cumulative firing, the turret traverse circuits would overload, making the turret lock up. To solve the problem, the 150mm Gauss Cannon was moved from the turret to the hull. To make room for the Gauss Cannon, the 3/6 Laser and the SMLM (2) systems were moved to the turret. Because this exchange removed some weight from the turret, an extra ton of armor could be added there.

Having ironed out these minor developmental problems, TOGSOG sought contract bids to manufacture the new grav vehicle, now named the Horatius after an ancient Roman Legionnaire. Hanepas Industries won the contract and began production four months later. The Horatius claims the distinction of being the TOG vehicle that moved fastest from the drawing board to production, in a span of less than nine months.

When the Horatius first reached the front-line troops, the reports were encouraging. Aside from small problems, such as all the infantry digging charges being thrown to the left of the main crater, the Horatius more than lived up to expectations. TOG ground forces finally had a medium grav tank that could meet the Commonwealth Liberator tank head on, with a reasonable chance of emerging in one piece. TOG did not wait long before using the new vehicle.

One of the first units to receive the Horatius was the battered 206th Strike Legion. In late 6826, the 206th Strike Legion was dug in on the planet Hitsford, in the County of Birchshire, against repeated assaults by the 415th KessRith Armored and 9301st Commonwealth Strike Legions. About the only thing that TOG had going for it on Hitsford was that it controlled the space around the planet—most of the time. After withstanding three major assaults in a single month, the 206th was in dire straights. Then, on December 24, 6826, a TOG convoy finally reached the beleaguered Legion. The cargo consisted of replacement tank crews and new Horatius medium grav vehicles. The Prefect of the Legion, Steven Silias, deployed his new Horatius tanks in hull-down positions along areas of expected Commonwealth incursions. Less than a week later, the Commonwealth units attacked again and learned, much to their displeasure, just how effective were the new TOG grav tanks. The Horatius tanks put up a murderous fire from one set of prepared locations, but before the Commonwealth artillery could get their range, the TOG vehicles rushed to other prepared emplacements, where they began another killing fire. On and on this went, until the Commonwealth units, battered and defeated, broke off the assault. Thanks to the Horatius tanks and their crews, the 206th Strike Legion was saved. Although the fighting for Hitsford continues, the 206th is there to stay.

Because the Horatius has been such an outstanding success, it has spawned several variations. One major one replaces the antipersonnel laser with a 1.5/3 laser system. Critics claim that this reduces the infantry protection to unacceptable levels, but tank commanders retort that no one riding around in a 273-ton vehicle needs protection from infantry. Another variant removes the AP laser and upgrades the Vulcan II to a Vulcan III system, adding a ton of armor to the front hull. Neither variant has earned much popularity, and so 90 percent of the Horatius tanks produced are the standard design.

Deployment:

The Horatius, being one of the most numerous tanks in the service of TOG, can be found in almost all TOG Strike Legions and Infantry Legions. The two earliest units to receive the Horatius were the 2797th Infantry Legion in Pembroke County and the 206th Strike Legion in Birchshire County. Both of these units received the Horatius Medium Grav Tank in 6826. Since then, dozens of Legions have been equipped with them, and more are receiving the Horatius every day.



Hypaspis**Class:** Medium Grav Armored Personnel Carrier**Cost:** 1,227,650**Mass:** 191**Engine:** 1750**Thrust:** 6**Scenario Points:** 13**Infantry Squad:** Yes**Digging Cannons:** Yes**Shields:**

Front:	80
Right:	80
Left:	80
Bottom:	60
Stern:	80

Armor:

Front:	90
Right:	80
Left:	80
Stern:	80
Bottom:	50
Turret:	90

Weapons:

Type	Location	Damage	Range
7.5/6 Laser	Turret	10	20
Vulcan IV	Turret	S	NA
TVLG (6)	Turret	T	6
SMLM (2)	Turret	T	10
AP Laser	Hull 1	S	3
AP Laser	Hull 2	S	3

Overview:

The Hypaspis APC is one of the newer vehicles within the TOG Legions. Designed by Omicron, Unlimited, as a successor to the Romulus Medium Grav Armored Personnel Carrier, the Hypaspis contains a superior power plant and improved shield and armor strength. In three years of battlefield tests, the Hypaspis survived far longer than the lighter Romulus. The single turret houses a Krupp Type II 7.5/6 Laser, a Dart SMLM (2) mount, a TVLG (6) system, and a CyberCom Vulcan IV. The turret is placed well back on the chassis, providing good protection for the rear clamshell doors.

Hydarnis**Class:** Medium Grav Tank**Cost:** 1,103,450**Mass:** 197**Engine:** 1750**Thrust:** 6**Scenario Points:** 11**Infantry Squad:** No**Digging Cannons:** Yes**Shields:**

Front:	80
Right:	80
Left:	80
Stern:	80
Bottom:	60

Armor:

Front:	90
Right:	80
Left:	80
Stern:	80
Bottom:	50
Turret:	90

Weapons:

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

The Hypaspis first saw combat during the beginning of the Caralis/Messana invasions in 6827 within Shannadam County. At that time only the 13379th Legion (Harbingers of Death) of the Rualta Strike Command used the vehicle for field tests. The Hypaspis passed all its tests and is serving with the 149th Praetorian Guards and the 3241st Strike Legion of the Rualta Command. TOG commanders plan to equip more legions along all county fronts with the Hypaspis as soon as factory planets reach full production.

Capabilities:

Omicron, Unlimited, set out to design an armored personnel carrier far stronger than those of the Commonwealth, yet with a reasonable mass.

The firepower of the Hypaspis is exceptional for an APC. Its 7.5/6 Laser is far heavier than any energy weapon carried by Commonwealth vehicles of similar class. In addition, its two hull-mounted Starshell AntiPersonnel Lasers provide more support for the infantry squad than many other APC types can offer. Defensive and missile systems are comparable to those carried on other TOG and Commonwealth APCs.

The Hypaspis plays a unique dual role within the TOG arsenal. Not only a superior APC, it also has performed effectively as a light grav tank for reconnaissance and screening. During prototype testing, Hypaspis APCs fought off attacks by light and medium recon grav tanks. These successes have made the vehicle quite popular with TOG ground forces.

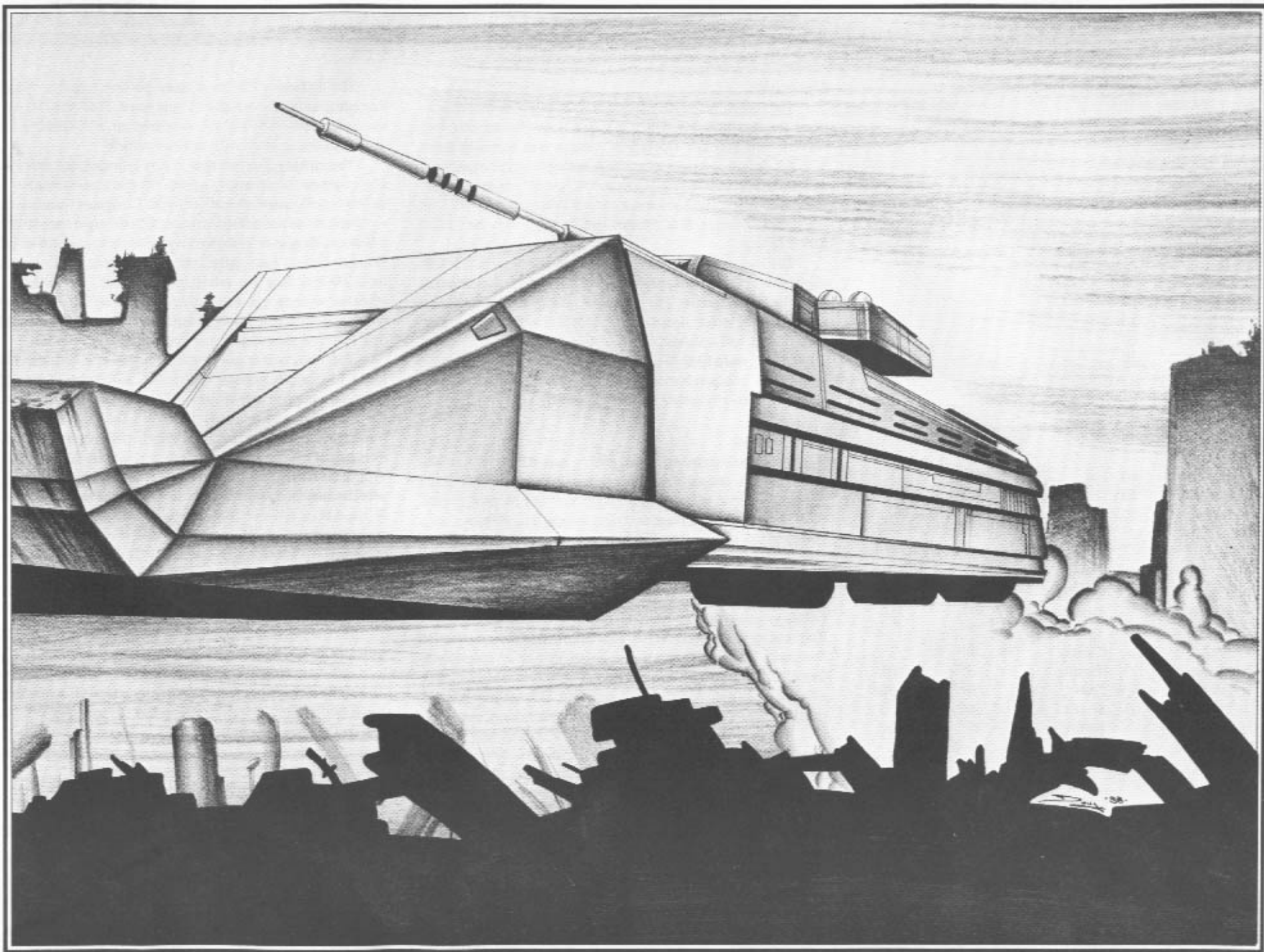
If the Hypaspis has major drawback, it is that the missile batteries lack an acceptable number of reloads. This handicap limits the Hypaspis's staying power on the battlefield, but it still can outlast any other APC in service. Additionally, as with all newer vehicles, various glitches in internal systems have become apparent, such as the GB-7 Filtering System to the main engine's air coolers. These clog too rapidly, making the engine overheat during extended duty. To alleviate this problem, experiments are being conducted with the larger GB-10 Filtering System installed on the newer Octavian Heavy Grav Tank.

To date, only one variant on the Hypaspis has been attempted, the Hydarnis Medium Grav Recon Tank. Used essentially as an armored grav scout, the Hydarnis has the same chassis and power plant as the Hypaspis, but a larger turret and larger missile-storage compartment replaces the infantry-carrying capability.

The Hydarnis is still undergoing evaluation by the 13379th Legion (Harbingers of Death) and has not been deployed elsewhere. TOG Command has not authorized any other modifications of the Hypaspis.

Deployment:

Nearly all the mounted infantry units of the 13379th Legion (Harbingers of Death) are equipped with the Hypaspis, as are 30 to 40 percent of the infantry units of the 3241st Strike Legion and 149th Praetorian Guards of the Rualta Strike Command. Ten other Legions on the Commonwealth Front are scheduled to receive these vehicles within the next year.



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 Shannadam 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 a SMLM (2) missile launcher are mounted in the hull. With comparable acceleration, the Labienus's weaker shielding seems to bother few people greatly.

Capabilities:

Padgham Industries, in designing a grav APC to replace the Romulus, saw that a shift in TOG tactical doctrine meant that the Labienus needed to carry more weapons than its predecessor. First, they mounted a Hughes-Trajan Model 110 100mm Gauss Cannon in the turret. The Hughes, with automatic tracking and fire control, was considered to be the best 100mm Gauss Cannon available. Next came the antipersonnel laser, the Bentex-2000, mounted beside the main gun. The designers also decided that the Labienus must have at least as many missiles as the Romulus. They chose two Janrick-A1A TVLG (4) systems, one mounted in the turret. For missile defense, a Tajax Vulcan III system was installed. The hull housed a 5/6 laser, the second Janrick missile system, and a Releck SMLM (2) launcher. This weapon suite far outclassed that on the Romulus APC.

The Labienus carries 45 tons of armor plating, only one ton less than the amount carried on the Romulus. Nine tons are mounted on the turret, four tons on the underside, and eight tons on all other facings. With excellent acceleration, the Labienus can easily keep up with the Horatius Medium Grav Tank. The only area that the Labienus does not compare favorably with the Romulus is in shielding. While the Romulus mounts 70 or 80 flicker-rate shields on most areas, the Labienus's shields are only 50 or 60 rate over the same areas. TOGSOG apparently does not see this as a major drawback and has not asked Padgham to increase the shields.

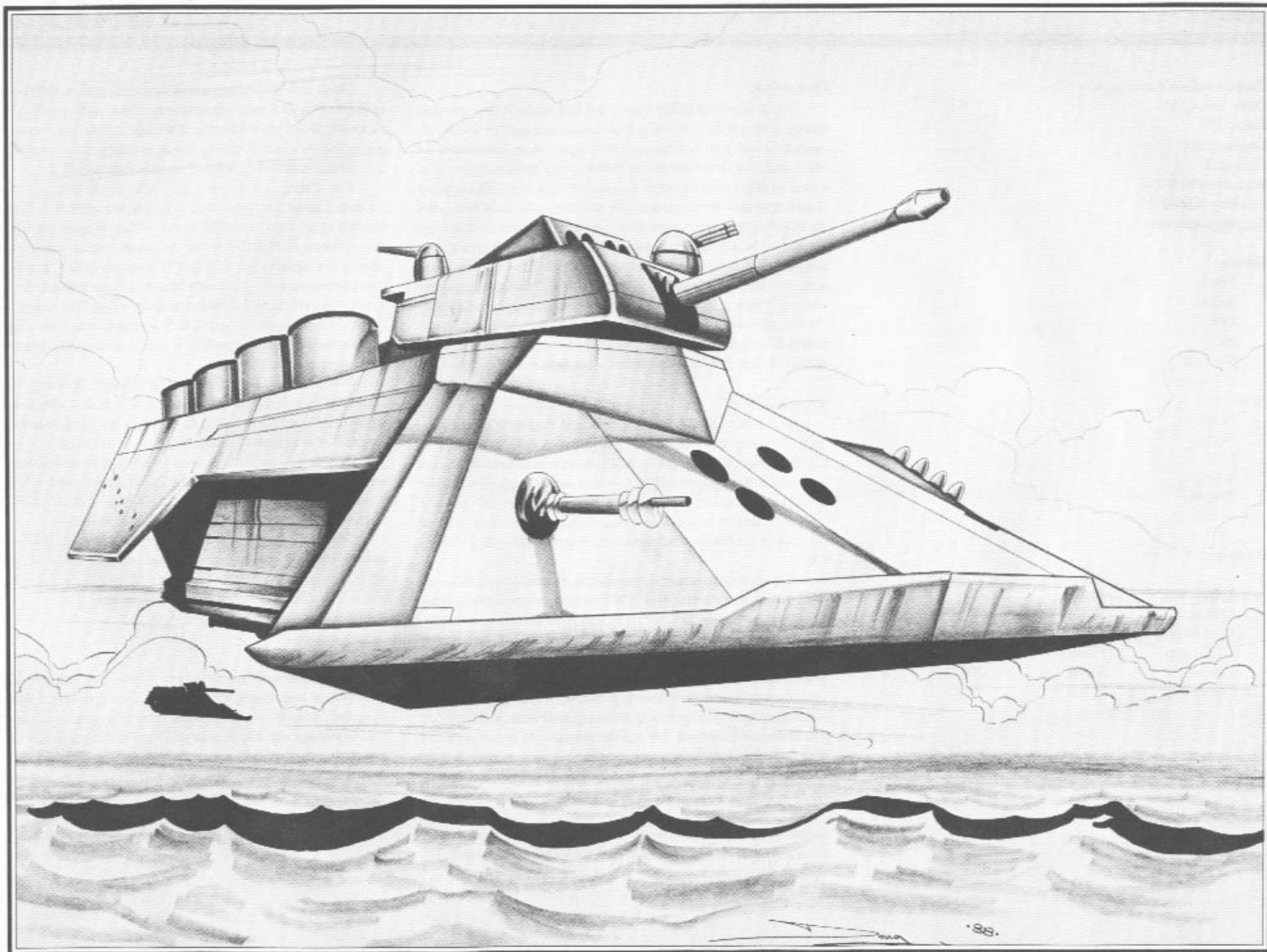
The Labienus carries a more powerful engine than the Romulus, and it also weighs 58 tons more. The Labienus costs a bit more, 1,268,850 talents compared to 1,027,900, a small difference for an obviously superior vehicle.

The infantry compartment is very crowded, but every piece of equipment is necessary to the vehicle's performance. The infantry-exit system is highly unusual. Designers fitted the turret well forward on the hull to allow room for the eight round hatches, which at first glance look like vertical launch tubes for missiles. During combat, each infantryman is strapped into one of the tubes. When they are ready to disembark, the infantry are launched with enough velocity to clear the vehicle, whether it is moving or not. There is a large ramp door at the rear of the vehicle that serves as a secondary exit and for loading purposes.

The first combat use of the Labienus was with the 3241st Strike Legion on Carthage X. Three of the Cohorts of the 3241st had been equipped with the new APC, and the extra firepower of the Labienus was to prove decisive. The 3241st landed on Carthage X to find itself opposed by a crack Renegade Legion and elements of a second. Though outnumbered, the 3241st managed to push the Renegades from the planet, largely because of the new vehicles that the Legion was testing. After the battle of Carthage X, the 3241st retained its Labienuses, which undoubtedly sped the collapse of Mavinav when it was invaded. A decision is expected soon on which of several APCs will replace the Romulus, and the Labienus is among the frontrunners.

Deployment:

Only a handful of Legions have the Labienus. The 3241st Strike Legion in Shannadam County, the 6525th Infantry Legion in Pembroke County, and the 4453rd Infantry Legion in Birchshire County are fully or partially equipped with this fine APC. No further Legions are expected to receive the Labienus until a final decision is made on which APC will replace the Romulus.



Class: Medium Grav Tank

Cost: 1,404,350

Mass: 235

Engine: 2000

Thrust: 7

Scenario Points: 15

Infantry Squad: No

Digging Cannons: Yes

Shields:

Front:	70
Right:	60
Left:	60
Stern:	60
Bottom:	20

Armor:

Front:	80
Right:	70
Left:	70
Stern:	70
Bottom:	40
Turret:	60

Weapons:

Type	Location	Damage	Range
150mm	Hull 2	T	15
1.5/5 Laser	Turret	6	20
1.5/5 Laser	Turret	6	20
25mm	Turret	T	6
25mm	Turret	T	6

Overview:

The Pallas is a TOG medium grav tank with a highly unusual design philosophy, one that has caused enough problems to produce numerous variations. Prototypes were introduced in 6801, and the first Century of Pallas tanks helped capture the world of Bishop in Rhoalter County, though not without some criticism of their performance. The odd triangular main hull gives a surprisingly unobstructed firing arc to both turrets, which are controlled by a single computer. The Pallas has high thrust for a medium grav tank and good armor and shields. It has a fearsome array of Gauss weapons, a 150mm and two 25mm cannons, and two 1.5/5 lasers. Its drawbacks are its unusual appearance, high profile, and lack of missile armament. The missile problem has cropped up again and again in the performance reports of testing units, causing TOG to experiment with variants.

Capabilities:

This design hit the drawing boards of the FitzWarren Gravitics Company in 6782 as an experiment in dual-turret design. FitzWarren took the design to the Procurement Board looking for interest. Nothing happened for 17 years, until the board suddenly asked FitzWarren to produce this "innovative new design" and have a prototype ready in two years. FitzWarren succeeded on schedule with few cost overruns and began testing the Pallas in 6801.

During initial runs, errors in the construction method caused the forward armor arms to break off during low-speed grounding. That flaw was corrected, but soon afterward researchers discovered that the terrain computer failed to raise the 150mm cannon during grounding. This too was corrected, but low bottom armor and grounding damage still haunt the Pallas.

Tactical problems inherent in the lack of missile armament were noted early in the combat testing of the Pallas, but FitzWarren executives ignored the reports because of the expense of retooling for a new weapon system. When the vehicle first reached combat, the inability to fire on two targets at once showed up as a serious weakness. When investigators discovered that FitzWarren had purged the negative reports from the Pallas file, the manufacturer was ordered to build and test missile variants for the Pallas free of charge. FitzWarren complied, of course, but with no great speed or vigor.

Thus, missile prototypes exist, but in small numbers. Most of these vehicles have replaced the two lasers with two TVLG (4) racks, mounted on the turrets. This variant has done very well, giving crews more flexibility in target acquisition and yet maintaining the potent firepower of regular Pallas tanks.

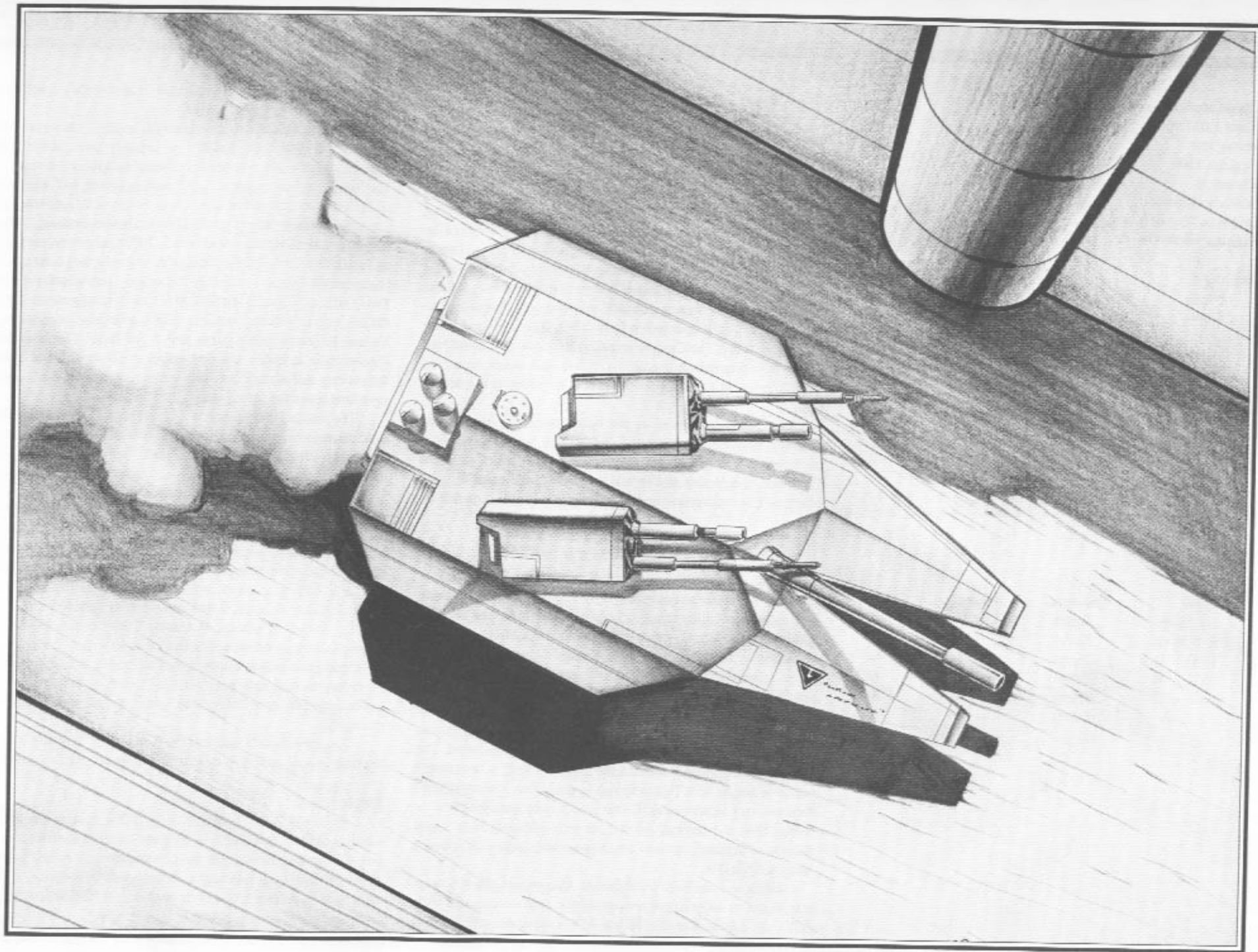
The Pallas's main weapon is the FitzWarren Munitions 150mm Gauss Cannon, with a maximum effective range of slightly more than three kilometers. This weapon has its own independent, terrain-following computer, which automatically adjusts the elevation of the barrel during grounding. Each of the two turrets mounts a LeBaron 25mm Cannon and a 1.5/5 laser, giving the vehicle high firepower at any range. The turret design allows considerable elevation and depression and has a special avoidance program that makes the weapons mesh like gears when the turrets turn face to face.

With this weapon mix and high thrust, the Pallas is best matched against medium and heavy grav vehicles, where its high maneuverability allows it to bring all of its firepower to bear. Because it is primarily Gauss armed, it does very well against heavily shielded opponents. In a target-rich environment filled with fast light tanks, however, the Pallas cannot always bring its weapons to bear against a target. In addition, its lack of missiles reduces its survivability against numerous vehicles.

Soldiers who use the Pallas consider it an excellent tank against medium combat vehicles and one that can hold its own against heavies, such as the Deliverer. Many are afraid to take the Pallas into combat against multiple opponents.

Deployment:

The Pallas is still treated as an experimental vehicle, heavily deployed in some units and sparse everywhere else. Units that have the Pallas, however, have had them for years and are well-versed in their use and operation. The 9907th currently has the largest number of Pallases in the Alaric March front. TOG is deploying the missile variant in the 9907th's Centuries at a rate of one missile per two standard Pallases to help balance out these units.



Class: Medium Grav Armored Personnel Carrier

Cost: 1,027,900

Mass: 169

Engine: 1500

Thrust: 6

Scenario Points: 11

Infantry Squad: Yes

Digging Cannons: Yes

Shields:

Front:	80
Right:	70
Left:	70
Stern:	80
Bottom:	50

Armor:

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

Weapons:

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

Overview:

The Romulus is manufactured by Belenski Armaments, the same conglomerate that manufactures the Lupis. Belenski began by simply upscaling the Lupis. Though mission differences and new armament required changes in the turret design and infantry areas, the nose of the Romulus is an exact duplicate of the Lupis's.

This similarity has led TOG to use a bold gambit. Slipping a shell of styrene and metallic foam over the rear two-thirds of the Romulus makes the APC's external shape similar to the Lupis. Though the camouflaged Romulus is larger than its lighter cousin, under field conditions it is almost impossible to tell the two vehicles apart. Renegade and Commonwealth forces attacking a unit of these counterfeit light APCs have suffered some serious setbacks. The Commonwealth Ordnance Command has, however, equipped almost all front-line units with improved target ID software that is now capable of discovering the deception.

The Romulus serves as the base chassis for the Remus Combat Engineering Vehicle. The Remus uses the infantry compartment to mount the internal generators for a standard Engineer Attachment and to make room for the extra digging charges. The extra power needed for the attachment is gained by replacing the 5/6 laser with a 1.5/4 model.

Capabilities:

In the early 6790s, a tactical wizard named Tobias Sextus rewrote TOG tactical doctrine. At that time TOG had not done well in recent actions against the Commonwealth. The brilliant and innovative Renegade and Commonwealth infantry actions had virtually destroyed two TOG Strike Legions. TOG ground forces were to remain frustrated for more than six months while Sextus finished his report. When he did so, he reversed the theory that infantry should support tanks and APCs. He proposed meeting the enemy on its own ground by having TOG infantry break the Renegade lines to clear a path for grav armor to exploit. The TOG High Command debated the issue for only a few weeks before agreeing with Tobias Sextus's conclusion. Unfortunately, their military lacked an APC that could make the new doctrine work. Thus did the call go out for new designs. After many months of competition and prototype testing, the APC chosen was the Romulus.

Designed and built by Belenski Armaments, the Romulus started out as an enlarged version of the firm's successful light APC, the Lupis. Because of the APC's weapons and mission

requirement, the Belenski designers realized they could not simply create an upscaled Lupis.

The design requirements called for an APC whose primary mission was "the safe transfer of infantry units around the battlefield and to provide support fire to the infantry it carries." The Romulus does its job well. It is well-armored, with nine tons on the front and the turret, eight tons on the sides and rear, and four tons on the bottom. The shielding is also impressive, with an 80 flicker rate on the front and stern, a 70 flicker rate on the sides, and a 50 flicker rate on the underside. The weapons suite can be broken down into two areas, infantry support and vehicle defense. Two TVLG (4) systems, an SMLM (2), and an antipersonnel laser fill the role of infantry support. Vehicle defense consists of a Vulcan III antimissile system and a 5/6 laser. The laser was chosen over a Gauss Cannon because of weight and space limitations. All of the Romulus's weapons are turret-mounted to save hull space for the infantry.

The infantry compartment is lavish for a TOG vehicle. This is surprising unless one considers the fact that military doctrine of the times valued infantry more than the vehicle itself. The infantry's main egress is a through a large ramp/door on the stern.

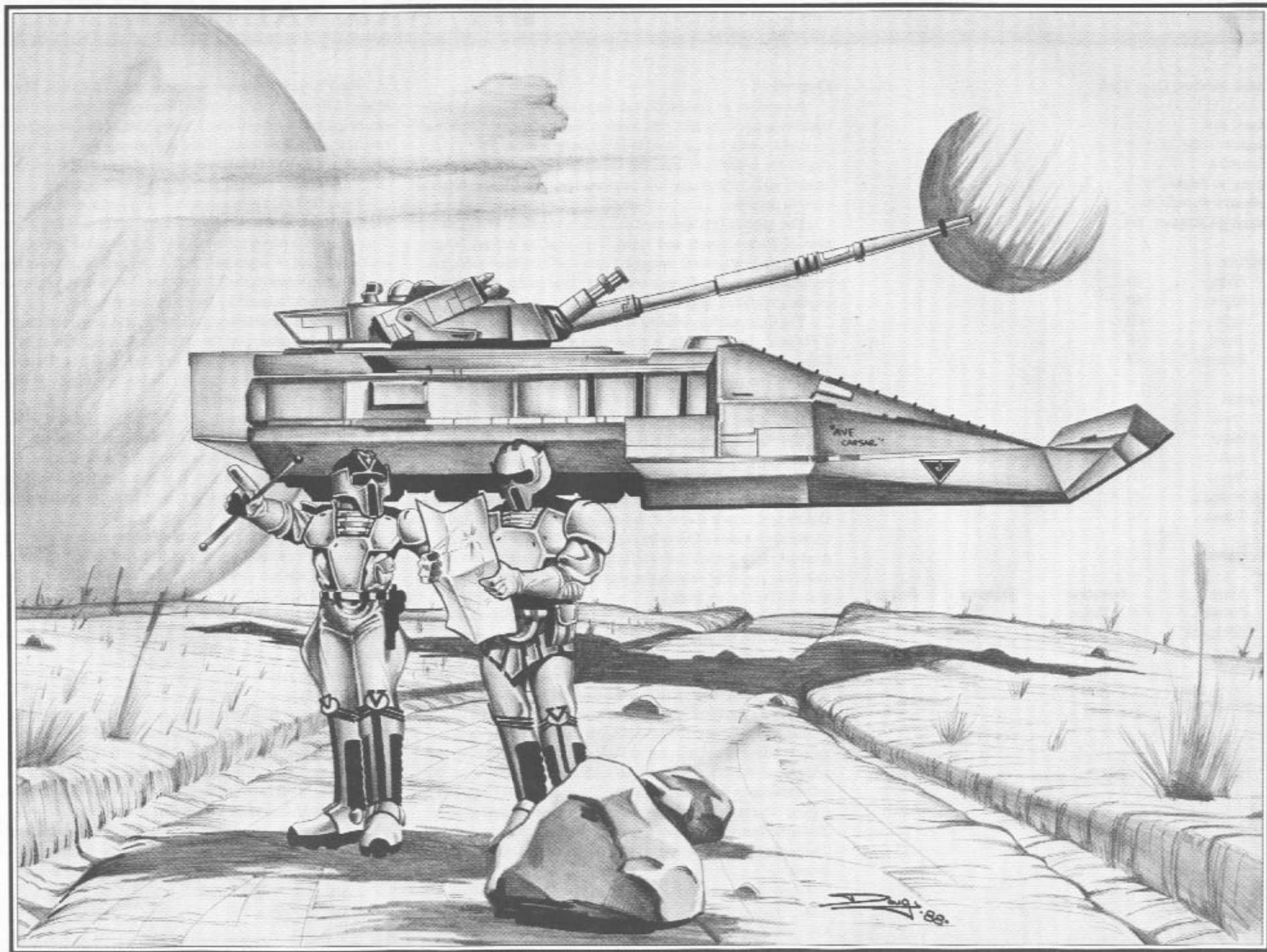
At only 169 tons, the Romulus is lighter than most of its contemporaries. Its cost is also moderate at 1,027,900 talents.

In recent years, the Commonwealth has been moving away from what it calls the sustained infantry defense, presumably because of unacceptable casualty levels. Though TOG found that its "new" tactical doctrine worked well against the Commonwealth infantry defense, it was less effective against more "normal" defensive formations. As a result, TOG has been shifting its emphasis back to the older doctrine of tanks supported by infantry. During this switch, commanders found that the lightly armed Romulus became easy prey for the Commonwealth machines. Several modifications have been tested, but no new design has emerged.

The only major variant of the Romulus is the Remus engineering vehicle, which is described elsewhere in this briefing.

Deployment:

As of 6830, the Romulus is the TOG military's mainstay medium APC. The vehicle is assigned to service with virtually every front-line Legion on the Commonwealth Front. Indeed, many Infantry Legions consist almost solely of Romulus APCs. Others often combine two or three different APC types, but the Romulus usually predominates.



Class: Medium Grav Tank

Cost: 1,417,100

Mass: 269

Engine: 1600

Thrust: 4

Scenario Points: 15

Infantry Squad: No

Digging Cannons: Yes

Shields:

Front:	70
Right:	60
Left:	60
Stern:	70
Bottom:	40

Armor:

Front:	80
Right:	60
Left:	60
Stern:	60
Bottom:	40
Turret:	80

Weapons:

Type	Location	Damage	Range
200mm	Turret	T	15
AP Laser	Turret	S	3
SMLM (2)	Turret	T	10
SMLM (2)	Turret	T	10
TVLG (6)	Hull 1	T	6
TVLG (6)	Hull 2	T	6

Overview:

Named for an ancient Naram siege weapon that threw multiple projectiles, the Bit `Nak Val is a Naram-designed tank that lacks the usual Naram double-hull configuration. Heavily armored for a medium tank, the Catapult has equally powerful shields and surprisingly low acceleration, considering Naram combat doctrine.

The vehicle first appeared in 6725, just before TOG's invasion of Naram space, and many were used to defend Naram worlds. Among several smuggled into the Commonwealth, one included a complete factory computer program for manufacturing the tank. The Commonwealth began to produce them in 6729.

The Catapult is primarily a missile tank, armed with twelve TVLGs and four SMLMs. With its low speed and thick armor, the Catapult can withstand heavy attacks, and its 200mm cannon gives it extra punch.

Capabilities:

The Naram designed the Bit `Nak Val as a front-line medium tank to supplement their military force of mostly light and medium high-speed tanks. The Bit `Nak Val is a missile tank, intended for protracted support and front-line defense. Its heavy shields and armor allow it to hold key positions, but its low acceleration keeps it from playing a more offensive role. Because this tank represented a radical change in Naram military doctrine, this slow, powerful vehicle surprised many of the invading TOG units on the Naram front.

The Bit `Nak Val was designed by the Laglorn Nulcor Armor Works, a Naram military manufacturing company. Approximately 12,000 were built before TOG shut down the plant. Now manufactured by Guttel & Garsh in the Commonwealth, these tanks have been used for 100 years by Commonwealth units.

Because the vehicle was tested and initially produced on the Naram Republic, the Commonwealth lacks information on the vehicle's developmental problems. It does not show any obvious design and construction faults so common with new tanks, but maintenance is fairly difficult. The heavy armor and lack of the typical Naram dual-hull make some components hard to reach. The same features make it simple to reload munitions, however. The turret mechanisms are fairly straightforward, allowing easy access.

The Catapult's primary weapons are its missiles. Mounted along its front are twelve Holly-Denning TVLG missile launchers; on the turret, four Holly-Denning SMLM missiles are set into two side swivel mounts. These are among the finest missiles available. The TVLG has an effective range of 1200 meters, and the SMLM has a range of just over two kilometers.

To add to its firepower against heavy tanks, designers armed the Catapult with the Serendipity Corp. 200mm Gauss Cannon. This weapon is powerful enough to score against heavy shields without the aid of target painting. As an antitank missile has no real effect on infantry, the Catapult has also carries an antipersonnel laser, manufactured by Hastings Electronics.

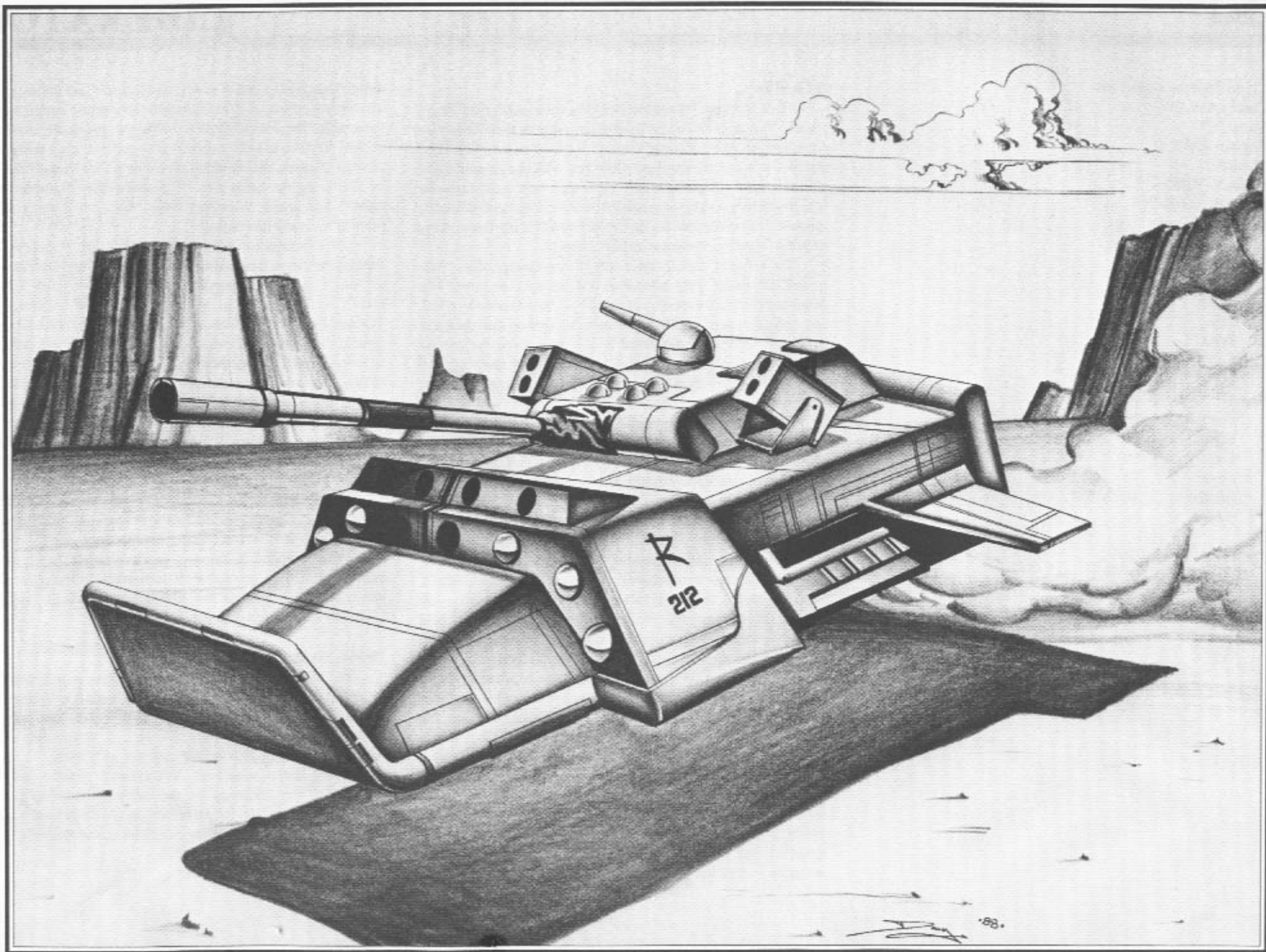
Its acceleration is low when compared to most medium tanks. The Catapult's armor, on the other hand, weighs in at 38 tons, which is substantial compared to most mediums. Its average shield flicker rate is 65, except for the bottom shields, giving the Catapult even more staying power.

The Catapult is usually attached to a Century in Platoon strength. Such a Platoon is usually held just behind the assault platoons, giving fire support and making concentrated missile attacks against painted targets. If things get sticky, the Catapult may use its heavy armor and 200mm cannon to break through a line or to give covering fire to a fleeing unit.

In a defensive role, the Catapult's heavy armor and shields give it such excellent staying power that it can become the keystone of the defense. When used with infantry, selected painting and missile barrages can provide an effective counterattack without ever exposing the tank. Because of its slow acceleration, however, the Catapult can never hope to make a quick retreat.

Deployment:

The Catapult is currently deployed throughout the Commonwealth military, and it has become an important element in the defense of Resistance in Bannor County. Elements of the 2030th Assault Legion have so far held off the 7083rd TOG Infantry Legion, which has been attempting to break down that defense. In a critical battle around the city of Gobalov, TOG forces began to make headway, and the First Century of the 2030th broke and ran under pressure. Catapults covered the retreat, however, and counterattacked with enough strength to turn the tide.



Class: Medium Grav Tank

Cost: 1,636,350

Mass: 273

Engine: 2000

Thrust: 6

Scenario Points: 17

Infantry Squad: No

Digging Cannons: Yes

Shields:

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

Armor:

Front:	80
Right:	70
Left:	70
Stern:	70
Bottom:	40
Turret:	60

Weapons:

Type	Location	Damage	Range
5/6 Laser	Turret	9	20
150mm	Turret	T	15
50mm	Turret	T	6
Vulcan III	Turret	S	NA
TVLG (4)	Hull 1	T	6
TVLG (4)	Hull 2	T	6

Overview:

The Liberator is the standard Medium Grav Tank for Renegade Legion units and is also used extensively by their Commonwealth allies. The Liberator's design is based on an older TOG design known as the Opprimo. Defecting TOG Legions brought a great number of Opprimos with them. Commonwealth factories were tooled to provide spare parts. To reduce logistical problems, the design specifications for the Liberator call for it to use as many existing Opprimo components as possible.

Designers of the Liberator concentrated on speed and firepower, providing little protection for the tank or crew. The original Liberators were all upgraded with more armor by 6752, and new Liberators are built with more protection than the older version, which was considered a deathtrap. Even the current version has weak defenses, however, with light shielding and armor. The tank is often viewed as a large, quick target, with the emphasis on quick.

The Liberator has a strong side as well. Its weapons can destroy a larger opponent with relative ease if used properly. The Liberator is a paradox in Renegade Legion units, a throwback to TOG design concepts, yet still widely accepted throughout the Commonwealth.

Capabilities:

Firepower consists of a laser, TVLGs, and Gauss Cannons. The Liberator has two cannons in the turret, a 50mm CRAY Systems Model II and a 150mm Amerex with interline air cooling. The 50mm is mounted coaxially to provide a better field of fire, with the 150mm mounted more securely in the turret. The turret also houses a Jacobson 06/11/62 Model 5/6 Laser, which gives the Liberator the extended firing range required by Commonwealth military doctrine. This older version of the 5/6 Laser is not as reliable as some of the later systems, such as the Herring models currently in use by the Commonwealth, but it is simple to maintain and control.

The J-04 Vulcan AntiMissile Defense System is an older variety that can easily be converted to the newer J-11 or J-12 series, which are found in other Commonwealth tanks, such as the Spartius. Supplementing the turret firepower are two TVLG Quad Missile Arrays, mounted on the forward hull. All the weapons except the TVLGs are housed on the outside of the

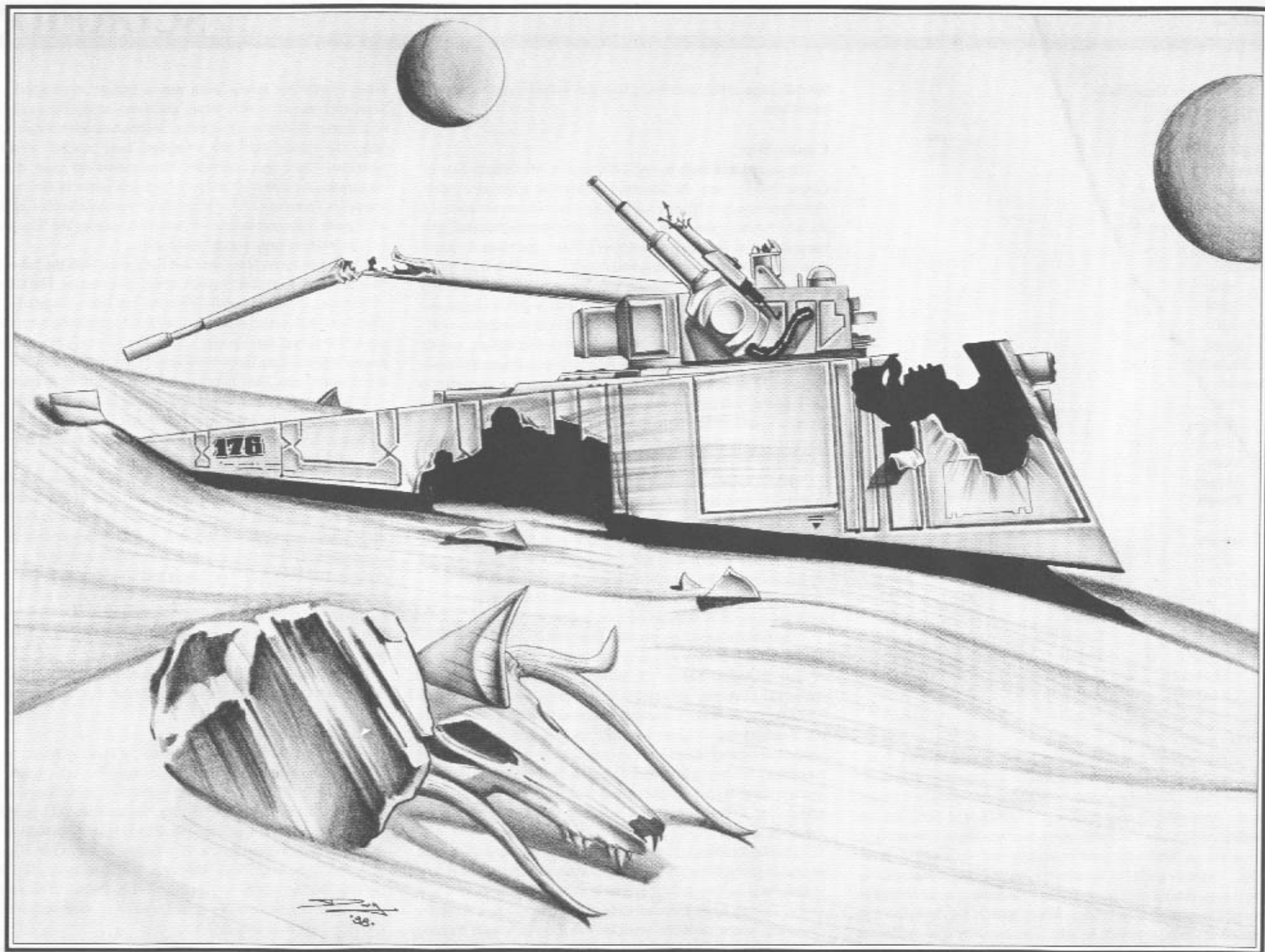
turret. This configuration eases maintenance and improves the habitability of the tank, but it makes the weapon systems more vulnerable. There is an additional difficulty in that the turret ring of the Liberator is more exposed than on most grav tanks. In a number of cases, chance shots have blown the turret off the hull by fracturing the turret ring. Commonwealth engineers have added some armor to protect these areas, but there is still a problem in many line tanks.

The Liberator can fill a number of combat roles as well as support functions. It performs tactics varying from frontal assault to infantry support. Renegade crews commonly use a tactic known as "The Surfer" in which the driver heads directly for a TOG unit, weaving the Liberator from side to side as if it is having some sort of control difficulty. Then the tank accelerates, using its superior speed to fly past the closing enemy. As the opponents fire and begin to turn in pursuit, Deliverer and Spartius tanks follow in a second wave to catch the TOG units in a wide flank profile attack, or even a stern profile. By the time the TOG armor can regroup, the Liberators cut through their formation again, firing as they pass. While this tactic is risky, it is very popular and difficult to defend against.

Maintenance on the Liberator has recently become a problem. The tools and dies at the factories are worn, making some replacement parts scarce. Thus, maintenance depots usually attempt field repairs of damaged sections rather than trying to replace them. This increases the turn-around time on maintenance and often adds to the growing unrest about using the Liberator in modern warfare.

Deployment:

The Liberator can be found in every Renegade Legion and in almost all standard Commonwealth Legions. Liberators are used in homogeneous units or mixed with either light or heavy tanks. For reconnaissance missions, the Liberator is often paired with a Spartius to provide the platoon with some degree of infantry firepower and support. The Liberator can act as a missile-launch platform, targeting on the infantry's Painting Lasers, giving it an even greater firepower advantage. Commanders often assign the Liberator to recon and flank patrol because of its excellent acceleration.



Class: Medium Grav Tank
Cost: 1,215,000
Mass: 204
Engine: 2000
Thrust: 8
Scenario Points: 13
Infantry Squad: No
Digging Cannons: Yes

Shields:

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

Armor:

Front: 80
 Right: 60
 Left: 60
 Stern: 60
 Bottom: 40
 Turret: 80

Weapons:

Type	Location	Damage	Range
7.5/6 Laser	Turret	10	20
SMLM (2)	Turret	T	10
SMLM (2)	Turret	T	10
Vulcan III	Turret	S	NA
TVLG (12)	Hull 1	T	6
TVLG (12)	Hull 2	T	6

Overview:

A new design that delivers sustained missile fire, the Scorpion has become a standard Commonwealth medium grav tank. Introduced in limited numbers in 6820, the Scorpion first fought in the Pembroke County campaign of 6823. The Scorpion has worked well when used with other medium tanks, combining a large missile load with good protection and outstanding speed. The Scorpion's ability to launch repeated indirect missile attacks makes it a deadly opponent. Though the vehicle lacks sufficient direct-fire weapons to engage heavy armor, the Scorpion can outrun anything it cannot handle. This mobility also makes the

Scorpion one of the fastest-reacting grav vehicles on the modern battlefield.

Capabilities:

Designed and built by the Commonwealth defense firm of Lancaster-Morrison, the Scorpion is based on a Naram concept and intended to provide fire support for front-line armor units. To this end, the Scorpion carries large missile batteries, both hull and turret mounted. A massive Swiftsure 2000 engine gives the Scorpion tremendous acceleration and deceleration. This high thrust is necessary for the vehicle to survive long enough to reach firing positions. The Scorpion is fairly reliable, although the engine and fire-control systems require careful and frequent maintenance.

The Scorpion uses the Naram double-hull design, easing maintenance and providing a protected external area for additional ECM equipment. The designers included extra systems to increase the Scorpion's ambush capabilities. The extra systems increase maintenance time but give the Scorpion enough extra stealth to make them worthwhile. The Scorpion can even hide from direct orbital observation under certain circumstances.

The Scorpion's mission requires it to spend considerable time in ambush positions, and so designers made great effort to keep the vehicle comfortable. Seats are padded and adjustable, the interior roomy, and all controls are efficient. Most components are accessible from within the vehicle, and maintenance can be performed while the vehicle remains in concealment. The Scorpion even has a small cooking device to heat combat rations and a unit to dispose of human and food waste.

The missile launchers give the Scorpion its main sting. Two massive hull-mounted TVLG (12) batteries, coupled with a pair of turret-mounted SMLM (2) batteries, make the Scorpion an outstanding fire-support vehicle. Critics point out that such large TVLG batteries make numerous weapons vulnerable to a single hit. Breaking the weapons into four smaller systems, however, would have complicated fire control and maintenance. A turret-mounted 7.5/6 heavy laser and a Vulcan III AntiMissile Defense System complete the vehicle's armament. The heavy laser is used mainly for defense, providing covering fire if the Scorpion is forced to retreat.

Standard tactics call for the Scorpion to occupy concealed positions along an enemy's avenue of approach, then use massed indirect missile fire to disable enemy vehicles as they come into range. This tactic is especially effective with massed Scorpion platoons, where multiple vehicles can engage single targets.

When the enemy breaks from march formation to attack, the Scorpions retreat to new firing positions, using their superior acceleration to outrun the enemy. Sometimes other armor units delay the enemy until the Scorpions have reached alternate positions. Once the Scorpions have exhausted their missile magazines, they attempt to disengage and move to the rear for resupply. These tactics have generally proven effective against TOG units, although success depends on keeping the Scorpions' positions secret from enemy recon units.

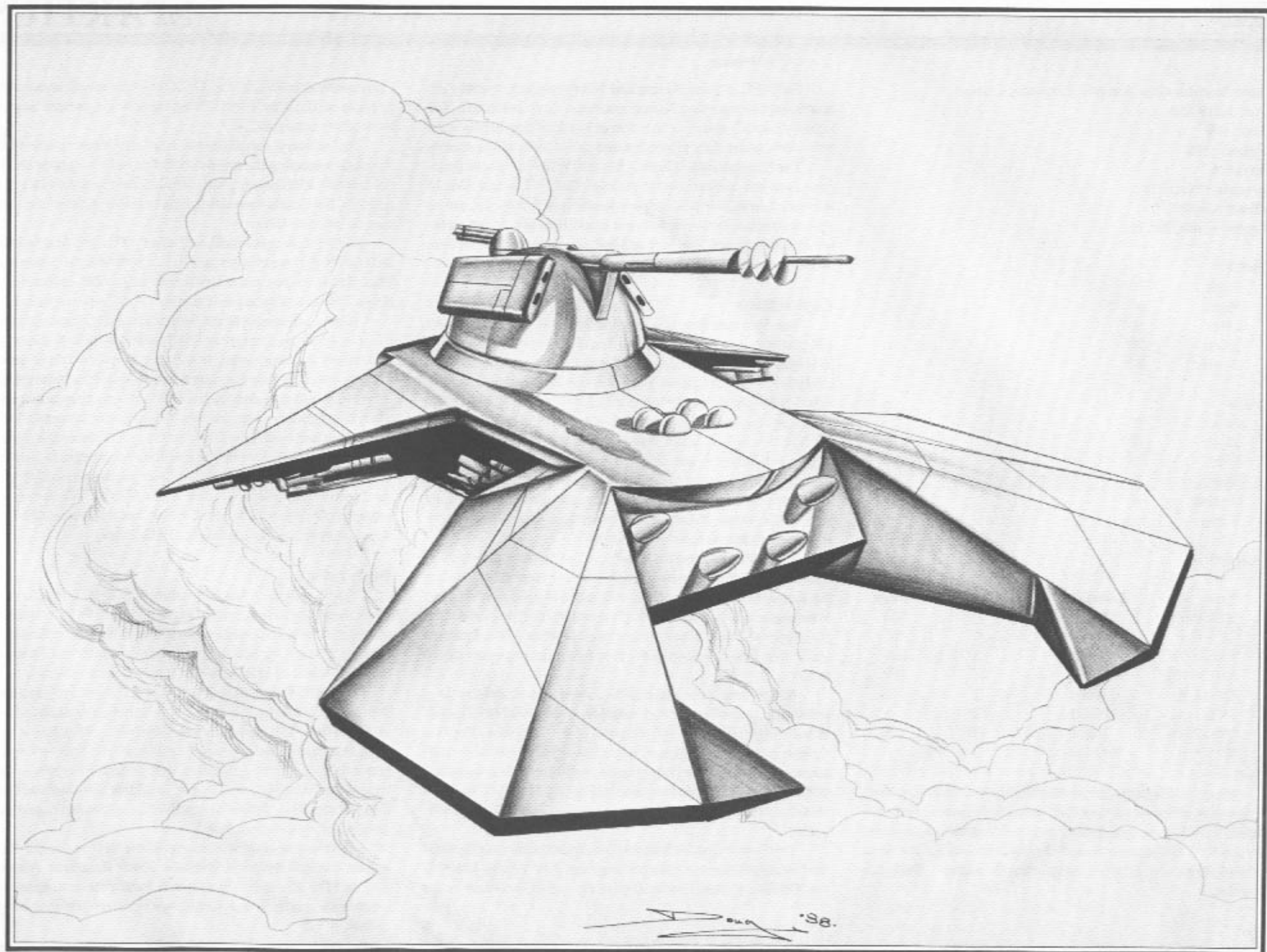
A second tactic is to combine Scorpions with the Liberator Medium Grav Tanks into mobile hunter-killer teams. The Liberator engages the enemy with direct fire and paints targets for the Scorpion. Both vehicles possess sufficient acceleration to disengage if they confront superior forces. The Scorpion has also been paired with the Bata Revo (Wolverine) Light Grav Tank for use in planetary raids. The Scorpion's outstanding mobility enables it to engage targets repeatedly with hit-and-run tactics with little fear of reprisal. The only TOG vehicles with sufficient mobility to engage the Scorpion are light grav tanks, which generally have less protection than the Scorpion.

Most units are satisfied with the Scorpion and use it without reservation. Naram units are especially fond of the Scorpion, seeing the vehicle as the embodiment of their combat doctrine. Most troops have praised the Scorpion's quickness and stealth capabilities and feel that the vehicle's armor is excellent, considering its high mobility. The roomy and comfortable interior also endears the Scorpion to combat troops. Only the KessRith have expressed dissatisfaction, preferring heavier vehicles with massive direct firepower to high-speed missile tanks like the Scorpion.

There are currently no variations on this design, which is considered an optimum mix of speed, protection, and firepower.

Deployment:

The Scorpion is commonly used by B'ekkal units, which respect its mobility and large missile load. The vehicle has also found favor in Baufrin units and appears in limited numbers in both Commonwealth and Renegade Legion units. The Scorpion is especially popular with the 611th B'ekkal Light Assault Legion (The Freedom Fighters), the 97th Grav Hussars (The Winged Cavaliers), and the 5769th B'ekkal Assault Regiment (The Killers from the Sky). Only the KessRith dislike the Scorpion, feeling the vehicle is insufficiently armed with direct-fire weapons. No KessRith unit uses this vehicle.



Class: Medium Grav Armored Personnel Carrier

Cost: 1,219,850

Mass: 189

Engine: 1500

Thrust: 6

Scenario Points: 13

Infantry Squad: Yes

Digging Cannons: Yes

Shields:

Front:	70
Right:	60
Left:	60
Stern:	70
Bottom:	60

Armor:

Front:	80
Right:	70
Left:	70
Stern:	70
Bottom:	40
Turret:	80

Weapons:

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

Overview:

Many military experts consider the Spartius one of the best-designed medium-weight armored personnel carriers ever introduced. It is quick, has good armor and shielding, and packs potent firepower. This balance makes the Spartius one of the most versatile weapons of the Commonwealth and the Renegade Legions.

The APC, a joint Human and Naram project, features the double-hull design that Naram engineers have perfected. The infantry take advantage of this design by debarking between the twin hulls, under their protection and out of sight of the enemy.

The Spartius's dual Herring Model IV 5/6 Lasers can penetrate even the thickest armor plating. The TVLG and SMLM missile systems, when used in conjunction with infantry, can be very destructive to enemy armored units. The only design weakness in the Spartius is its lack of a ballistic cannon, and there are no plans to alter its design to provide one.

Capabilities:

The Spartius first saw combat in 6800, when the TOG 6911th Strike Legion launched an assault against the planet Brix in Hibbing County. The Spartius Project was a secret, and TOG intelligence experts failed to detect the deployment of these vehicles on Brix in the 8876th Strike Legion (The Mailed Fist). In the running battles on the open plains of the central continent, the Spartius proved faster than many of the TOG APCs of the same weight class. It was able to overcome them with speed and destroy them at a ratio of 2.73 to 1. The 6911th was reinforced with elements of two other TOG Legions and drove the 8876th off Brix within a year, but at a stunning cost in lives and equipment, testimony to the design of the Spartius.

The design process that produced the Spartius consisted of a staff of 30 engineers with a single-minded purpose, to achieve the ultimate balance in speed, protection, and firepower possible in an armored personnel carrier. It took nearly five years and three prototypes to arrive at the present configuration of the Spartius, and to date it has lived up to the proud goals its engineers strove to meet.

Assignment to a Spartius is considered equivalent to a promotion, and often the two coincide. Crews hold the Spartius in such high regard mainly because of its firepower. The two turret-mounted Herring lasers are renowned for their long-range accuracy. Though many laser beams tend to lose their focus and effectiveness at extended ranges, the Herring Model IV and later versions are somewhat more concentrated and thus penetrate better.

The Spartius carries most of its weapons in its turret. Besides the twin lasers, there is the new Shamrast J-11 Vulcan Anti-Missile Defense System, considered to be one of the finest in the

Commonwealth. SMLM and TVLG missiles are mounted on the turret as well. Other TVLG firing mounts are present near the front of the outer hull.

The infantry compartment is in the lower stern of the Spartius, protecting the troops behind most of the armor and the Amsterdam 1500 power plant. The compartment provides close quarters, but Commonwealth troops consider it one of the safest trips to the front lines.

Unlike many grav tanks and other APCs, the Spartius fires its infantry digging charges to the stern instead of off either side. This placement has caused difficulties for TOG military tacticians, who have dubbed the Spartius "The Confused Rebel."

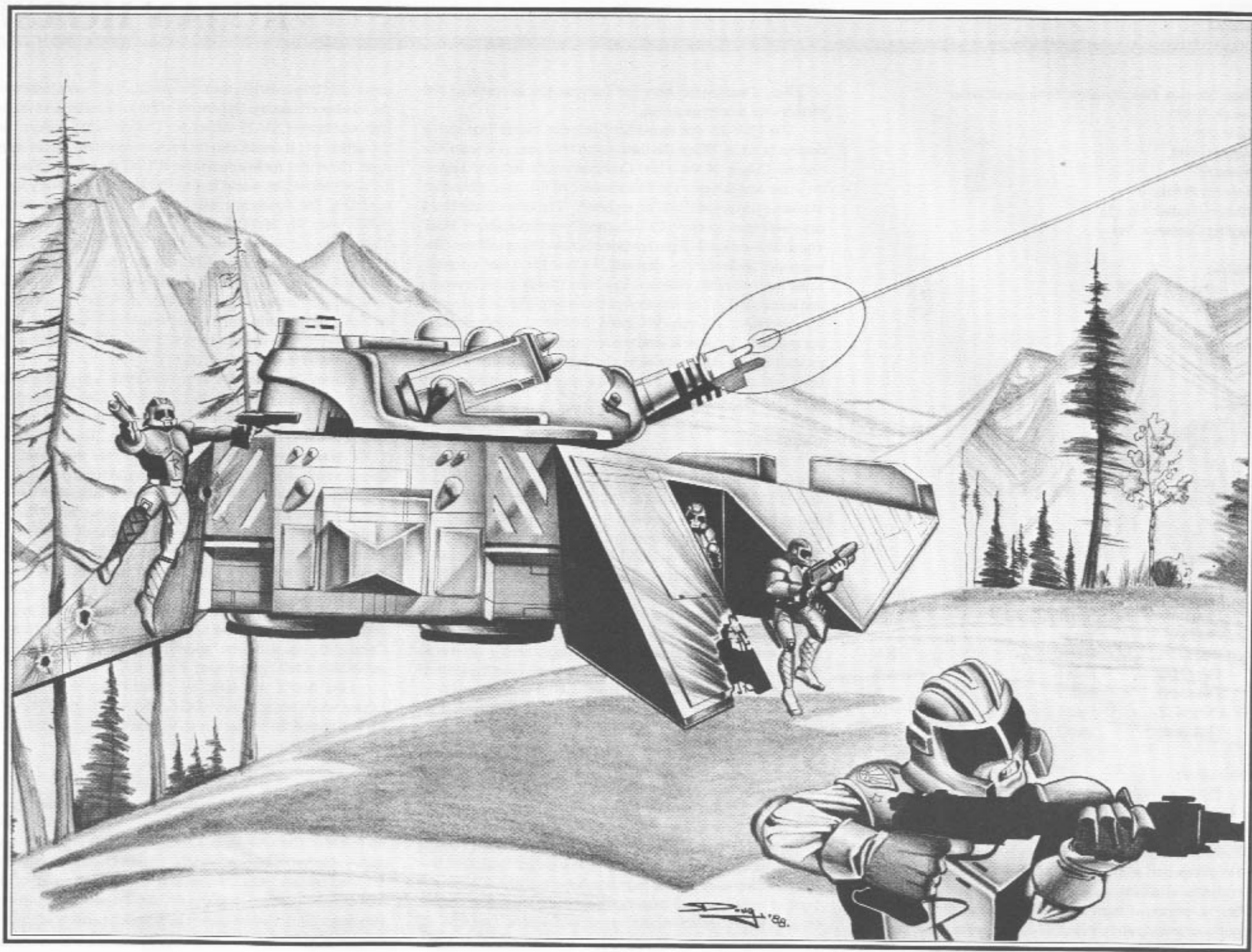
The favorite tactic of the Spartius is to play possum. It will fly at an opposing Century of TOG armor along with the rest of its platoon. At long range, it will engage in a battle of lasers, keeping the enemy too far away for missile fire but close enough to lure in. It will then slow and turn, firing its digging cannons and debarking infantry, who are nearly impossible to detect in the explosions and confusion. The Spartius will then swing clear of the infantry position while the bounce troops begin to paint the approaching enemy grav vehicles. Once the enemy is vulnerable, the Spartius will close to missile range and fire. When executed properly, this "Nero's Dance of Death," as it is often called, can wipe out even the most powerful TOG armor.

Deployment:

The Spartius has been introduced in areas throughout the Commonwealth, a process that is continuing. TOG was unaware of most of the replacement when it began the final offensive in Hibbing County, by which time Commonwealth and Renegade units had replaced at least half of their obsolete vehicles.

This APC functions well on its own. It is most often used on the Company level with at least two Deliverer platoons in supporting roles. The mobile recon Companies of infantry units sometimes use a single Spartius with a pair of Wolverines in each platoon. Such a configuration is rare in Strike Legions, which have recon platoons consisting of two Liberators and one Spartius, or vice versa, depending on the type of combat expected or the kind of recon assignment.

The most notable assignment of the Spartius in the Shannadam County region is with the 354th Renegade Armored Legion (The Brave). It has proven itself time and again as a reliable armored transport vehicle with powerful offensive capabilities.



Class: Medium Grav Armored Personnel Carrier

Cost: 890,350

Mass: 206

Engine: 1600

Thrust: 6

Scenario Points: 9

Infantry Squad: Yes (3)

Digging Cannons: Yes

Shields:

Front:	70
Right:	70
Left:	70
Stern:	70
Bottom:	50

Armor:

Front:	100
Right:	90
Left:	90
Stern:	100
Bottom:	70
Turret:	100

Weapons:

Type	Location	Damage	Range
25mm	Turret	T	6
TVLG (6)	Turret	T	6
Vulcan III	Turret	S	NA
TVLG (4)	Hull 1	T	6
TVLG (4)	Hull 2	T	6
SMLM (2)	Hull 1	T	10
SMLM (2)	Hull 2	T	10

Overview:

The Century Support Vehicle 25, or CSV-25, was conceived in 6820 by Dr. Gustav Weinhold of AeroStar Technologies. Though AeroStar had never produced anything but fighters, Dr. Weinhold loved to study ground vehicles and tactics. Because he was so respected as a designer, the AeroStar Board of Directors decided to submit his design for the CSV-25 Medium Grav APC when he presented them with the plans one day in 6821. Six months after the Commonwealth Design Bureau (CDB) received

the plans, it authorized AeroStar Technologies to construct 100 vehicles for prototype testing.

The CSV-25 was tested for five years before first seeing combat in 6826. When the time for combat-testing arrived, the Second Cohort of the 121st Commonwealth Infantry Legion drew the assignment. The Commander of that unit, Centurion Maximus Raymond Franklin, reported: "The armor is the best I have ever seen on an APC—whether Commonwealth or TOG. The shields are a little light, but caused us no major problems. The weaponry performed its role well. I never knew that a vehicle could carry so many missiles! The crew compartment is roomy and seemed to hold the infantry quite comfortably, for there were no complaints. The vehicle's speed lived up to expectations. In our opinion, this vehicle should be recommended for immediate production. It could prove to be the 'Trojan Horse' that we have been looking for." The name stuck when production finally began.

Capabilities:

Dr. Weinhold saw that the current doctrine of one infantry squad per vehicle might be the norm, but not necessarily the most cost-effective. From this train of thought came the revolutionary design for the Century Support Vehicle-25. At first glance, the CSV-25 appears to be under-armed. Its turret mounts one Deytac-250 25mm Gauss Cannon, a TVLG (6) launcher, and a Vulcan III system. The hull mounts two TVLG (4) systems and two SMLM (2) launchers. The armor protection of the CSV-25 is amazing: ten tons on the turret, front, and rear, nine tons on each side, and seven tons on the bottom. The shielding is also good, with 70 flicker-rate shields mounted on all facings, except for the 50 flicker-rate shield on the bottom. Acceleration is on the scale of 72 KPH every minute, which is impressive for a medium vehicle.

The vehicle is heavier than the average APC, however, weighing in at 206 tons. The cost was most impressive, only 890,350 talents per vehicle! The rear of the Century has large clam doors for mounting and dismounting troops. The most impressive and unique feature of the CSV-25, however, is its ability to carry three combat-ready infantry squads, or 24 men.

At first, the plans generated controversy within the Commonwealth Design Bureau. Proponents of the vehicle thought that its increased armor would give it a longer battlefield life. They also believed that the huge number of missiles and complement of missile-armed infantry would make it a lethal weapon. Finally, its cost-effectiveness was second to none. One CSV-25

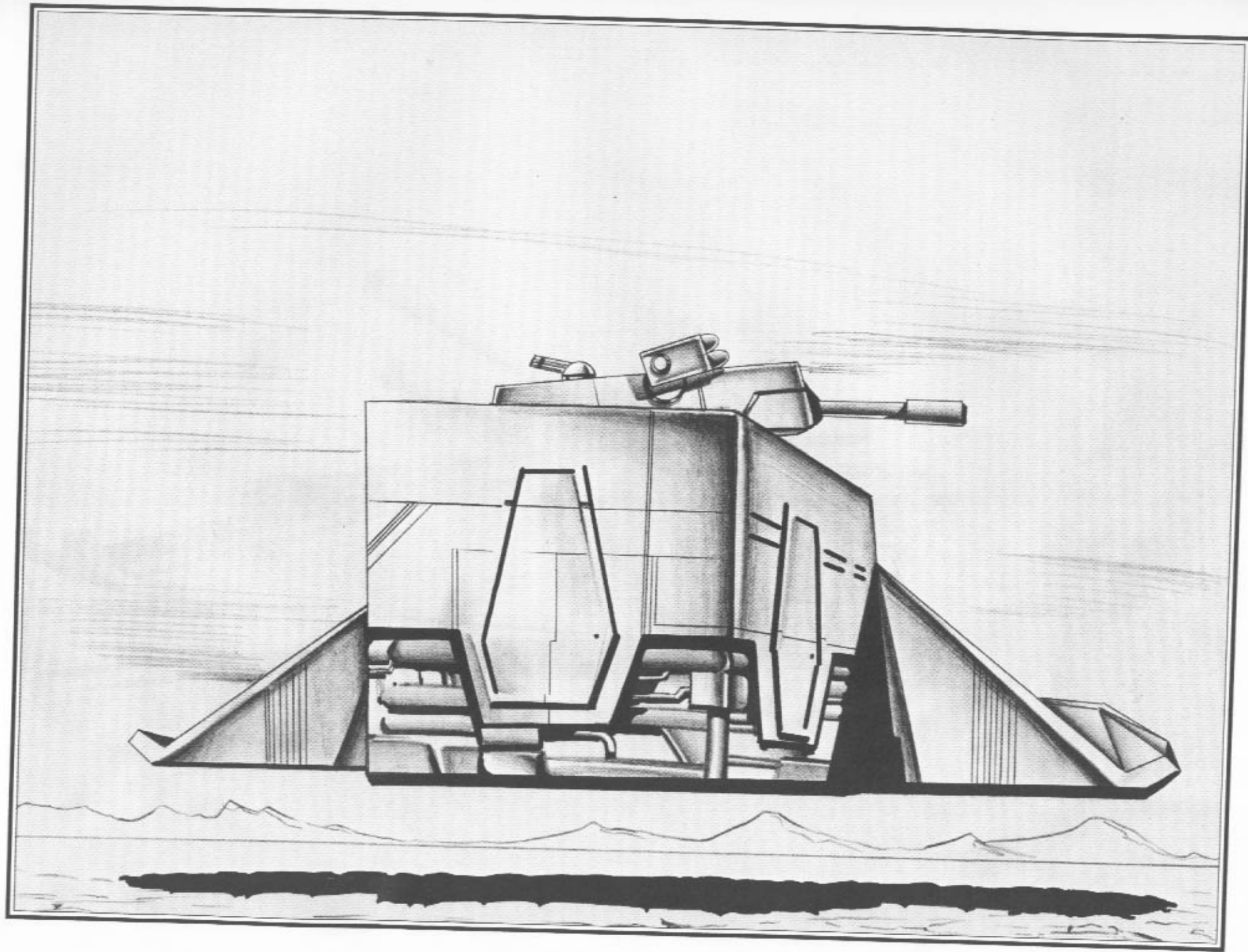
costs 329,500 talents less than the Spartius, but carries three times the number of infantry. Opponents of the vehicle declared that not only would the CSV-25 disrupt the Century as the standard unit formation, but it would also concentrate too many forces in one spot. The critics further noted that if TOG destroyed a Spartius, the Commonwealth would lose a vehicle and one infantry squad, assuming, for argument's sake, that all squads remain in their APCs when hit. If TOG destroyed a CSV-25, however, the Commonwealth would lose a vehicle and three infantry squads. Figuring the cost in terms of Human life, the opponents argued that the Commonwealth could not afford the CSV-25. They also cited the fact that, as a fighting vehicle, the CSV-25 was inferior to the Spartius. That meant it would weaken a Century, rather than strengthen it, to be equipped with CSV-25 APCs. In the end, the CDB ordered testing of the CSV-25.

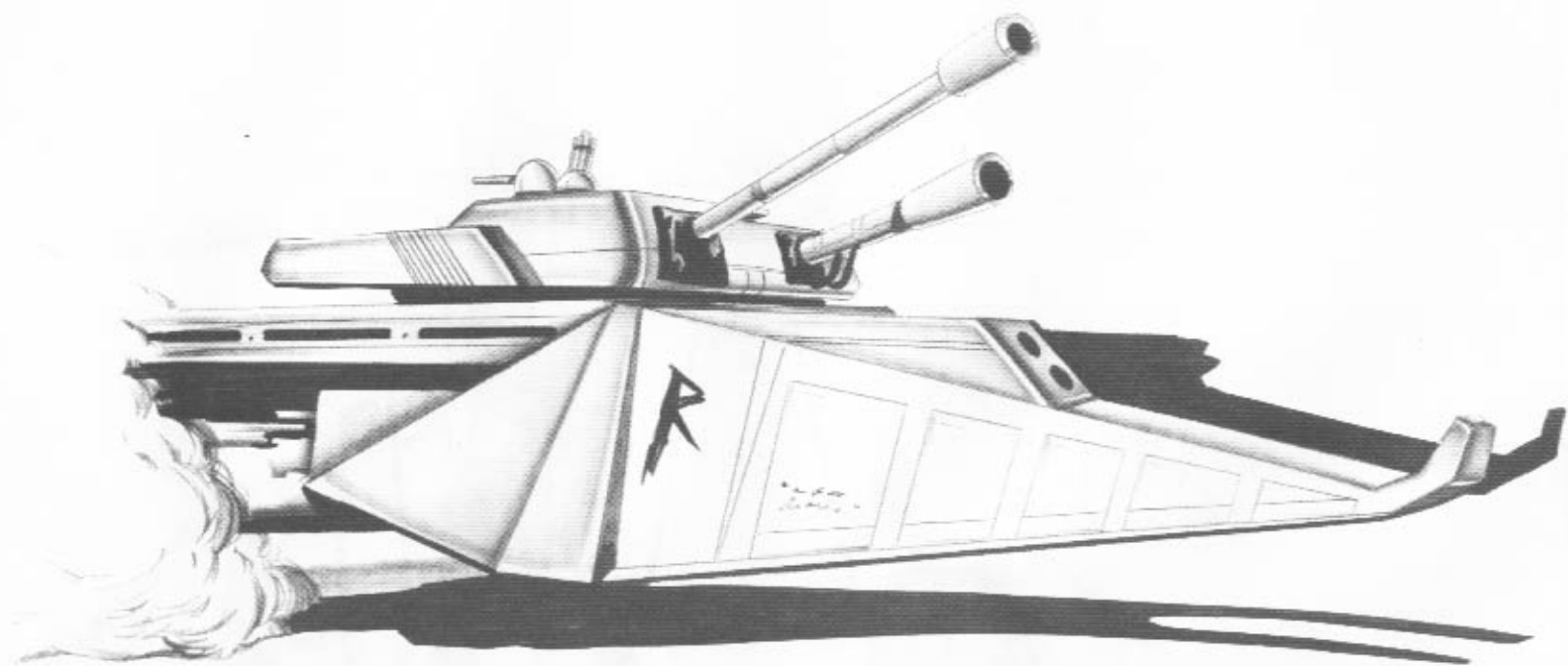
Testing continued for more than three years, with mostly good results. Early in 6829, the CDB issued a limited number of the APCs to normal combat units for evaluation. One of these units was the 871st Strike Legion, based on Caesar's Folly. The TOG theater commander, in preparation for the invasion of Caesar's Folly, had sent spies to the planet to scout out the size of the defending forces, but they made a fatal mistake. The TOG operatives saw a perfectly normal Strike Legion, the 871st, with some new APCs. Assuming that the doctrine of one APC-one infantry squad still held true, the operatives did not take a closer look at the vehicles, though they did report that the Legion appeared to have only one-third of normal infantry strength. When TOG forces landed on Caesar's Folly, not only did they face two Commonwealth Strike Legions, plus an attached Armored Cavalry Regiment, but the "understrength" Strike Legion turned out to have a full complement of infantry.

Less than a year later, the Commonwealth 871st Strike Legion wiped out the entire TOG 816th Strike Legion. The CSV-25, nicknamed the Trojan Horse, had passed its graduation exam with flying colors.

Deployment:

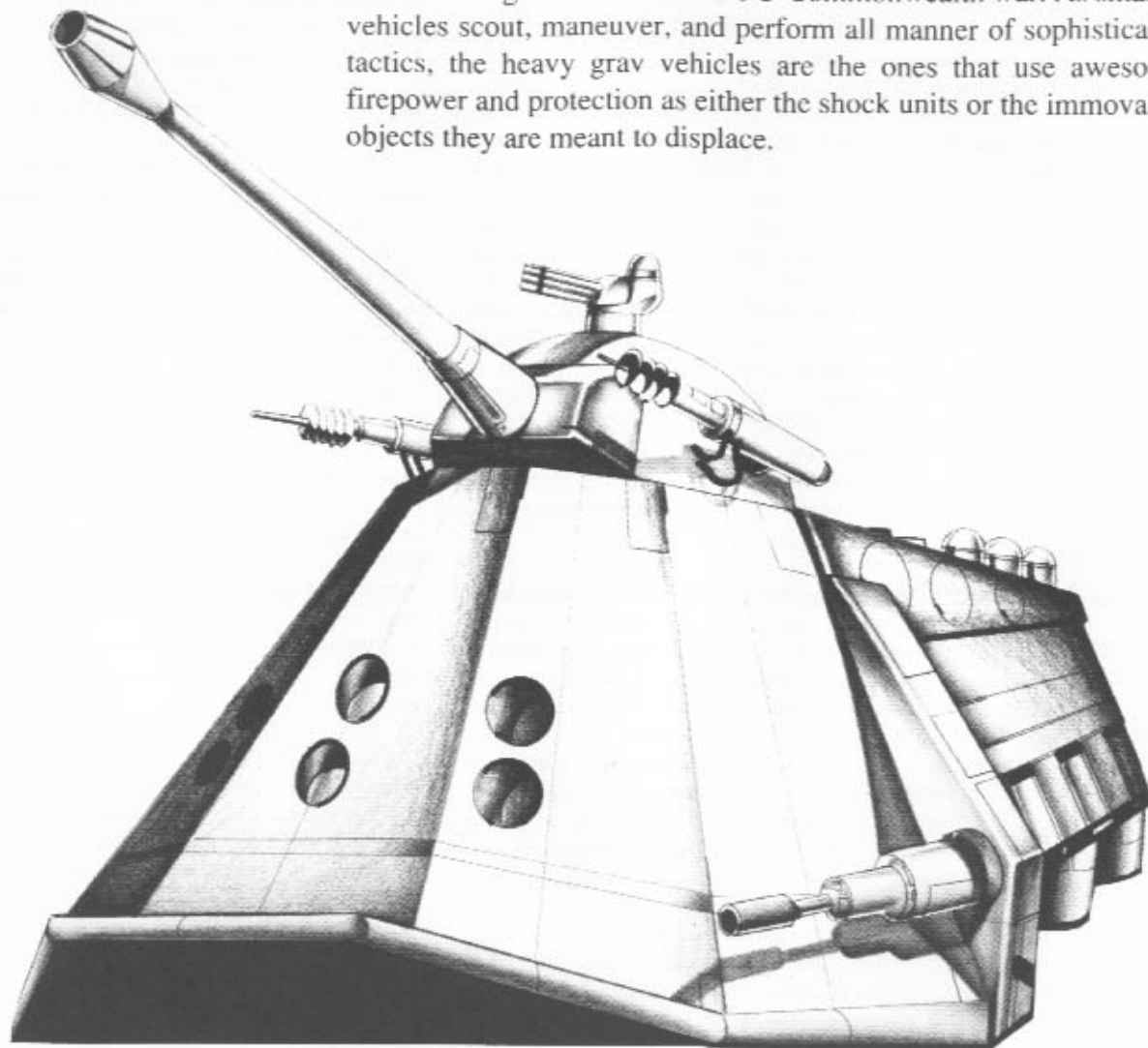
The Trojan Horse has just recently entered regular production, and so most Commonwealth units have yet to receive any of these APCs. The 871st Strike Legion, the 8234th Infantry Legion, the 9301st Strike Legion, and the 6946th Infantry Legion have received enough Trojan Horses to re-equip about a third of their Cohorts. As production gears up, the Trojan Horse Armored Personnel Carrier will no doubt be assigned to many other units.





HEAVY GRAV VEHICLES

Heavy grav vehicles make up the backbone of any attack or defense along the front in the TOG-Commonwealth war. As smaller vehicles scout, maneuver, and perform all manner of sophisticated tactics, the heavy grav vehicles are the ones that use awesome firepower and protection as either the shock units or the immovable objects they are meant to displace.



Class: Heavy Grav Tank
Cost: 2,464,150
Mass: 382
Engine: 2500
Thrust: 4
Scenario Points: 25
Digging Cannons: No
Infantry Squad: 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 6826. 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. Besides that, 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 achieve this level of performance, the designers decided not to install any digging cannons.

Capabilities:

In 6823, TOGSOG, the Terran Overlord Government Strategy and Operations Group, sought proposals for a heavy grav tank to replace or complement the Trajan. Several firms responded to the challenge, including Triumph Armament Ltd. Because the proposal was so radical, the company decided to include the study that led to the new design in the first place. The two major deviations from the norm were a 100mm Gauss Cannon as secondary armament and the absence of digging charges.

In 6821, Triumph Armament Ltd. had initiated a research project to determine the effectiveness of the digging cannon. When the call came for a new heavy grav tank, designers applied what they had learned from the research.

The Triumph engineers started from the proposition that to remain stationary during combat is suicide for a tank because of heavy concentrations of artillery, not to mention Thor Satellite systems. This is especially true for heavy tanks, whose job is to open holes for the faster light and medium grav tanks. Triumph admitted that the lack of digging charges deprived the Augustus of some protection, but the vehicle's massive armor definitely compensated. Triumph also pointed out that current TOG doctrine stresses offensive operations, and digging charges are defensive in nature. In the unlikely event that the Augustus did need

to dig in, support vehicles would be equipped with digging charges. If necessary, the artillery could also be called in.

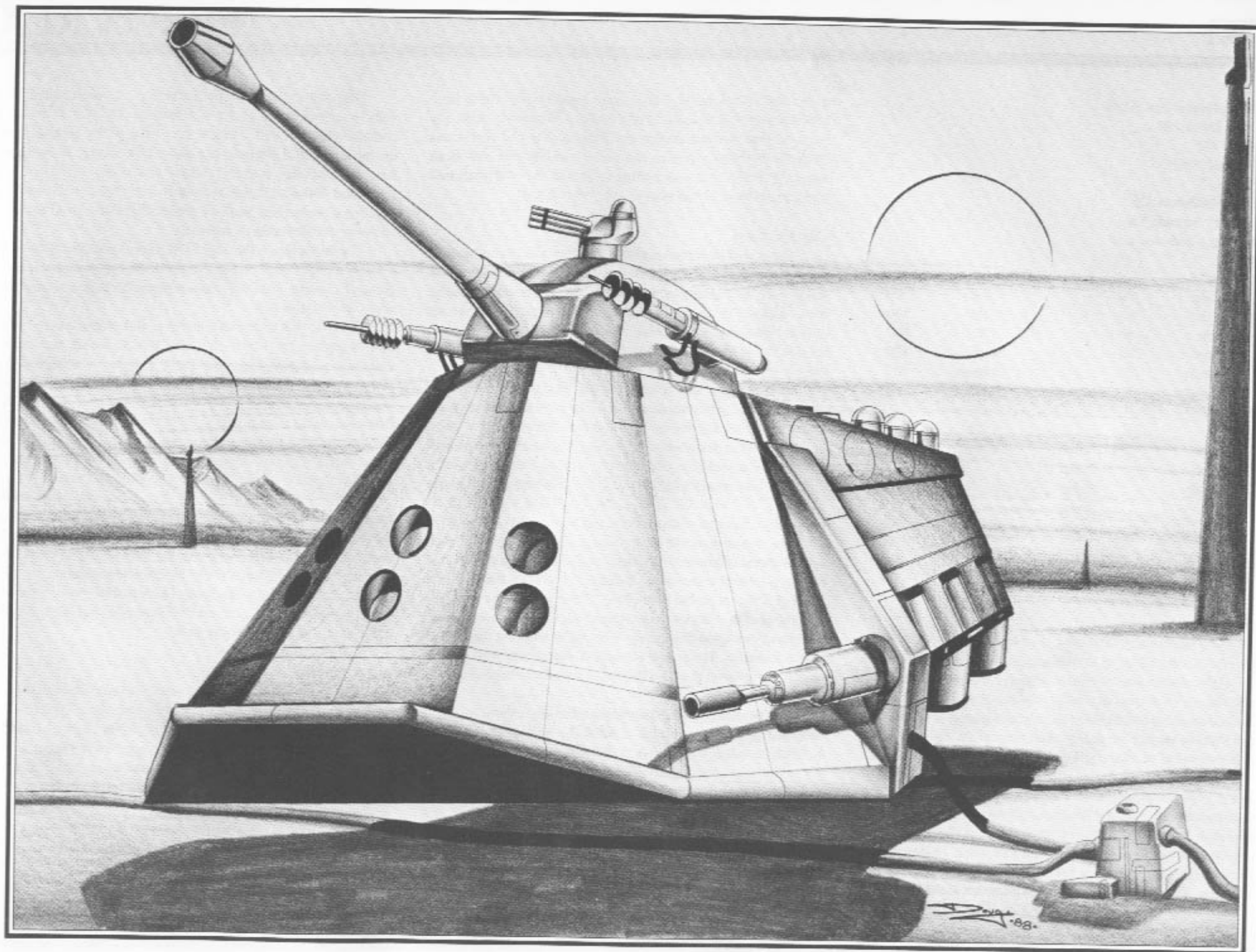
By eliminating digging cannons, the Augustus could mount more devastating weaponry and carry heavier armor and shielding. The armament of the Augustus is truly impressive. A turret-mounted 200mm Gauss Cannon manufactured by Triumph Armaments Ltd. is the main weapon. Coaxially mounted are two KMC-8000 7.5/6 lasers. A Vulcan IV system provides missile protection. The hull carries two Eviac-200 TVLG (4) missile systems, an Eviac-1000 SMLM (2) launcher, and a Triumph-TX1000 100mm Gauss Cannon. Some critics have questioned the wisdom of the latter feature, too. They claim that mounting another large Gauss Cannon overtaxes the fire-control computers and the crew. They also assert that mounting such a large secondary gun severely restricts the amount of ammunition the tank can carry.

Triumph engineers replied that the Genesis 1000XL fire-control computer uses only 65 percent of its capabilities to handle all the stress placed on it. As for ammunition storage, Triumph insists that there is plenty of extra room for ammo because of the absence of the digging cannons. In fact, a fully loaded Augustus carries more ammunition for its main and secondary guns than does any other tank for its main gun alone. Best of all, the Augustus weighs in at only 382 tons. Though the vehicle costs more than most, Triumph Ltd. says that is the price one must pay for excellence.

The Augustus was designed to knock the largest hole possible in Commonwealth lines. The tank excels at this task. Though crewing the vehicle is physically exhausting, its crews declare it the best tank ever designed. Thus far in its history, there have been only a few reports of problems because of the lack of digging charges, but no complaints concerning the 100mm Gauss Cannon. With the large order that TOG has just placed for the Augustus, the design should be around for some time to come.

Deployment:

The Augustus has just recently been assigned to several units along the Commonwealth front. The 9865th Infantry Legion in Shannadam County, the 4649th Strike Legion in Rift County, the 6911th Strike Legion, and the 206th Strike Legion in Pembroke County have all received a full complement of the vehicle. Plans call for all Strike Legions and several Infantry Legions to eventually receive Augustus Heavy Grav Tanks.



Class: Heavy Grav Tank
Cost: 2,496,400
Mass: 441
Engine: 2500
Thrust: 3
Scenario Points: 25
Infantry Squad: Yes
Digging Cannons: Yes

Shields:

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

Armor:

Front:	100
Right:	100
Left:	100
Stern:	100
Bottom:	60
Turret:	100

Weapons:

Type	Location	Damage	Range
MDC-12	Turret	T	20
50mm	Turret	T	6
AP Laser	Turret	S	3
Vulcan IV	Turret	S	NA
7.5/6 Laser	Hull 1	10	20
TVLG (6)	Hull 2	T	6
200mm	Hull 1	T	15

Overview:

Still undergoing field tests, the Ferox Rex is a TOG heavy tank design that attempts to combine the most destructive battlefield systems in a single vehicle. Although the Ferox Rex is slow and expensive to produce and maintain, it is formidable. It is heavily shielded and armored and mounts a large array of weapons that can engage the enemy at all ranges. The Ferox Rex also carries a squad of infantry, which can be invaluable.

The Ferox Rex is one of several designs vying to replace the aging Trajan. Industry rumors indicate that the Ferox Rex is the leading contender for the final contract award, possibly because Overlord Mannius is a major stockholder in Belenski Armaments, which designed the Ferox Rex and would be its manufacturer. Belenski denies that this would have any bearing on a decision. The massive Belenski conglomerate, the largest weap-

ons manufacturer in the TOG sphere, makes everything from battlecruisers to staff cars. It also makes a handsome, some say too handsome, profit in the process. Belenski has faced numerous charges of corrupt practices, but no serious offenses have been proven. Whether this has anything to do with the conglomerate's intimate political connections is anybody's guess.

Capabilities:

The design intent behind the Ferox Rex was to combine the most powerful offensive and defensive systems available into a state-of-the-art fighting vehicle. The Ferox Rex is indeed deadly, but its cost and technical sophistication ensure that it will be built only in limited numbers. Using advanced materials and electronics, the Ferox Rex truly represents the cutting edge of combat-vehicle technology.

Development and testing on the Ferox Rex have been extensive. The fire-control systems alone have taken three years to perfect. Targeting for the hull-mounted heavy lasers is still a problem that has designers stymied. The Vulcan IV system is still not 100 percent reliable, occasionally locking onto and shooting down friendly missiles as they are fired. This happens only once in every 100 firings, but it is a rather unnerving sight. Belenski promises to have all systems perfected by the end of the year.

Maintenance on the Ferox Rex is challenging. The many sophisticated offensive and defensive systems require versatile and well-trained technicians. Belenski supervises the two-year training program for the Ferox Rex. The layout of the Ferox Rex is conducive to efficient maintenance, but the sheer number and complexity of operating components make work on the vehicle time consuming. The estimated readiness rate of the Ferox Rex is significantly lower than the Trajan's, a statistic not publicized by the manufacturer.

The Ferox Rex carries numerous offensive weapons. Turret-mounted systems consist of a MDC-12 and a 50mm Gauss Cannon. A heavy 7.5/6 laser, a 200mm Gauss Cannon, and a TVLG (6) launcher are mounted in the hull. This weapons mix gives the Ferox Rex and excellent offensive capability at all ranges up to 4,000 meters. The 7.5/6 laser is a new design and has not performed as expected. Development work on a replacement system is underway. The Gauss Cannons, on the other hand, are reliable weapons. The 50mm is adapted from the one used on the Horatius medium tank, and the 200mm is a redesign of the cannon carried by the Trajan.

Defensive systems on the Ferox Rex are outstanding. The vehicle carries some of the heaviest shields ever fitted on a combat vehicle. Armor weights in at a staggering 56 tons. Only the most powerful weapons can do serious damage to the Ferox Rex, and even they require multiple hits. A turret-mounted AP Laser and Vulcan IV AntiMissile System give the Ferox Rex additional protection. State-of-the-art ECM and NBC systems complete the Ferox Rex's defenses.

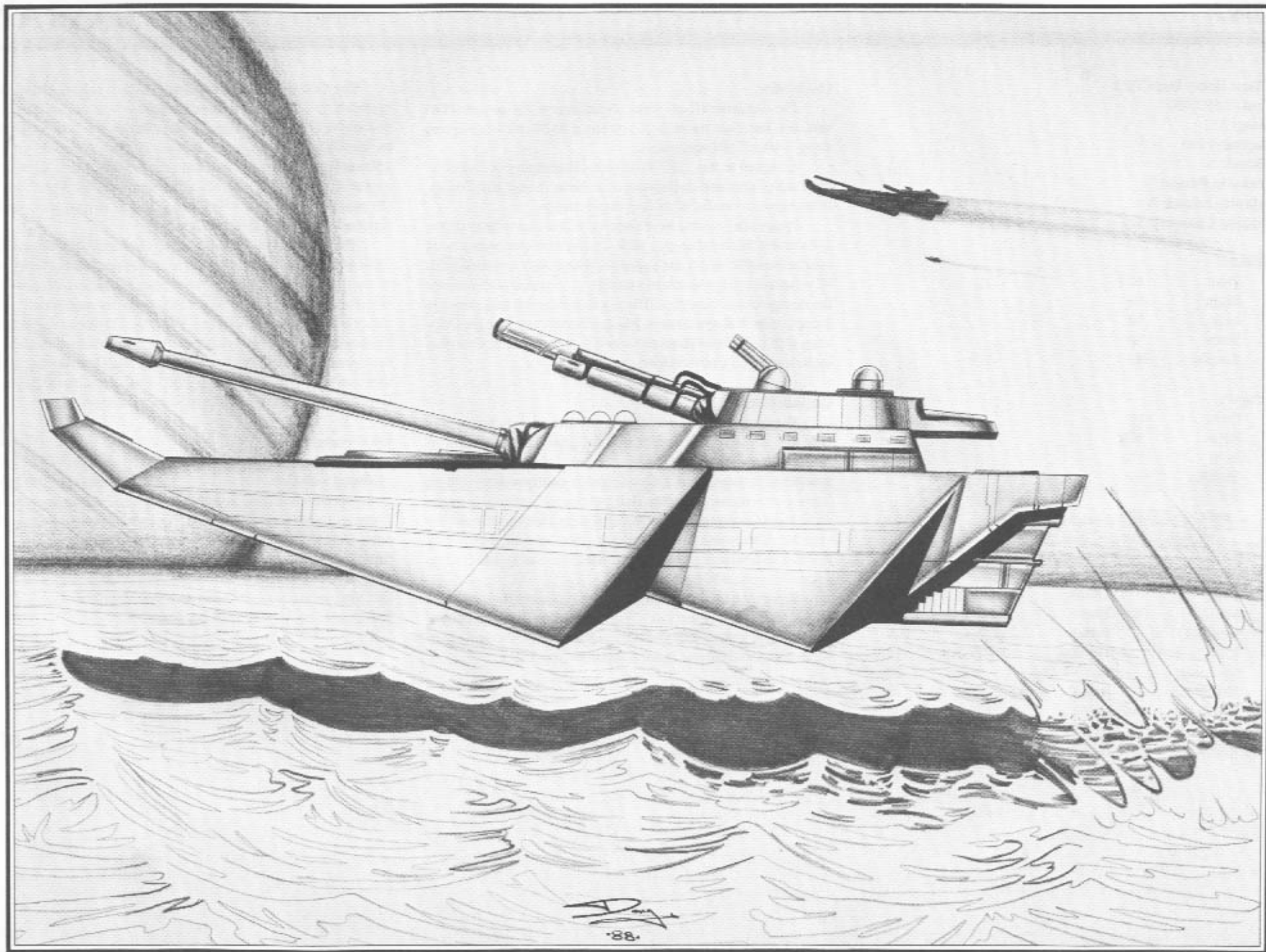
The Ferox Rex is the only TOG heavy tank that contains an infantry compartment. While cramped, the compartment is marginally habitable. The troops debark through a large rear door that drops down into a ramp.

If TOG High Command approves full production of Ferox Rex to replace the Trajan, the new vehicle would necessarily assume the Trajan's missions. These include engaging and destroying enemy main forces, breaching enemy lines, and defending friendly positions. The superb armor and low mobility of the Ferox Rex make it especially suitable for defensive and set-piece engagements. Its use in mobile combat is less certain. The on-board infantry squad is expected to support the Ferox Rex in defensive operations and operations in built-up terrain.

Initial reaction to the Ferox Rex is mixed. Most critics recognize the Ferox Rex as a deadly combat vehicle but feel that the vehicle's overly complex components make it prone to breakdown and unsuitable for operation far from logistical bases. The vehicle would perform poorly in extended assaults, in their opinion. The political will appears likely to triumph over professional judgement, however, and the Ferox Rex probably will be adopted as a new TOG heavy tank.

Deployment:

The TOG military has not formally adopted the Ferox Rex, and so its deployment is a matter of conjecture. Typical units likely to use the Ferox Rex would include Strike Legions, Infantry Legions, and Heavy Armor Auxilia. Because of its expense and lower mobility, the Ferox Rex would be issued mainly to units involved in heavy fighting and static defense. Units involved in mobile operations would probably not receive the Ferox Rex. It has been promised to Praetorian Guard units, as well as Legions fighting on the Commonwealth front. These include the 13379th Strike Legion (The Harbingers of Death), the 593rd Strike Legion (The Heart Rippers), and the 206th Strike Legion (10,000 Screaming Maniacs).



Class: Heavy Grav Tank

Cost: 2,092,400

Mass: 357

Engine: 2500

Thrust: 3

Scenario Points: 21

Infantry Squad: No

Digging Cannons: Yes

Shields:

Front:	100
Right:	90
Left:	90
Stern:	90
Bottom:	80

Armor:

Front:	100
Right:	100
Left:	100
Stern:	100
Bottom:	80
Turret:	100

Weapons:

Type	Location	Damage	Range
MDC-10	Turret	T	20
Vulcan IV	Turret	S	NA
150mm	Turret	T	15
5/6 Laser	Turret	9	20
SMLM (2)	Hull 1	T	10
TVLG (6)	Hull 1	T	6
TVLG (6)	Hull 2	T	6
1.5/6 Laser	Hull 2	7	20

Overview:

The Octavian Heavy Grav Tank, one of the newest TOG vehicles, has been under field test since 6828 and is still years away from official acceptance.

Assigned to the 13379th Legion (Harbingers of Death) of the Rualta Command on the planet Caralis in Shannedam County, it has been successful in its first engagements.

Preliminary reports have shown the Octavian to be a reliable and durable main battle grav tank. Its eight weapon systems are split between the turret and pop-up hull hardpoints, ensuring that all weapons will not be lost to a turret hit. The main problem with the design seems to be the difficulty in getting the tank crews to accept its radical appearance. Most crewmen say that the Octavian, with its bulbous turret set squarely on the middle of the hull, looks more like a pillbox than a tank.

Capabilities:

The Octavian sprang from a search for a heavily armed grav tank that could survive longer on a modern battlefield than its predecessors. Its manufacturer, Halabad Industries, experimented with more than a dozen design configurations before coming up with the Octavian. Halabad needed approval from the TOG High Command before incorporating each system into the vehicle. After years of this process, the Octavian has finally reached its field tests, which are scheduled to end by 6832, when a final decision will be made.

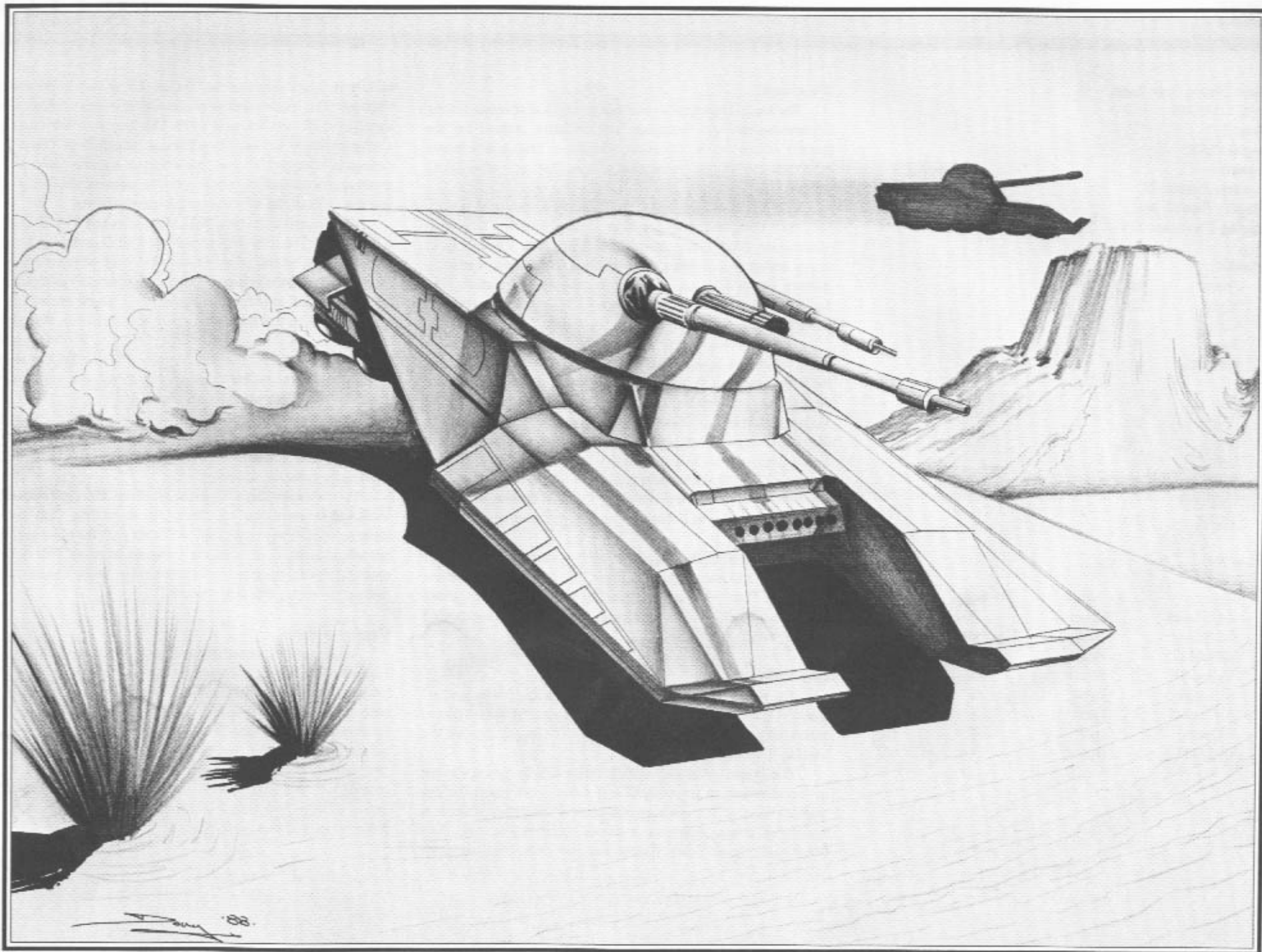
So far, the Octavian has performed remarkably well, with only a few prototypes lost. With redundant damage-control systems and unique armament placement, the Octavian seems better able to withstand attack than other grav tanks.

The Octavian carries standard TOG shield generators and molecularly aligned crystalline titanium armor. Its bubble turret houses the Igor-Klauss Type X Mass Driver Cannon in addition to the CyberCom Systems Vulcan IV, the Axion Mag. XII 150mm Gauss Rifle, and the Optiosinc 5/6 Laser. Pop-up mountings on the hull protect the other four weapons, the Altair SMLM (2) missile system, two Navigatus TVLG (6) systems, and a Halabad Type II 1.5/6 MiniLaser.

The Octavian tank's main use on the battlefield is to make a rapid assault and to penetrate enemy defenses. It is the first wave of an attack, with lighter grav vehicles to follow. Because the Octavian performs so well in so many ways, its unpopularity with crews is difficult to understand. Whether it is due to superstition because of the tank's unusual appearance or to some hidden flaw that crewmen suspect but cannot identify, the Octavian does have some critics. With field testing only half-done, the tank's performance will either prove the critics right or wrong.

Deployment:

Only the 13379th Rualta Legion (Harbingers of Death) is equipped with Octavian tanks. Of the 25 vehicles received at the front, six have been destroyed. The Halabad Advanced Testing Complex on Ja Jasos in conquered Keserdal County is putting 128 other Octavians through additional tests. Those tanks could be deployed with other TOG Legions on the Shannedam County front. Halabad Industries has already geared its factory worlds for Octavian production. As soon as it gets approval, Halabad can start producing 10,000 units per year.



Class: Heavy Grav Tank
Cost: 2,345,400
Mass: 377
Engine: 2500
Thrust: 4
Scenario Points: 24
Infantry Squad: No
Digging Cannons: Yes

Shields:

Front:	90
Right:	80
Left:	80
Stern:	90
Bottom:	60

Armor:

Front:	100
Right:	90
Left:	90
Stern:	90
Bottom:	70
Turret:	100

Weapons:

Type	Location	Damage	Range
7.5/6 Laser	Turret	10	20
7.5/6 Laser	Turret	10	20
SMLM (2)	Turret	T	10
Vulcan IV	Turret	S	NA
AP Laser	Turret	S	3
AP Laser	Turret	S	3
200 mm	Hull 1	T	15
TVLG (12)	Hull 2	T	6

Overview:

The name Trajan elicits feelings of fear and revenge among Commonwealth and Renegade Legionnaires. Named for the founder of the Terran Republic, Alexander Trajan, this heavy grav tank has caused more loss of life than any other TOG weapon.

Like all heavy grav tanks, the Trajan lacks thrusting power, but more than makes up for it in sheer firepower. The twin Massingale 7.5/6 Laser Assemblies can carve through even heavy armor in one blast. The dreaded Trajan also carries a 200mm Gauss Cannon, well-known for its penetration. The Trajan's hull contains a twelve-pack TVLG system, giving it a powerful kick against any target it locks onto.

The Trajan was first successfully deployed in 6781 in the last major offensive against the KessRith on the planet Plato III. Because the KessRith infantry are known as fierce fighters who do not fear battle against a superior foe, designers provided the Trajan with a pair of Batus Model XIII AntiPersonnel Lasers. Plato III managed to hold out for only a year as the infamous 144th Strike Legion (The Slaying Hands) deployed the new Trajans against the KessRith defenders. After it destroyed the KessRith on Plato III, the 144th was reassigned to an offensive in Bannor County, where it was decimated and reorganized several years later.

While some of the Trajan's weapon systems are slightly out of date, it is still one of the most powerful vehicles that TOG has employed. There are plans to modernize the units, but those plans still await approval and test-vehicle evaluation, which is expected to take several years.

Capabilities:

The KessRith call the Trajan "Bah-Yea Ray," which translates to "The Bloodied Tyrant." This name sums up the firepower and deadly skill of the Trajans that TOG brought against the tenacious KessRith infantry.

The Trajan is a machine designed for killing. Speed was not a consideration in its design, and there is no provision for transporting troops, even in an emergency. The vehicle mounts a variety of weapons to give it punch at all ranges. The twin Massingale 7.5/6 Laser Assemblies are pivot-ring mounted

within the sleek turret of the Trajan. These two lasers are the short-barreled models and were considered old technology when installed in the first Trajan in 6779. The Trajan's main weapon is a 200mm Gauss Cannon from Persius Industries of Terra. This cannon is equipped with a very effective muzzle brake which greatly reduces recoil of the cannon. The ammunition feed is built into the sides of the turret, as are the ammo stores.

The Trajan carries twin SMLM missiles and TVLGs in a 12-point mount. The only weakness in the TVLG mounting is that a single critical hit can wipe out its entire bank of these missiles. Modifications to the system are likely to use smaller groupings on the primary hull to reduce the damage of a single enemy hit.

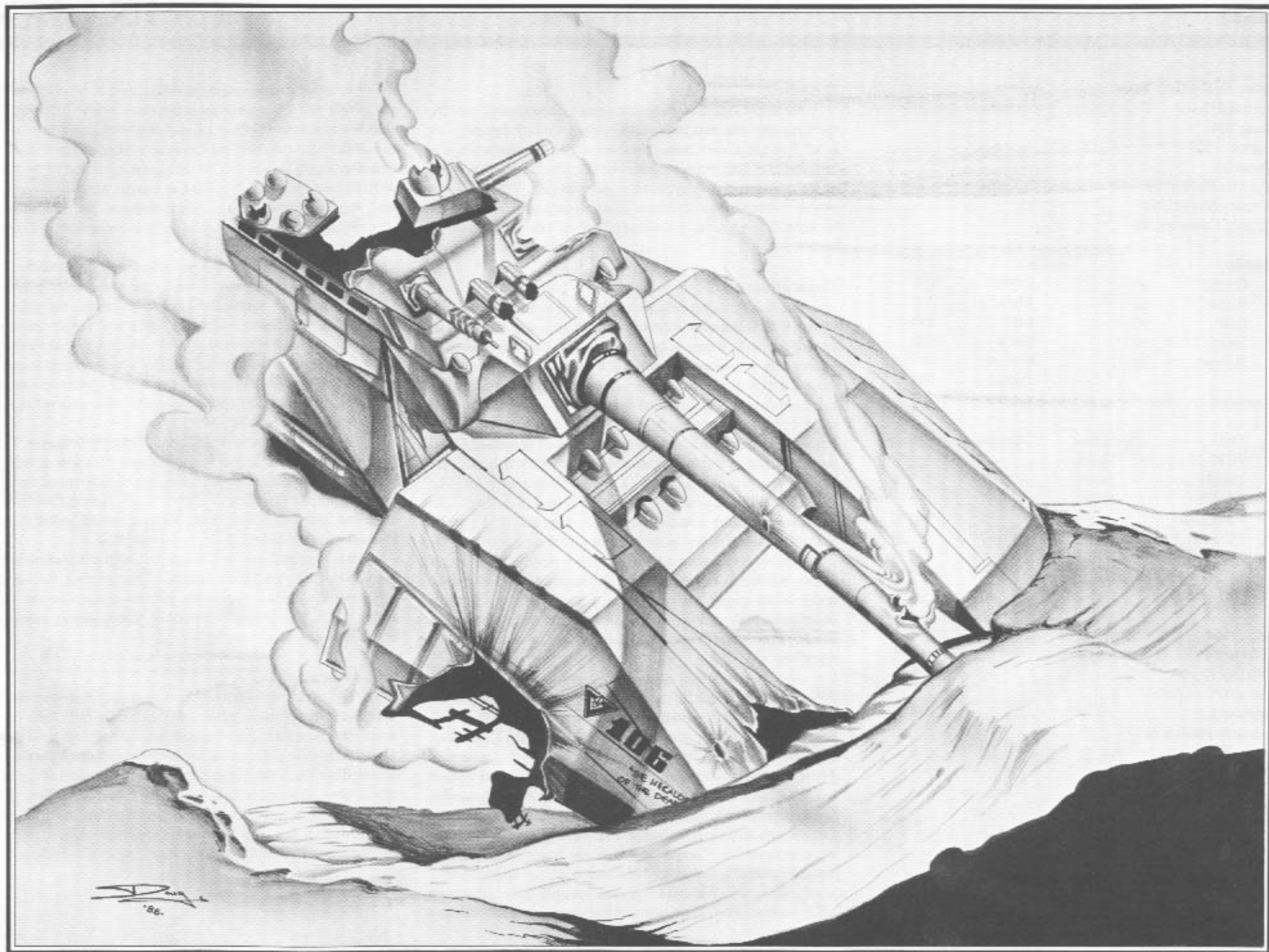
The Trajan has thick armor and ample shields, though the shield system is three times as bulky as those in other modern tanks. The Model 5B Vulcan Missile Defense System is still considered adequate, but there are better versions of the same system that are less expensive to maintain.

The long service life of the Trajan has made it one of the easiest grav vehicles to support and maintain, which is a rarity in the TOG military. The tank does suffer the problems common to most older vehicles, however.

For example, there is a field recall in effect to replace the seals and armored cowling around the turret ring. Only half of these seals have been replaced, and tanks with the older seals are not safe in areas where chemical weapons are used. This recall is expected to take three years, with front-line Strike Legions to be the last to receive this replacement.

Deployment:

Trajans are most common in assault units and elite Strike Legions. Sometimes, a Cohort or Century is made up entirely of Trajans, though this philosophy is changing as new, lighter tanks such as the Horatius are added to TOG arsenals. There are plans for several variants of the Trajan, including one that can transport infantry. These modifications are still in the early design stages and will not be field-tested for at least another two and a half years. Until that time, the Trajan will remain the premier TOG heavy armored grav tank, feared by its enemies and respected by those privileged enough to drive it.



Class: Heavy Grav Tank
Cost: 2,439,100
Mass: 431
Engine: 2500
Thrust: 3
Scenario Points: 25
Infantry Squad: No
Digging Cannons: Yes

Shields:

Front:	90
Right:	90
Left:	90
Stern:	90
Bottom:	90

Armor:

Front:	100
Right:	100
Left:	100
Stern:	100
Bottom:	80
Turret:	100

Weapons:

Type	Location	Damage	Range
MDC-12	Turret	T	20
SMLM (2)	Turret	T	10
100mm	Turret	T	10
1.5/6 Laser	Turret	7	20
1.5/6 Laser	Turret	7	20
200mm	Hull 1	T	15
TVLG (6)	Hull 1	T	6
TVLG (6)	Hull 2	T	6

BAK'H MATHA VARIANT
(ONLY DIFFERENCES SHOWN)

Cost: 2,981,000
Mass: 419
Thrust: 3
Scenario Points: 30

Weapons:

Type	Location	Damage	Range
7.5/6 Laser	Turret	10	20
5/6 Laser	Turret	9	20
5/6 Laser	Turret	9	20
AP Laser	Turret	S	3
Vulcan IV	Turret	S	NA
7.5/6 Laser	Hull 1	10	20
7.5/6 Laser	Hull 2	10	20

Overview:

An older Commonwealth tank design that appeared in 6786, the Crusader was first used in the Gilpin County campaign of 6793. Since then, the Crusader has seen action on every front. The heaviest grav tank to ever see service, the Crusader remains one of the most expensive to produce and maintain. With the most potent offensive and defensive combinations ever seen on the battlefield, the Crusader appears wherever heavy firepower is needed.

Capabilities:

Designed and manufactured by the venerable Commonwealth firm of Smythe-Harrison, which has nearly 600 years of experience in the weapons industry, the Crusader was an attempt to combine maximum firepower and protection in a single vehicle. To a certain extent, the designers succeeded, but only at a tremendous cost. The Crusader uses the largest engine available to the Commonwealth, the MegaStar 2500. Even with this powerful engine, the Crusader barely has the thrust considered standard for a heavy tank. In addition, the MegaStar 2500 requires the most maintenance of any engine in the Commonwealth. The Crusader contains a great deal of strategic materials and high-tech electronics, making it an extremely valuable battlefield asset.

The Crusader's design has been proven by decades of battles. Its weapons mix makes it a threat to enemy vehicles at all ranges from 4,000 meters on in, and its heavy armor and shielding make it one of the toughest targets on the battlefield. These features come with a high price tag, both in initial cost and in maintenance. The MDC and laser systems are especially fickle, requiring daily attention.

The Crusader carries three heavy weapon systems, with the 200mm Gauss Cannon mounted in the hull, and the massive turret housing the MDC-12 and the 100mm Gauss Cannon. Two hull-mounted TVLG (6)s, one turret-mounted SMLM (2), and two turret-mounted 1.5/6 lasers complete the Crusader's armament. These weapon systems can do great damage, but they are power-hungry and demand constant care. The MDC-12 has the unenviable reputation of being the most unreliable weapon system in the Commonwealth. Only its range and damage profile keep the weapon in service. The problem with the lasers lies in the fire-control system, which often fails after moderate abuse. Fortunately, the Gauss Cannons are proven, reliable designs that need little maintenance. They provide the heart of the Crusader's firepower.

Defensive systems are outstanding, with some of the heaviest shields and armor ever mounted on a combat vehicle. The shields require an enormous amount of power, however, and are one of the main causes of the Crusader's sluggish handling. The Crusader mounts a good ECM suite, making it one of the most difficult heavy vehicles to acquire as a target. Smoke dischargers and digging cannons are standard features, but the massive digging cannons must be realigned after every combat mission to ensure proper crater emplacement.

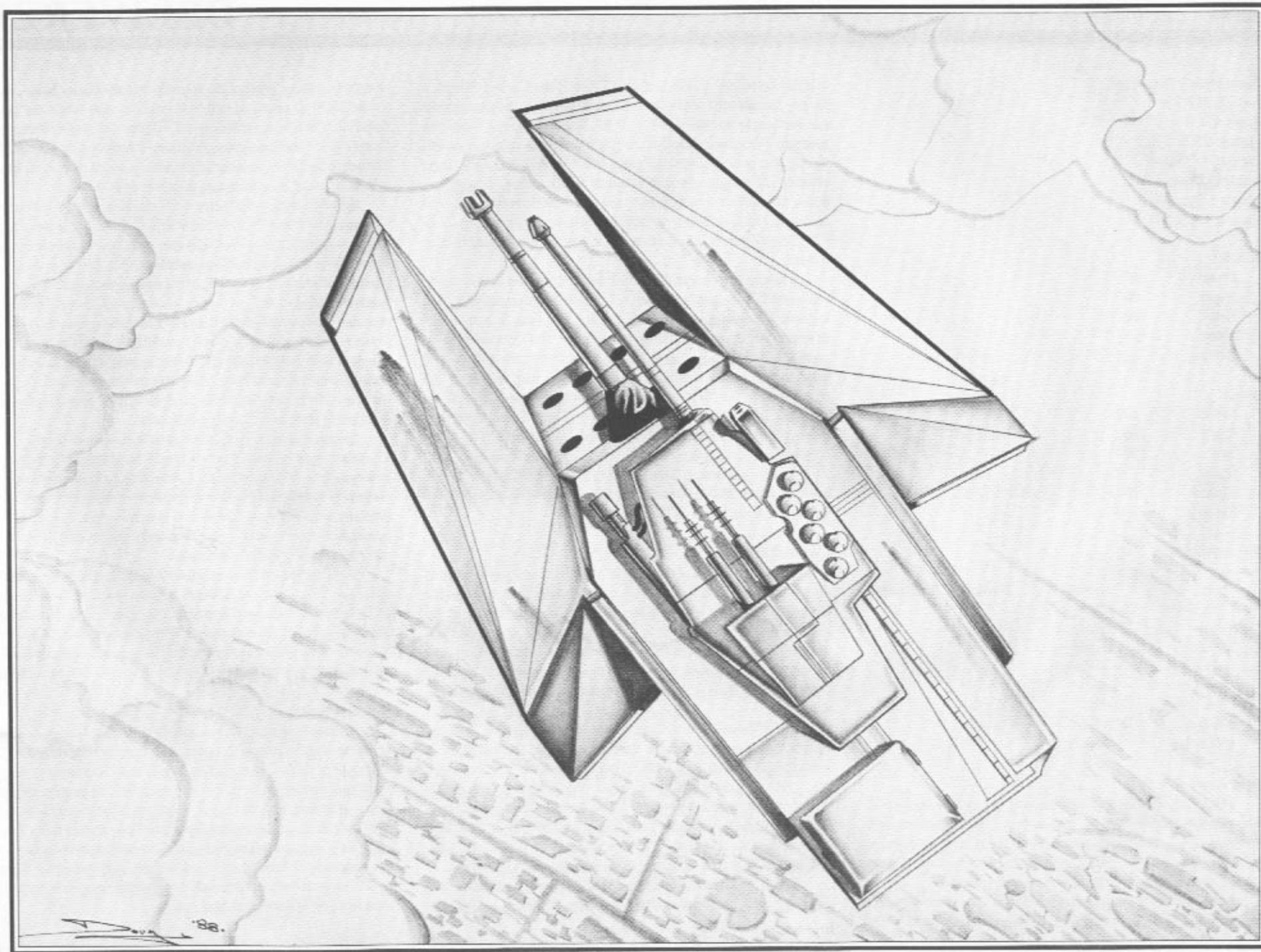
Commonwealth doctrine mandates that the Crusader engage the enemy at maximum range from a concealed position. Crusaders normally form a solid firepower base in the center of a formation, with lighter and more mobile armor units operating on the flanks. In an offensive role, Crusaders will make either a frontal assault or a flank attack from cover in an attempt to create a breach that lighter units can then exploit. The Crusader's armor and shields make it better able to withstand heavy enemy fire than can the lighter units.

Crews have a love/hate relationship with the Crusader. They love the vehicle's massive firepower and excellent ability to withstand punishment, but they hate the long hours of maintenance required to keep the vehicle running. A recent staff study confirmed that the Crusader is the Commonwealth's most expensive grav combat vehicle to build and maintain.

The only variant of the Crusader is found in KessRith units. Known as the Bak'h Matha (Sword of Vengeance), the variant replaces all weapons except the 200mm Gauss Cannon with heavy lasers. This gives the Sword of Vengeance an awesome direct fire capability.

Deployment:

The Crusader has been replaced in several front-line units by the newer Deliverer heavy tank, but the Crusader still finds favor in several KessRith units because of its heavy firepower and armor. Many Crusaders are also found in units that have not yet received the Deliverer or have only limited numbers of the new tank. Units using the Crusader within the Alaric Grand Dukedom include the 8234th Infantry Legion (The Commonwealth Crusaders), the 470th Armored Infantry Legion (McKenna's Cougars), and the 415th KessRith Heavy Armored Legion (The Bringers of Bad Tidings).



Class: Heavy Grav Tank
Cost: 2, 387,750
Mass: 404
Engine: 2500
Thrust: 4
Scenario Points: 24
Infantry Squad: No
Digging Cannons: Yes

Shields:

Front:	90
Right:	80
Left:	80
Stern:	90
Bottom:	60

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
50mm	Turret	T	6
SMLM (2)	Turret	T	10
Vulcan IV	Turret	S	NA
1.5/6 Laser	Hull 1	7	20
1.5/6 Laser	Hull 2	7	20
200 mm	Hull 1	T	15
TVLG (6)	Hull 2	T	6

Overview:

TOG Legions that have confronted the Deliverer are contemptuous and hateful toward this newest Commonwealth tank. This heavy grav tank is a combination of firepower and defense, with little acceleration. This design concept is becoming more popular with Commonwealth arms manufacturers.

The Commonwealth and its Renegade allies first deployed the Deliverer in 6808 on the planet Black in Rift County. The

1005th Renegade Strike Legion (Those That Cannot Sleep), a mostly female unit, was stationed on Black as a garrison against the onslaught of the 4649th TOG Strike Legion. From the moment TOG forces landed, the 1005th began a vigorous attack, led by the new Deliverer Heavy Grav Tanks. The Deliverers crushed all weight classifications of TOG armor, dealing out heavy casualties for two bloody years. The 1005th was eventually disbanded and its forces withdrawn and reassigned elsewhere in Rift County, but the reputation of the Deliverer was well established.

This tank is one of the most heavily armored of any Commonwealth/Renegade vehicle, carrying the most protection it can without becoming unstable in flight. The tank is also well-shielded, adding to its durability in combat. The Deliverer's main weakness is its sluggishness. With a low thrust, the tank cannot accelerate the way medium and light tanks can, making it an easier target for TOG tail-chasing tactics. What it lacks in quickness, it makes up for in firepower. The S'Terus V 200mm Gauss Cannon is a threat to everything on the battlefield. This core weapon is complemented with a 7.5/6 Laser Assembly, twin 1.5/6 Lasers, a 50mm S'Terus gun, and small SMLM and TVLG missile arrays. This balance of weapons makes the Deliverer the tank most feared by TOG armored officers.

Capabilities:

"The destruction of heavy TOG armor in the initial phases of any combat situation is the key to success on the battlefields of the Commonwealth," General Maximillian Clark remarked in his request for a heavy tank. "We need a piece of armor that can cripple, if not destroy, the enemy heavy armor first and then allow our lights and mediums to perform the mop-up work." Thus the philosophy of the Deliverer was formulated and charged to the designers.

The S'Terus 200mm Gauss Cannon is housed in a pivoting mount between a split in the nose of the tank. During flight, a separate radar unit (SPVC-JAF 122) controls the gun and keeps the barrel elevated. While this mounting is highly irregular, it does offer some unique zones of fire. Its main difficulty comes during grounding, when the gun can be blocked or even damaged. Grounding also limits the Deliverer's field of fire, forcing the whole tank to turn for the gun to hit passing enemy tanks.

The 1.5/6 Lasers (Markhams Model III) are mounted within the inner hull. Blast doors retract to allow the lasers to fire. The

retractable doors protect the barrels, but the doors have sometimes failed to open, causing internal damage when the lasers fired. The tank design offers no such protection to the 200mm gun barrel, which is more exposed than any other weapon aboard. The Deliverer lacks the number of missiles usually carried on heavy armor, limiting its effectiveness in some roles.

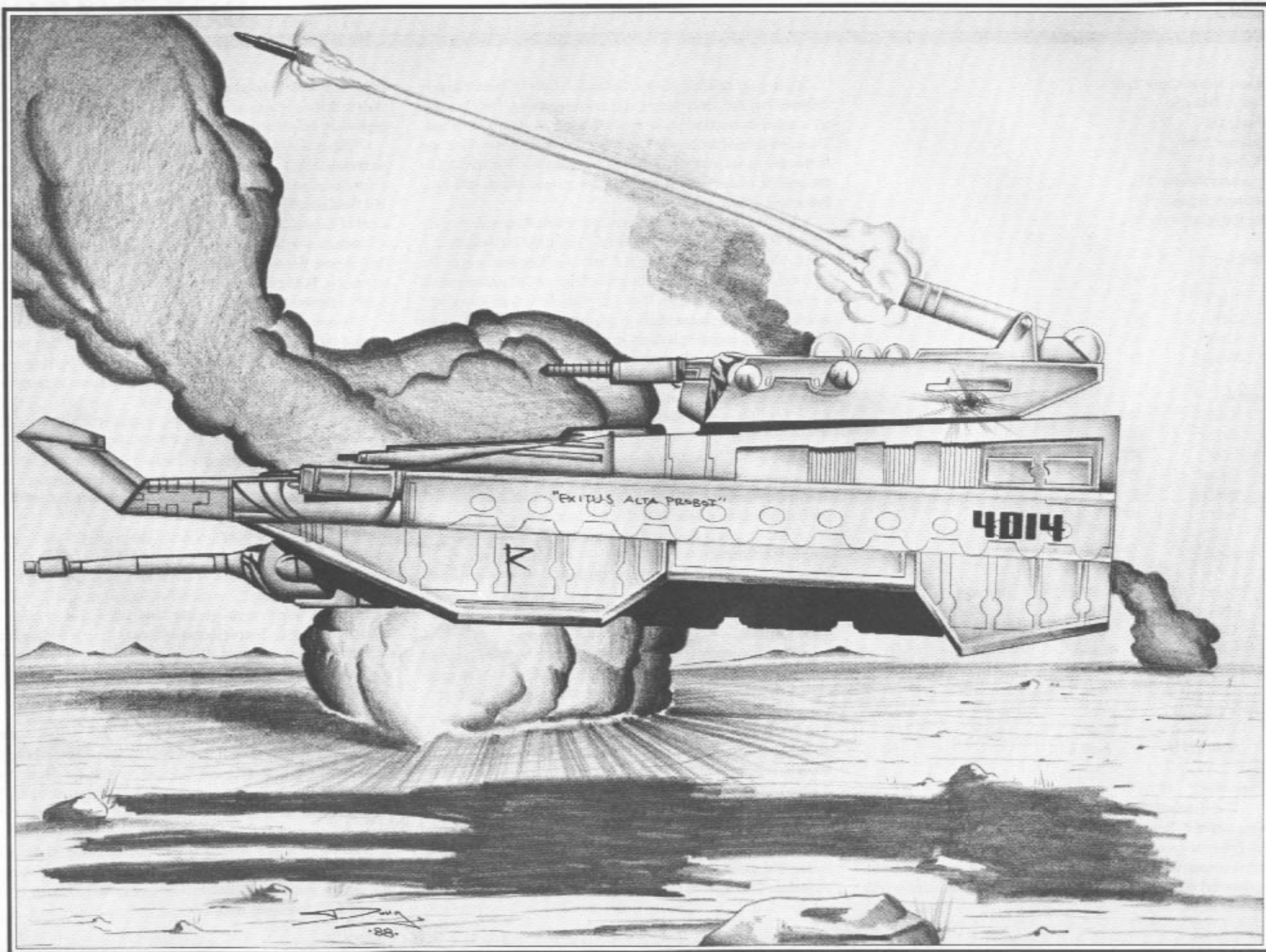
Another major difficulty with the Deliverer is its uneven weight distribution. The low forward mounting of the gun and the excessive armor make the Deliverer difficult to control on tight turns. There are also problems involved with flying in Tree-Top Mode. The unique placements of the power plant and forward gun make climbing to this level very slow and awkward. The Deliverer also cannot maintain this level for long even after it gets there. Some reworking of the forward stabilizers seems to correct the problem with control, and this modification will be fully implemented within the next year. This change does nothing to correct the slow climb rate, however, and designers are considering a shift in the internal structure of the tank.

Escape hatches on the Deliverer also have been problematic. These air-tight hatches tend to freeze in place when there is a power failure. Though this may seem like a situation that rarely comes up, experienced tankers are quick to point out that the only time a crew needs an emergency hatch is probably when the power has been knocked out. Engineers are investigating what can be done to solve this problem.

TOG tankers who first encountered the Deliverer were in awe. The roar from the 200mm cannon was unexpected after TOG battlefield sensors scanning the tanks in profile did not detect the gun, which was concealed by the outer hull. Then they found the Deliverer could cripple an opponent in seconds. The hidden lasers proved that the Deliverer is a tank full of surprises.

Deployment:

All Renegade and Commonwealth Strike Legions use the Deliverer as their primary assault tank. They are organized on the Company level, with recon and infantry transport being provided by attached units from other Companies. With a large number of Commonwealth and Renegade units forced into garrison duty, small numbers of Deliverers have been reassigned from Strike Legions to support Infantry Legions stationed on some worlds on the periphery of Free Space. Tanks in this duty have seen a great deal of combat and are often held together more by determination than fiber-welds and turoched seams.



Class: Heavy Grav Tank

Cost: 1,588,650

Mass: 267

Engine: 2500

Thrust: 7

Scenario Points: 16

Infantry Squad: No

Digging Cannons: Yes

Shields:

Front:	90
Right:	80
Left:	80
Stern:	70
Bottom:	30

Armor:

Front:	100
Right:	80
Left:	80
Stern:	70
Bottom:	60
Turret:	100

Weapons:

Type	Location	Damage	Range
100mm Cannon	Turret	T	10
Vulcan III	Turret	S	0
AP Laser	Turret	S	3
1.5/6 Laser	Hull 1	10	20
1.5/6 Laser	Hull 2	10	20
TVLG (4)	Hull 1	T	6
TVLG (4)	Hull 2	T	6
SMLM (4)	Hull 1	T	10

Overview:

The Dominator Heavy Grav Tank is a relatively new vehicle being added to Renegade Legion and Commonwealth ranks. It is designed for speed, providing a piece of heavy grav armor with the acceleration of lighter tanks. This quickness, combined with a powerful sting, has caused a great demand for this tank on the battlefield.

The very reliable Martin Systems Mark I Gauss Cannon (100mm) is used for engaging other tanks directly. The Dominator's main distinction is its concentration of missile systems. These weapons can be used in direct combat if desired but are more often used with infantry support. Thus the Dominator fills the role of a heavy firing platform for ground troops and their Painting Lasers.

The Dominator's history is unique within Renegade Legion forces. TOG designed the tank and dubbed it the Jaculum Heavy Tank. The first Legion equipped with the Dominator was the 125th Engineering Legion (The Iron Men), a TOG unit raised on a recently absorbed planet. The unit was ordered on temporary assignment to the planet Shetti in Bannon County. There the unit was used to slaughter civilians suspected of sympathizing with the Commonwealth. The actions so troubled the commanding officers of the 125th that they gave their troops the option to join with the Renegades. To the last man, the unit turned against the other TOG Legion on Shetti and battled its way to link up with Renegade units.

The 125th brought with it all plans and designs for the Dominator, as well as all of the prototypes that they were testing. They supplied these designs to the Commonwealth, and production began within a year. TOG Strike Legions soon found themselves facing a tank designed for their use. By 6806, Commonwealth Dominators were assigned to the defense actions in Yoventrov County and proved themselves to be very quick and reliable.

Capabilities:

The Dominator is designed to move like no other piece of heavy armor on or above the battlefield, quickly and with great handling. Its armament also sets this tank apart. Most heavy grav tanks are designed to deal directly with other heavy grav tanks. The Dominator can do this, but also has plenty of missile firepower to function with infantry support. The missile balance leans heavily toward the TVLG, but there is a significant SMLM load as well. The Dominator also has a Masherdon II AntiPersonnel Laser in the turret for actions against enemy infantry.

The Dominator's assault weapons are two 1.5/6 lasers mounted in the forward hull and a 100mm Gauss Cannon in the turret. The gun uses a Buhallan T & T system for tracking and targeting. This system also controls the Vulcan III AntiMissile

Defense System parallel to the cannon in the vehicle's turret. This allows these systems to function independently or in unison, depending on incoming fire.

The main drawback of the Dominator is the lack of overall protection. While the turret and the forward hull are well armored, a number of weak points leave the tank exposed to quick damage. The flanks have shallow armor and lack the heavy shielding of the front of the tank. The rear and bottom also are weak. In combat, a Dominator will face an enemy as squarely as possible rather than expose the weaker sides. When a Dominator turns flank to an enemy, TOG commanders know that they have greatly weakened its forward armor.

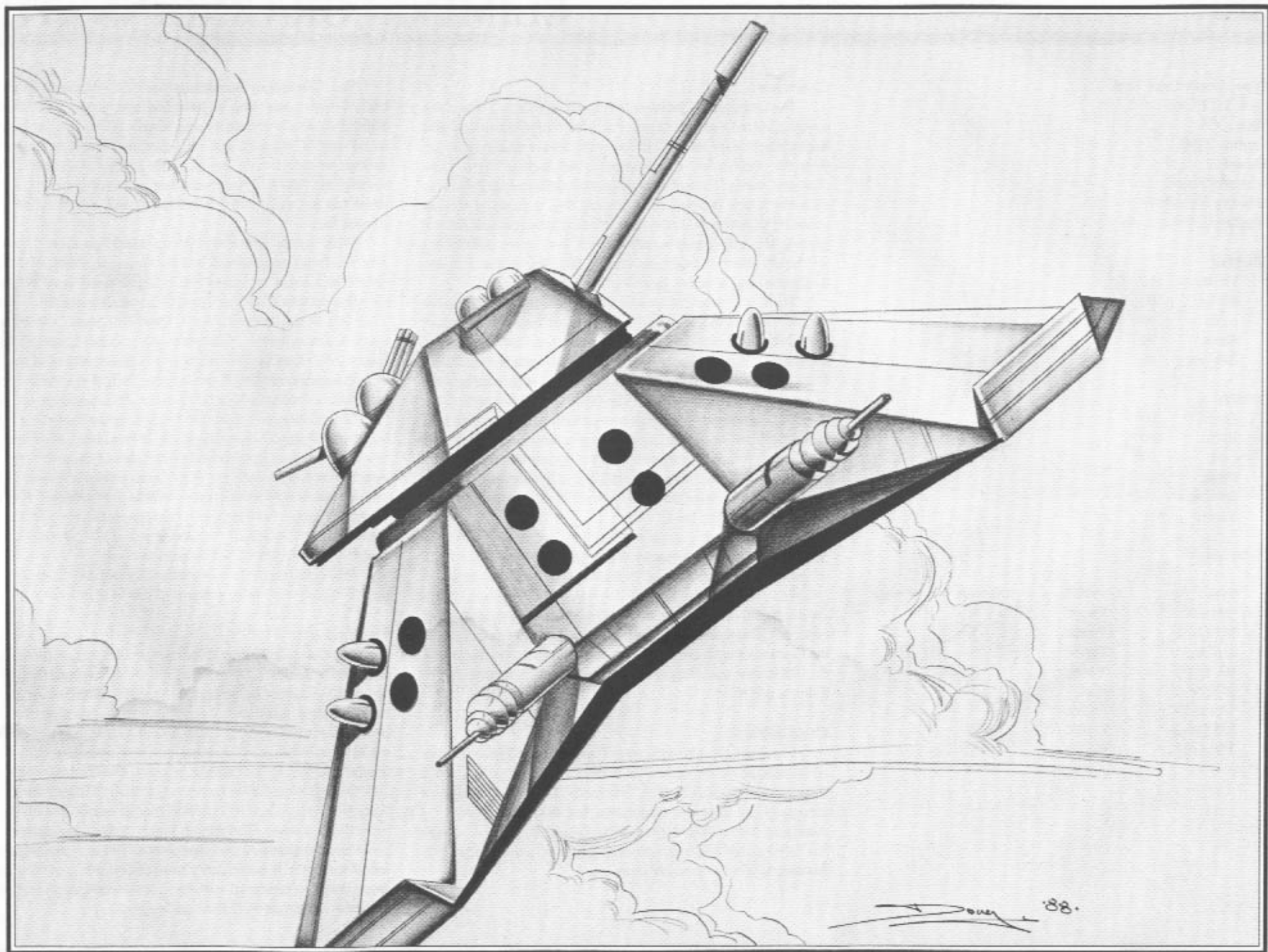
Dominators almost always accompany APCs and their bounce infantry in the second wave of an attack. They provide cover fire for the APCs during the dangerous debarking procedure and then utilize the infantry's Painting Lasers to target their TVLGs and SMLMs.

With its long-range weapons, maneuverability, and relatively thin armor, the Dominator will always try to keep an enemy at a distance, closing only when infantry has painted a target. A standard tactic is for a Dominator to feign retreat to lure an enemy closer to the Painting Laser of hidden infantry so that it can charge in and loose its missiles.

Maintenance of the Dominator has proven to be a bit of a problem. Original designs called for standard TOG equipment, and so modifications had to be made for Commonwealth engine and weapon systems. These modifications increased the maintenance cycle of the tank greatly, and some special parts are difficult to find. As output increases, however, it is expected that within two years, repair of a Dominator will take no longer than any other Commonwealth/Renegade Legion standard piece of armor, such as the Spartius or Liberator.

Deployment:

The Dominator is still in the beginnings of general deployment, with the first shipments just arriving in the Shannadam County. They are being assigned to armor Companies and Platoons in all of the Infantry Legions in the Commonwealth. It is common to assign a Dominator with two Spartius APCs to provide their bounce infantry with a missile-firing platform for support. While this combination is not available everywhere, it has proven relatively successful and many more Dominators are on order for front-line troops.



Type: Heavy Grav Tank

Cost: 2,175,300

Mass: 368

Engine: 2500

Thrust: 2

Scenario Points: 22

Infantry Squad: No

Digging Cannons: No

Shields:

Front:	110
Right:	100
Left:	100
Stern:	90
Bottom:	90

Armor:

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

Weapons:

Type	Location	Damage	Range
200mm	Turret	T	15
MDC-12	Turret	T	20
Vulcan IV	Turret	S	N/A
AP Laser	Turret	S	3
SMLM (2)	Hull 1	T	10
TVLG (12)	Hull 1	T	6
SMLM (2)	Hull 2	T	10
TVLG (12)	Hull 2	T6	

Overview:

The Eliminator/Cincinnati Heavy Grav Tank is one of the newer armored vehicles to enter service with Commonwealth/Renegade military forces. The two vehicles are nearly identical, with the Renegades' Cincinnati model lacking some crew comforts, such as field-integrated battle couches and acceleration dampers in the fighting compartment, but with more storage space for supplies and spare parts. Named for an ancient Roman general who, after a number of victories, gave up the military life for the existence of a peaceful farmer, the Cincinnati reminds Renegade Legion forces just why they are fighting.

The Eliminator/Cincinnati first fought in 6825 during the defense of the planet Freeman in Pembroke County. Elements of the 214th Renegade Strike Legion (The Sea-Devils) received these new tanks just hours before a breakthrough by the 2797th TOG Infantry Legion (Death From Gaston V), supported by units of the 6009th Strike Legion (The Nordkapp Butchers) of the Amnarst Command. With little or no training, replacement tank crews from the Renegade Legion's rear echelon and anyone else capable of operating a grav vehicle were thrown into the battle. In less than four hours, this counterattack by Cincinnati tanks had cut off the spearhead of the TOG drive and was forcing the accompanying units to fall back.

The Eliminator/Cincinnati fights exceptionally well on the defensive. Its major drawback is its sluggish acceleration and lack of maneuverability. On the defensive, the vehicle stands in prepared positions or may conduct a fighting withdrawal. Offensively, however, the vehicle has trouble keeping up with other types of Commonwealth armor, such as the Deliverer. Because the Commonwealth conducts only limited offensive operations, the Eliminator was designed for defense, and it performs splendidly in this role.

Capabilities:

The need for a heavily armed and armored grav tank that could hold positions against great odds led to the design of the Eliminator/Cincinnati. The Eliminator has had occasion to participate in offensive operations, but only rarely. Built by Amalgam B'ekkal and other licensed corporations, the vehicle has filled a void in Commonwealth defenses, slowing the TOG advance to a crawl in some areas.

The Eliminator/Cincinnati has few maintenance problems, though some vehicles have had overheating and filtering difficulties on exceptionally arid worlds. This tank has experienced engine burnout, but only because many commanders attempt to compensate for sluggish acceleration and end up abusing the system by repeated use of overdrive power. This abuse has put many more Eliminator tanks out of action than combat has.

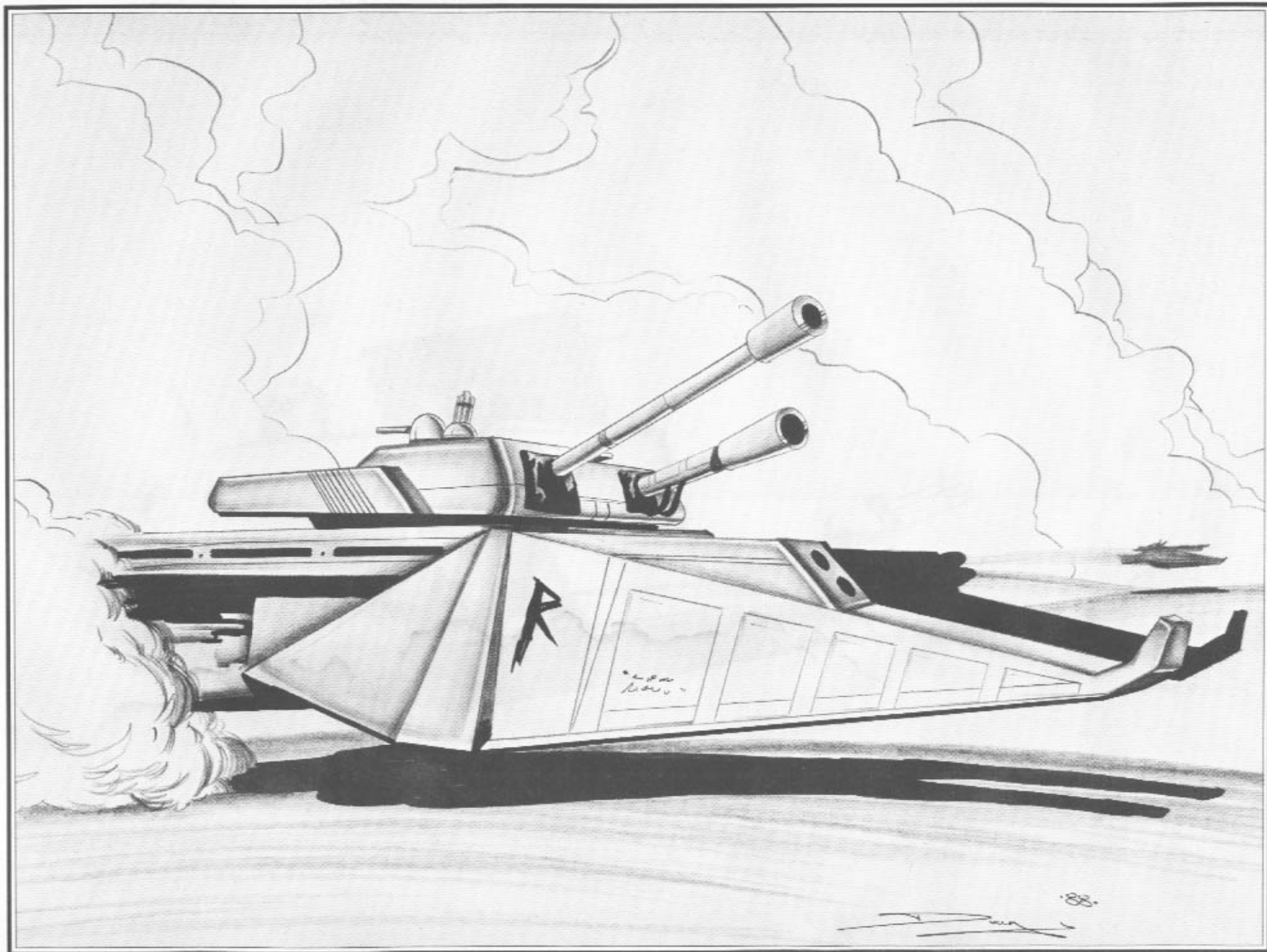
With an exceptionally strong shield-generator system, combined with maximum all-around armor sheathing, the Eliminator/Cincinnati is one of the best-protected grav vehicles, though it does lack digging cannons. Its turret-mounted Amblast Type XII Mass Driver Cannon, Campbell Mark XV 200mm Gauss Cannon, Delta TriBurper AntiPersonnel Laser, and Defender IV Vulcan System can operate individually or in concert against specific targets. Two Killpins SMLM (2) Systems and two Oakley Precision TVLG (12) pods are mounted in the hull.

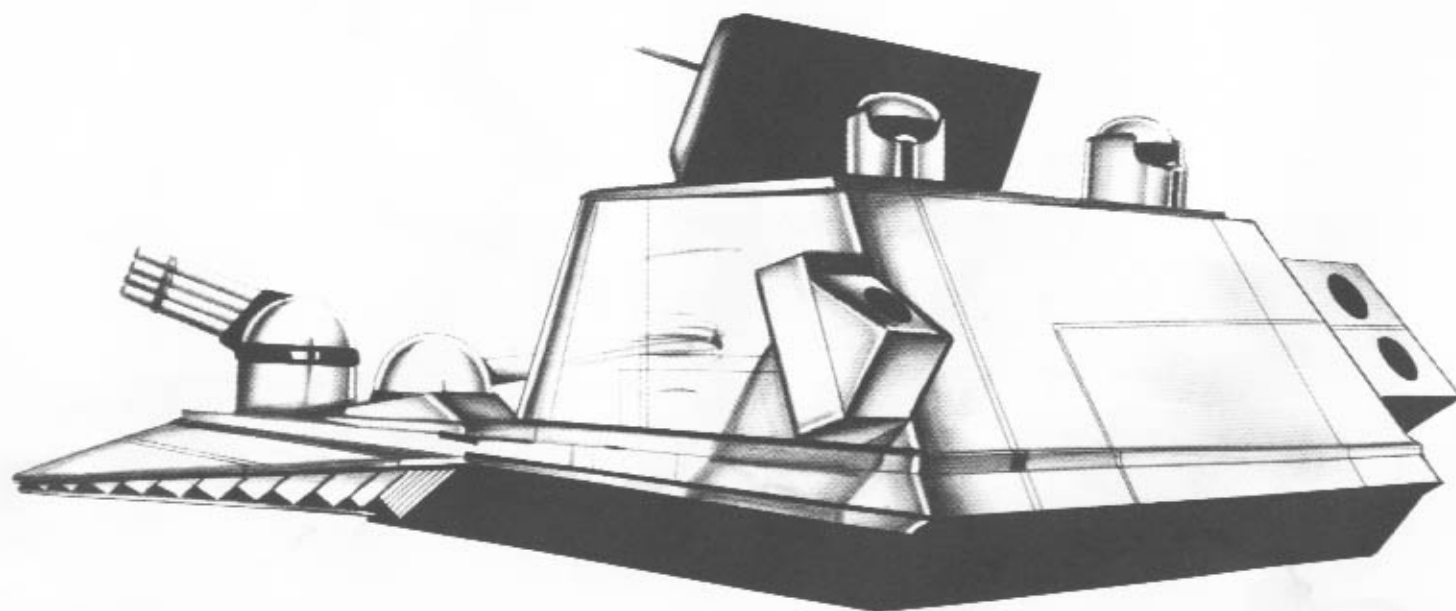
Most Commonwealth commanders use the Eliminator as the backbone of any defensive position. In front lines or positioned as a ready reserve, Cohorts and Companies of these vehicles are used to blunt any assault by TOG forces so that a counterattack can be launched by lighter, more nimble grav vehicles. Popular among its crews for the protection it provides, the Eliminator/Cincinnati is likely to become a perennial favorite among Commonwealth tankers for decades to come.

Other than the minor differences between the Eliminator and the Cincinnati, no other variants of this vehicle exist.

Deployment:

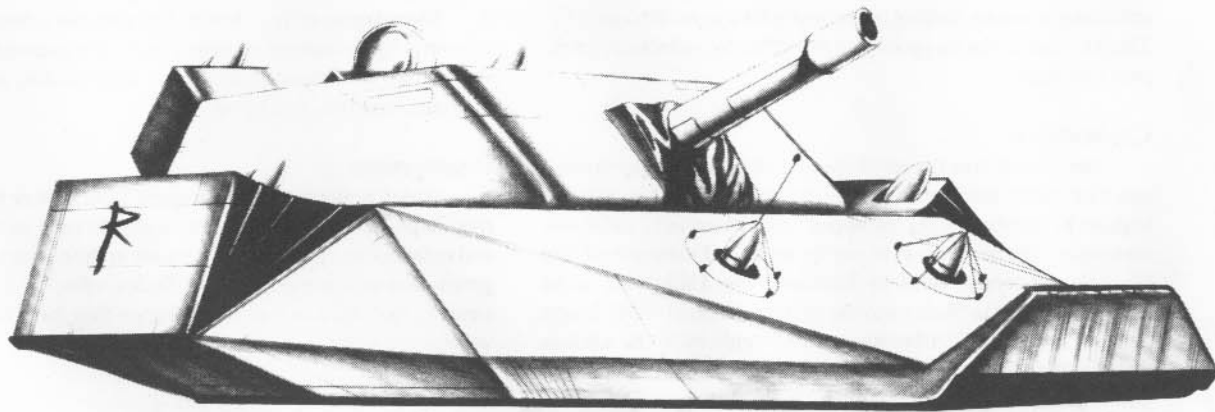
The Commonwealth Office of Procurement for Gravitationally Operated Vehicles (COPGOV) is still trying to accelerate delivery of Eliminator/Cincinnati tanks. New factories are being tooled up for additional production of the vehicle, but full deployment to every Commonwealth and Renegade Legion unit could be as long as 15 years away. Only front-line units have received this heavy grav tank in quantity. These units include the 2282nd Renegade Strike Legion (The Giant Killers), the 214th Renegade Strike Legion (The Sea-Devils), and the 9844th Renegade Strike Legion (The Blood Suckers). With the increase in production, deployment to other units should increase. Replacements for losses, however, are almost impossible to obtain. Until more units are equipped with the Eliminator/Cincinnati, this situation will probably remain unchanged.





SPECIALIZED VEHICLES

These specialized vehicles perform supporting tasks for units engaged in direct combat. They include mobile artillery platforms, which can deal out great damage but cannot face a direct attack. Also in this category are grav vehicles designed to intercept the Interceptors before they can attack friendly units. Combat engineering vehicles and a grav recon sled round out this section.



Class: Grav Scout Vehicle

Cost: 559,150

Mass: 85

Engine: 1150

Thrust: 12

Scenario Points: 6

Infantry Squad: No

Digging Cannons: Yes

Shields:

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

Armor:

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

Weapons:

Type	Location	Damage	Range
Vulcan I	Turret	S	NA
AP Laser	Turret	S	3
SMLM (1)	Hull 1	T	10
TVLG (2)	Hull 2	T	6

Overview:

The Stades light grav recon vehicle is fairly new to TOG scouting units. Introduced in 6822, the Stades has proven its effectiveness in hundreds of engagements, starting with the campaign to take the planet Tarraco in Shannadam County. There, the 149th Praetorian Guards of the Rualta Command received timely reconnaissance from small Stades detachments sent behind enemy lines.

The Stades is essentially a lightly armored and shielded grav sled with exceptional maneuverability and acceleration. These are really its only defense against enemy grav armor, because its weaponry is scant, a Vulcan Missile Defense System and an antipersonnel laser along with SMLM and TVLG pods. In its role as a light scout, the Stades is exceptionally successful. Too many TOG commanders, however, insist on also using this vehicle in screening missions, forcing it into combat it was not designed for. This has caused the staggering losses of Stades vehicles over the past few years.

Capabilities:

The Stades was designed specifically for rapid reconnaissance of enemy positions and movement. It was not supposed to engage in combat, being equipped with essentially defensive weaponry. The Stades was to use its speed and maneuverability to elude opponents. Built by Bichom-Voss, Unlimited, under TOG direction, the Stades was the first joint Naram-TOG design in several decades. Different factory worlds built the various assemblies of the Stades vehicle and shipped them to construction points near the Commonwealth front. In this way, TOG units received large numbers of Stades scout vehicles shortly after mass production was authorized.

Though it is a superior scouting vehicle, the Stades has one major problem with its Sears-Bacht Gravitic Compensators. Under stress, as in high-speed chases, the Sears-Bacht Compensators can become unbalanced, thereby allowing inconsistent gravitic pulses into the field stream and possibly causing the driver to lose control of the vehicle. Further investigations into this problem may lead to the replacement of the Sears-Bacht Compensators with the more reliable Stabbard E Series.

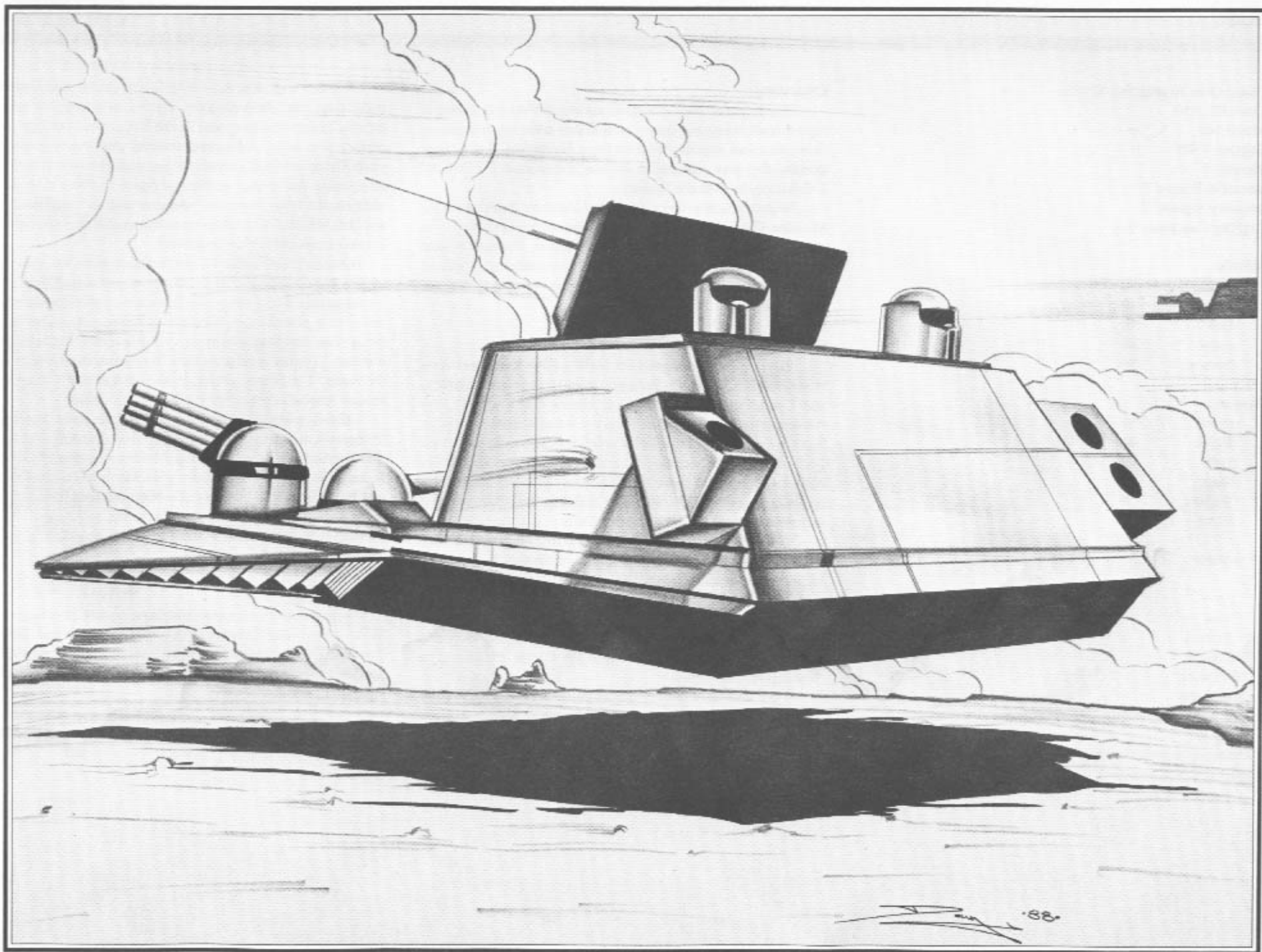
The Stades's defensive weaponry, CyberCom Vulcan I System and a Starshell AntiPersonnel Laser, combined with the hull-mounted DuroDart SMLM (1) and Bialtus TVLG (2) pods, are sufficient for this vehicle's proper missions, though it has no staying power in combat.

Stades crews seem to be more individualistic than most TOG Legionnaires. They have been forced into self-reliance by the nature of their missions and by the fact that often no more than their wits stand between them and destruction. Crews are even permitted to decorate and name their Stades vehicles, unlike many other TOG grav vehicle crewmen. Of course, they pay for privileges such as these by having one of the highest casualty rates within the TOG military. Stades crews are proud of their special talents, however, and most would not trade their craft for any other larger, more heavily defended type.

There are no official Stades variants, but a number of crew members have changed various pieces of equipment, including such things as weaponry, ECM signature profile, non-standard operation controls, and so on.

Deployment:

Stades vehicles serve with many TOG light or recon Centuries. Replacement pools have been able to keep up with combat and repair losses, but trained crews are in short supply. Too often, green crewmen are assigned to Stades vehicles, resulting in a casualty rate three or four times higher than the casualty rate of veteran crewmen.



Class: Grav Antiaircraft Vehicle

Cost: 832,850

Mass: 145

Engine: 1300

Thrust: 7

Scenario Points: 9

Infantry Squad: No

Digging Cannons: Yes

Shields:

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

Armor:

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

Weapons:

Type	Location	Damage	Range
25mm	Turret	T	6
Vulcan II	Turret	S	NA
Hardpoint	Turret	S	S
Hardpoint	Turret	S	S
Hardpoint	Turret	S	S
Air Defense System*	Hull 1	S	S

*The air defense system allows hardpoints to launch missiles at fighters in the atmosphere.

Overview:

The Scipio is TOG's foremost antiaircraft vehicle. Flying at high altitude, it engages enemy craft as they enter the atmosphere, firing air-to-air missiles from its three hardpoints. For defense against other grav vehicles, it carries a 25mm Gauss Cannon and a Vulcan II AntiMissile System.

Scipios usually carry Scanner Silhouette Seeking (SSS) Missiles. Though it does less damage than other types of missiles, the SSS is excellent at hitting head-on targets. Because Scipios attempt to engage fighters before they have attacked, a missile that is effective against a head-on target is superior to one that chases the stern.

Capabilities:

The Scipio was designed and built by Nitor Aerospace at the request of the TOGSOG (Terran Overlord Government Strategy and Operations Group). This was Nitor's first and only grav combat vehicle, and so the entire process was watched carefully. Nitor was chosen because of its good reputation and successful Navy designs, and because the hardpoints and target-acquisition equipment were far more developed in the Navy than in the Imperial Legions. This was why a fighter manufacturer was called on to build the antiaircraft vehicle.

The plans were set in motion in 6816, but problems and delays plagued the project. The first problem was the incessant bickering between the grav tank consultants and the aerospace engineers. The Imperial Legion stepped in, sending Legion and Navy experts to help keep order. This worsened the problem by introducing interservice rivalry. The designers and engineers were unable to work together until the Caesar expressed his displeasure.

Then designers got bogged down on the targeting system. The sensors could detect and identify many targets at great distances, but the vehicle's dual capabilities created a problem for

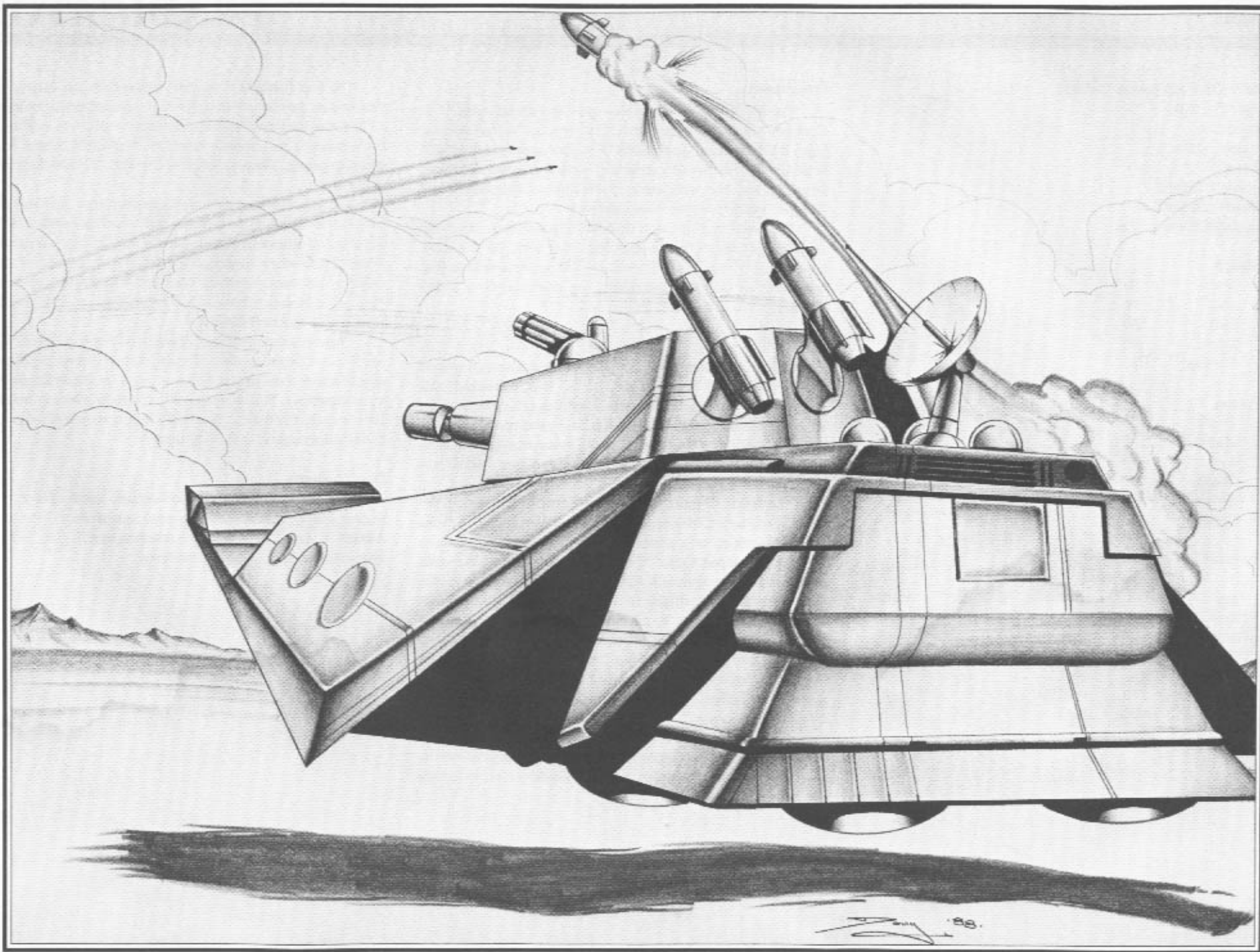
the computer staff. The fire-control program for Interceptors is fairly large and different from normal programs for ground targets. Tying these programs so the Scipio could engage interceptors, grav units, and ground vehicles was becoming a nightmare. Designers finally solved the problem, but only by devoting three times the normal amount of space to these systems. In addition, the vehicles needed adequate satellite communication and Datalink gear, which took up even more room. As a result, the Scipio carries only three hardpoints.

Original plans called for the Scipio to carry the Vulcan IV system, but considerations of cost, power, and mass led designers to downgrade it to a Vulcan II. Some armor and shielding were removed to produce the prototype we know today as the Scipio. Despite the design problems, this vehicle turned out to be a fine machine. Testing went smoothly, and production began soon thereafter. The Scipio arrived in the field in 6820, three years behind schedule because of the design difficulties.

The Scipio's primary weapons are the three Interceptor hardpoints, mounted at a 45 degree angle off the back of the turret. This method of seating gives the missiles maximum flexibility. Mounted in the front of the turret is the Maximus 25mm Cannon, purchased from Maximus because Nitor does not have facilities to produce Gauss weapons. Set atop the turret and slightly forward is the Vulcan II AntiMissile System, mounted on its own rotating mini-turret.

Deployment:

Scipios are found in small numbers, usually a Century or two in the air defense Cohorts of most TOG Strike and Infantry Legions. These vehicles are normally attached to Manus HQs. In an Air Defense Auxilia, the Scipios can be found in Cohort strength or more.



Class: Grav Antiaircraft Vehicle

Cost: 833,650

Mass: 143

Engine: 1250

Thrust: 7

Scenario Points: 9

Infantry Squad: No

Digging Cannons: Yes

Shields:

Front:	70
Right:	60
Left:	60
Stern:	40
Bottom:	60

Armor:

Front:	50
Right:	50
Left:	50
Stern:	50
Bottom:	70
Turret:	40

Weapons:

Type	Location	Damage	Range
25mm	Turret	T	6
Hardpoint	Turret	S	S
Hardpoint	Turret	S	S
Hardpoint	Hull 1	S	S
Hardpoint	Hull 2	S	S
PIR Defense System	Hull	NA	NA

Overview:

The Eradicator is the newest grav antiaircraft vehicle in Commonwealth and Renegade Legion service. Its four missiles make it a dangerous opponent for TOG Interceptors. Introduced in 6818, the Eradicator carries the most advanced detection, targeting, and communications equipment of any vehicle not designed specifically for reconnaissance.

The Eradicator's armor is superior to that on rival antiaircraft vehicles but about average for a light grav tank. Its shielding, however, is far superior for its weight class. In addition to its four hardpoints to engage Interceptors, the craft carries a 25mm cannon for combat against ground units.

Capabilities:

In 6816, with Renegade and Commonwealth aircraft in short supply because of heavy casualties, the joint command staff sought design proposals for a modern antiaircraft vehicle with a large missile load, high acceleration, and good protection. The James Munitions Company, a small aerospace and weapon manufacturer, entered the design for the Eradicator, which was approved almost immediately.

The James Company had recently created an internal Vehicles Department, which had already produced some fine results and was working on a prototype body. The company had also recently developed a state-of-the-art Satellite Communications and Data Transfer device that could relay firing instructions to ten friendly vehicles simultaneously. Though it needed to be immobile to track ten targets, on the move it could follow five enemy aircraft and still maintain the datalink with ten friendly vehicles.

When the two corporate divisions got together to begin joint design, the two technologies meshed as if they had sprung from a single set of plans. The chassis proved to be sturdy, allowing the Eradicator to carry 31 tons of armor and ample shields. The chosen engine was the Pitban 1250, a reliable power plant with a record of good performance in combat. The company installed its own James 25mm Gauss Cannon, which had been in production for 30 years.

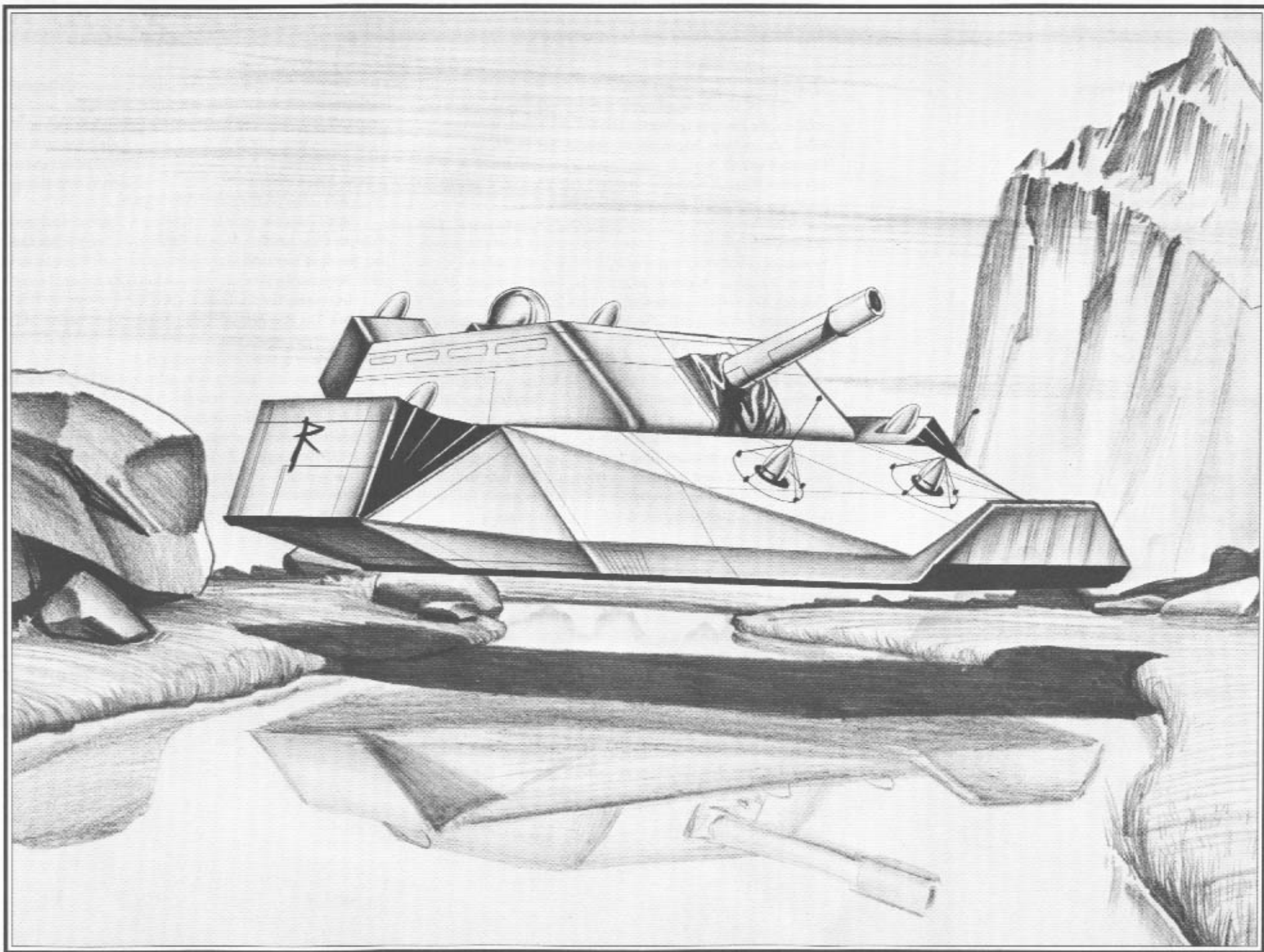
The four hardpoints are the standard aircraft variety, two mounted on the rear of the turret and one mounted in the hull on each side of the turret housing. These mountings are worth note, as the missiles are normally stored inside the hull behind accordion-like panels. These panels fold out when the missile is ready to fire.

The vehicle has standard detection and tracking gear, mounted in the aft of the turret between two hardpoints, but the two Datalink antennas, mounted on the forward hull, are the heart of the Eradicator's success. With this gear, groups of these vehicles can track incoming craft and coordinate their fire to destroy the most possible aircraft. This reduces overkill and uses ammunition more efficiently.

These vehicles are typically deployed in groups of six. When Interceptors begin to enter the atmosphere, three Eradicators ground themselves so that they can target the incoming fighters more accurately. This data is quickly relayed to the three airborne vehicles, who fire their payloads. The empty vehicles then ground and acquire targets for the first three.

Deployment:

The Eradicator is rarely an organic asset of a Legion. Instead, these vehicles are assigned to independent Cohorts and Auxilia. Usually these units are attached to a Legion, but they often operate on an independent basis.



Class: Grav Artillery Vehicle

Cost: 2,015,200

Mass: 370

Engine: 1900

Thrust: 4

Scenario Points: 21

Infantry Squad: No

Digging Cannons: Yes

Shields:

Front:	70
Right:	60
Left:	60
Stern:	60
Bottom:	20

Armor:

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

Weapons:

Type	Location	Damage	Range
GPE-1A Gravitic Cannon	T	Artillery	20
Vulcan III	T	S	NA
AP Laser	Hull 2	S	3
AP Laser	Hull 1	S	3

Overview:

One of the standard grav artillery vehicles in the TOG military, the Pompey appears in almost any Legion. Introduced in 6792, the vehicle began its service at the beginning of the Commonwealth War. It soon showed its usefulness in TOG advances through Keserdal, Bannor, and Rhoalter Counties in what was once the Commonwealth.

The Pompey boasts a medium grav tank's protection, plus the firepower of a heavier-ground artillery piece. Armaments vary but usually contain a version of the Mass Driver Cannon Type 8, 10, or 12, plus defensive armaments. Other versions of the Pompey have been equipped with direct-fire Gauss Cannons for the vehicle's antitank role. This assortment of weapons eliminates any concept of a standard Pompey.

The Pompey has been generally reliable, but in some situations, problems have come up with the design. Artillery-blast baffles and adaptors allow the vehicle to conduct barrage fire on the move rather than from the prepared emplacements that ground artillery vehicles must usually have. These baffles and their accompanying vibration eliminators have proved less successful than hoped and need replacement far more often than expected. Because of this, older Pompey vehicles must maintain fire bases or risk being disabled by the firing of their own guns.

Capabilities:

Designed as a mobile artillery platform, the Pompey has the speed to keep up with assaulting grav units and enough protection to provide support from a position near the front lines. The vehicle also has shielding and armor sufficient for this role, but requires support when engaged directly. The design and construction of the Pompey was unusually rapid for TOG military industries, as planners made extensive use of existing assemblies from other grav vehicles. The chassis began as the shell of the old Cartier General Purpose Grav Truck and then was grafted with armor. The power plant and shield generators came from the Romulus Grav APC program, as did its control components. The Pompey gun mounting was designed to accommodate nearly any large-caliber weapon, giving it the flexibility to carry the diverse systems the class employs.

The Pompey's weaponry normally consists of a large-caliber indirect-fire weapon, plus defensive armament, such as the Starshell AntiPersonnel Laser and the CyberCom Vulcan Missile Defense System. Other weapon arrays have been installed, including direct-fire Gauss Cannons for antitank duties and higher-powered laser cannons. Varying the weapon system changes the Pompey's other performance only slightly.

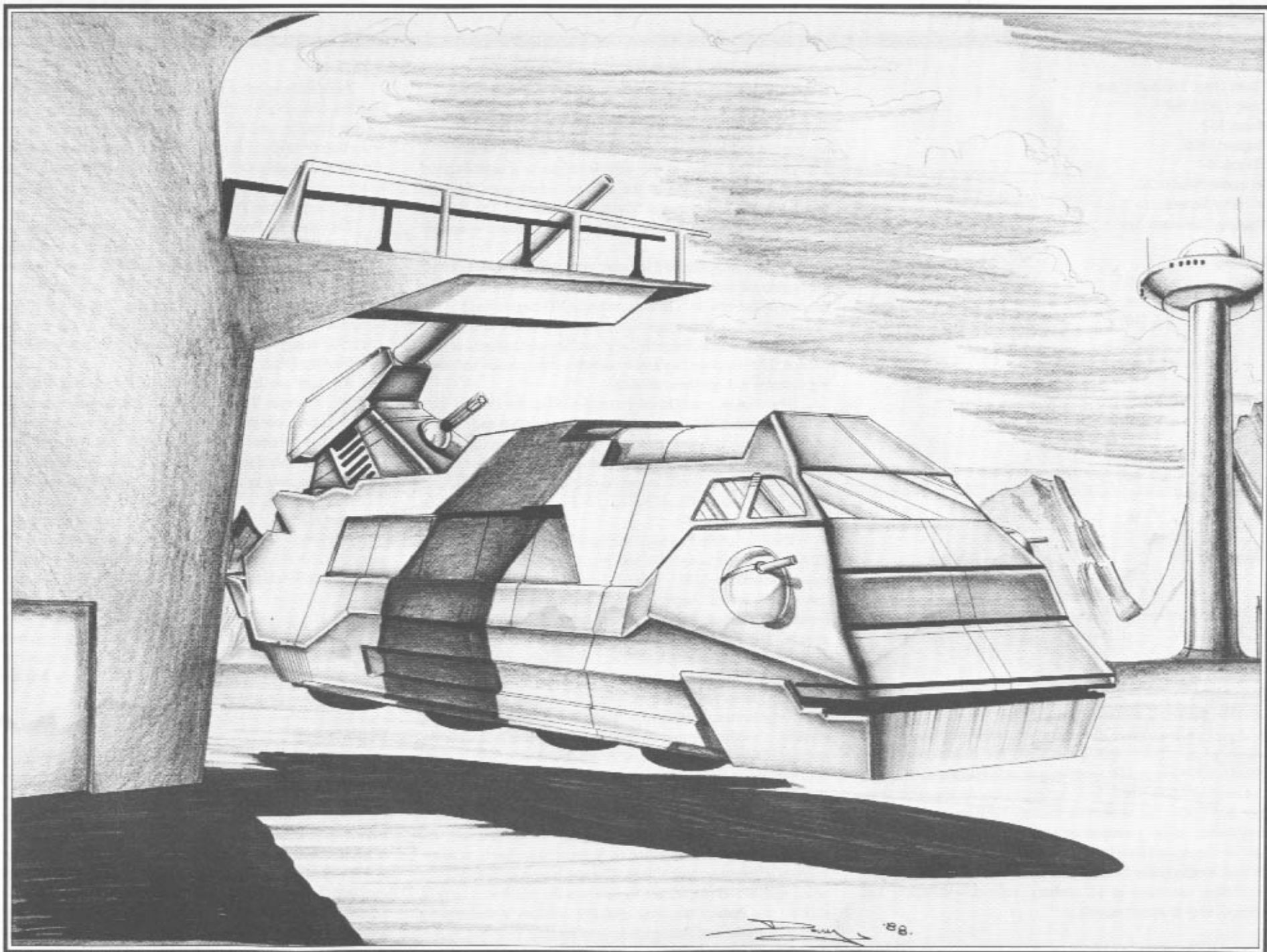
TOG doctrine calls for Artillery Centuries equipped with Pompey Grav Artillery Vehicles to follow closely behind advancing grav tank units and to provide support fire. These tactics have been responsible for many successful TOG armored assaults.

Crewmen like the Pompey because it is roomier than most vehicles. The Pompey's shields, armor, and defensive weaponry offer crewmen much more protection than do slower and less maneuverable ground artillery pieces.

There are no specific variants to the Pompey except for weapons modifications. Because of this, most Pompey vehicles resemble each other in silhouette and operating characteristics. Of particular note as a weapons variant are the Artillery Centuries of the 13379th Legion (Harbingers of Death), which are all armed with the new GPE-1A Gravitic Cannon, a supposed improvement on Mass Driver technology. This weapon is still undergoing evaluation under battlefield conditions.

Deployment:

Nearly all TOG Legions are equipped with Pompey Grav Artillery Vehicles, but with myriad weapon arrays. Though an older design, the Pompey is still in production at several licensed facilities throughout the TOG sphere of influence, and replacements have exceeded battle casualties to such an extent that most Legions keep a replacement pool of 10 to 20 unassigned Pompeys for use in emergencies.



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.

Capabilities:

The Pedden was designed and built by Savard-Barak, a Naram defense consortium located in the Masada Dukedom that has specialized in artillery and other heavy combat vehicles for 200 years. The name of the vehicle refers to a mythological weapon wielded by one of the ancient Naram gods. Loosely translated, the name means "righteous hammer." The Pedden more than lives up to its name and can be a decisive weapon if properly employed.

The design is standard for most grav artillery vehicles, with the engine mounted forward and the artillery system installed in the rear of the vehicle. The cannon has a 360-degree field of fire and can elevate to 80 degrees. Since modern artillery weapons are essentially recoilless, large recoil-absorbing mechanisms are not needed. The weapons do require complex stabilization and cooling systems to keep them accurate.

Based on an established weapon system, the Pedden took little time to test and develop. It is easy to maintain and has one of the higher readiness rates for combat vehicles. The only problem area is the cannon itself, which requires daily maintenance to keep in top condition, as do all grav artillery pieces. This maintenance is not difficult, but it is time-consuming and must be performed on schedule.

The heart of the Pedden is the massive GPA5 artillery piece. This 212-ton unit is the fifth version of an artillery weapon that first appeared in 6781. Since its introduction, the GPA has undergone several improvements, incorporating technology, better fire control, and a quicker, more dependable loading system. The Pedden can engage multiple targets while on the move with exceptional accuracy and effect. It can fire every type of munition found in the Commonwealth and Renegade Legion inventory, from simple high-explosive cratering rounds to the massively destructive HELL round. Using its autoloader for sustained bombardments, the Pedden can deliver a devastating barrage in seconds. This rate can be sustained only from stationary firing positions because target acquisition takes longer when the vehicle is in motion.

Fire-control systems on the Pedden are some of the finest in the Commonwealth. The original design is Human, but the computers have been modified by Vauvuser scientists, who are masters at computer technology. The resulting equipment is five times as fast and can handle three times the number of targets, making the Pedden the most effective artillery piece used by Commonwealth and Renegade Legion forces.

The defensive systems are considered standard for artillery vehicles. Shields are within the acceptable range for a medium combat vehicle, and the armor provides a modest degree of protection from direct fire. The Pedden is not intended for direct combat, and so additional armor and stronger shields are regarded as unnecessary. A single AP Laser and Vulcan IV AntiMissile System complete the Pedden's defenses.

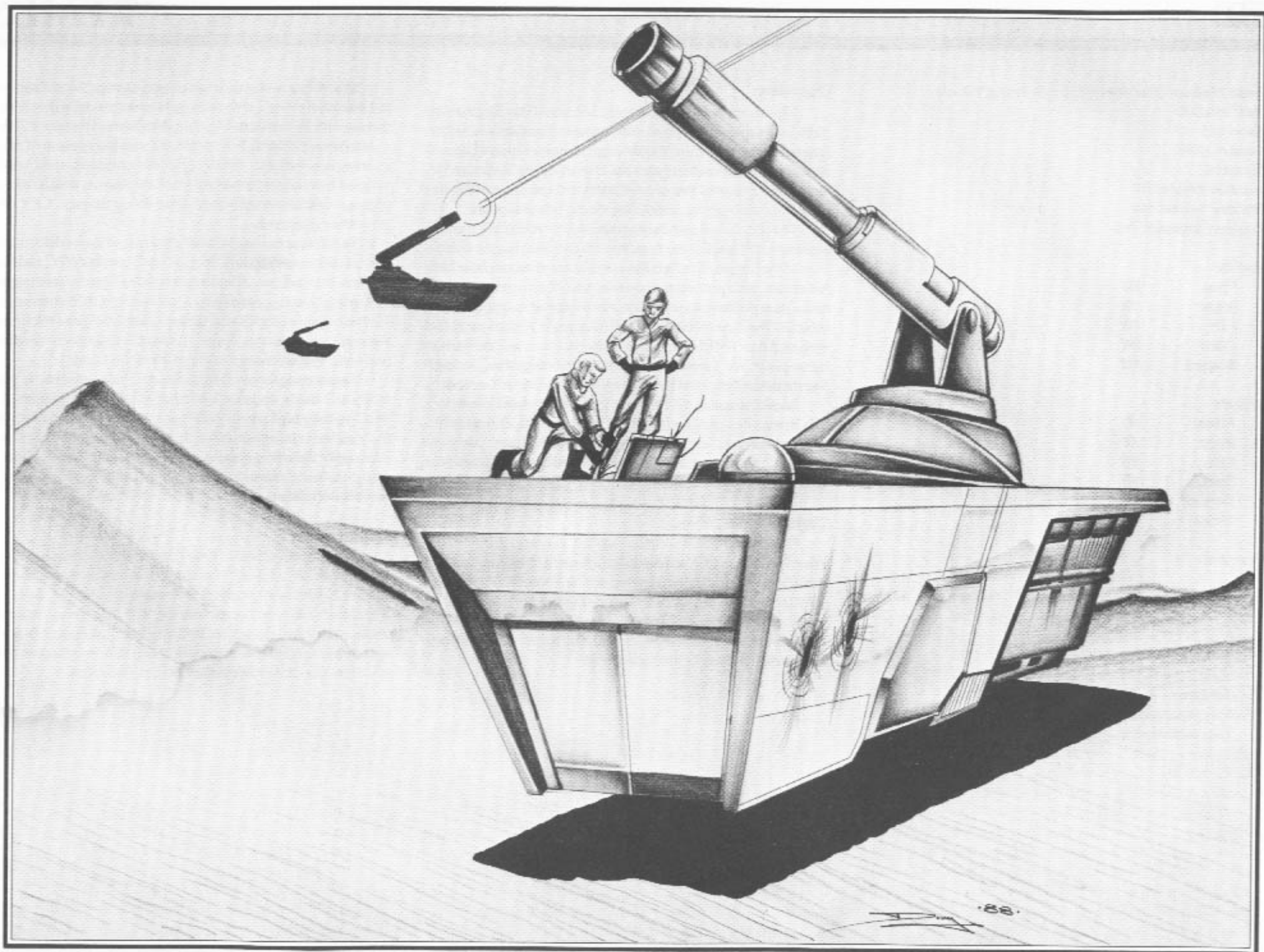
The cab of the Pedden is large by artillery standards, mostly because of the massive autoloading equipment, which takes up half of the available space. Fire control and ammunition storage use most of the remaining area, leaving barely enough room for crew. The gunner, assistant gunner, and loader have padded, adjustable seats. The loader's seat folds out of the way during automatic firing. Artillery rounds are stored in the rear of the cab and along the floor.

Standard artillery doctrine calls for placing Peddens in dispersed batteries. The vehicles should make maximum use of available cover, but the primary determinant in placement is that the Peddens have interlocking defensive fields of fire. The battery will fire on the move to avoid enemy counter fire. Tactics call for assigning one piece to a single Century, responding to its calls for fire. If one Century of the Cohort is conducting a particularly important mission, that Century will receive more support.

Artillerymen praise the Pedden's weapon system for its accuracy and ability to engage multiple targets, as well as its mobility and reliability. The loading systems receive high marks as well. Front-line troops, however, feel that the shields and armor on the Pedden are too weak. They also feel the defensive weapons cannot repel any serious enemy attack on the battery position. Most soldiers recognize these as weaknesses common to all artillery and accept them. To date, no Pedden crew has lost its vehicle without putting up a fight.

Deployment:

The Pedden is the most widely used grav artillery piece in the Renegade Legion and Commonwealth military. It is commonly found in the Artillery Manuses of Strike and Infantry Legions. Other units using the Pedden include the Naram B'ekkal, Kess-Rith Armored Legions, and Baufrin Armored Regiments. Peddens attached to non-Human units have been modified to accommodate alien physiologies. Units employing the Pedden include the 209th Infantry Legion (The Thin Red Line), the 8876th Strike Legion (The Mailed Fists), and the 4014th Infantry Legion (The Merciless Ones).



Class: Medium Grav Armored Engineering Vehicle

Cost: 984,600

Mass: 165

Engine: 1500

Thrust: 6

Scenario Points: 10

Infantry Squad: No

Digging Cannons: Yes

Shields:

Front:	80
Right:	70
Left:	70
Stern:	80
Bottom:	50

Armor:

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

Weapons

Type	Location	Damage	Range
1.5/4 Laser	Turret	4	20
SMLM (2)	Turret	T	10
TVLG (4)	Turret	T	6
TVLG (4)	Turret	T	6
AP Laser	Turret	S	3
Eng. Attachment	Hull 1	NA	NA
Eng. Attachment	Hull 2	NA	NA

Overview:

Introduced in 6802, the Remus Medium Grav Engineering Vehicle is a specialized piece of equipment found only in higher-echelon support units and Engineering Cohorts within a Legion's organization. The vehicle uses the chassis of the Romulus Medium Grav Armored Personnel Carrier and can use replacement parts from that vehicle, simplifying the logistical support.

The Remus is a combat engineering vehicle (CEV), and so is constantly found in the front lines accompanying the combat units of the Legion. The Remus has sufficient armor and shielding for its role, with protection exceeding that of many medium grav tanks. Its armament also allows it to be more than a simple support vehicle. The twin Navigatus TVLG missile system combines with an Altair SMLM system for close defense, and the StelCor Industries 1.5/4 Turret Laser allows long-range fire. A single Starshell AntiPersonnel Laser completes the Remus's weaponry.

Its performance over the last 29 years has been exemplary. The Remus has provided the TOG Legions with critical battlefield mobility in the face of heavily fortified and concerted defenses. The success or failure of many vital assaults has been determined by the Remus CEV.

Capabilities:

TOG commanders commissioned Belenski Industries to offer a prototype CEV to respond to a rapidly changing planetary battlefield. When Belenski proposed to convert the Romulus APC for engineering use, TOG officials were quite skeptical but approved preliminary testing. Those tests were so successful that field testing took less than six months before TOG officials authorized the Remus for deployment.

The Remus is a favorite with support troops. Most Engineers had previously used a converted light tank that could barely keep abreast with the demands of the modern battle. Because a CEV is used to breach defended obstacles, it draws heavy enemy fire. As a consequence of this, crews of the earlier thin-skinned vehicle suffered horrendous casualties. Once the Remus, with its 46 tons of armor and heavy shielding, made its appearance, CEV crew losses were quartered.

The Remus has been remarkably free of major defects in its operational career, mainly because the Romulus APC had been given such an extensive field test before the Remus was designed. The specialized engineering equipment allows the Remus to clear a seven-meter-wide pathway through a minefield or a thick forest without slowing down. It can also create eight hasty defensive positions, almost enough to dig in an entire Century.

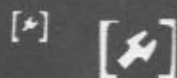
Engineering crews often change their vehicles to meet individual needs, creating a number of unofficial variants. The TOG military high command frowns on this violation of vehicle doctrine but is incapable of halting it. Common alterations are to add supply and storage housing to the front hull. Some units have added A-frame cranes to allow the Remus to aid in vehicle-recovery operations.

Deployment:

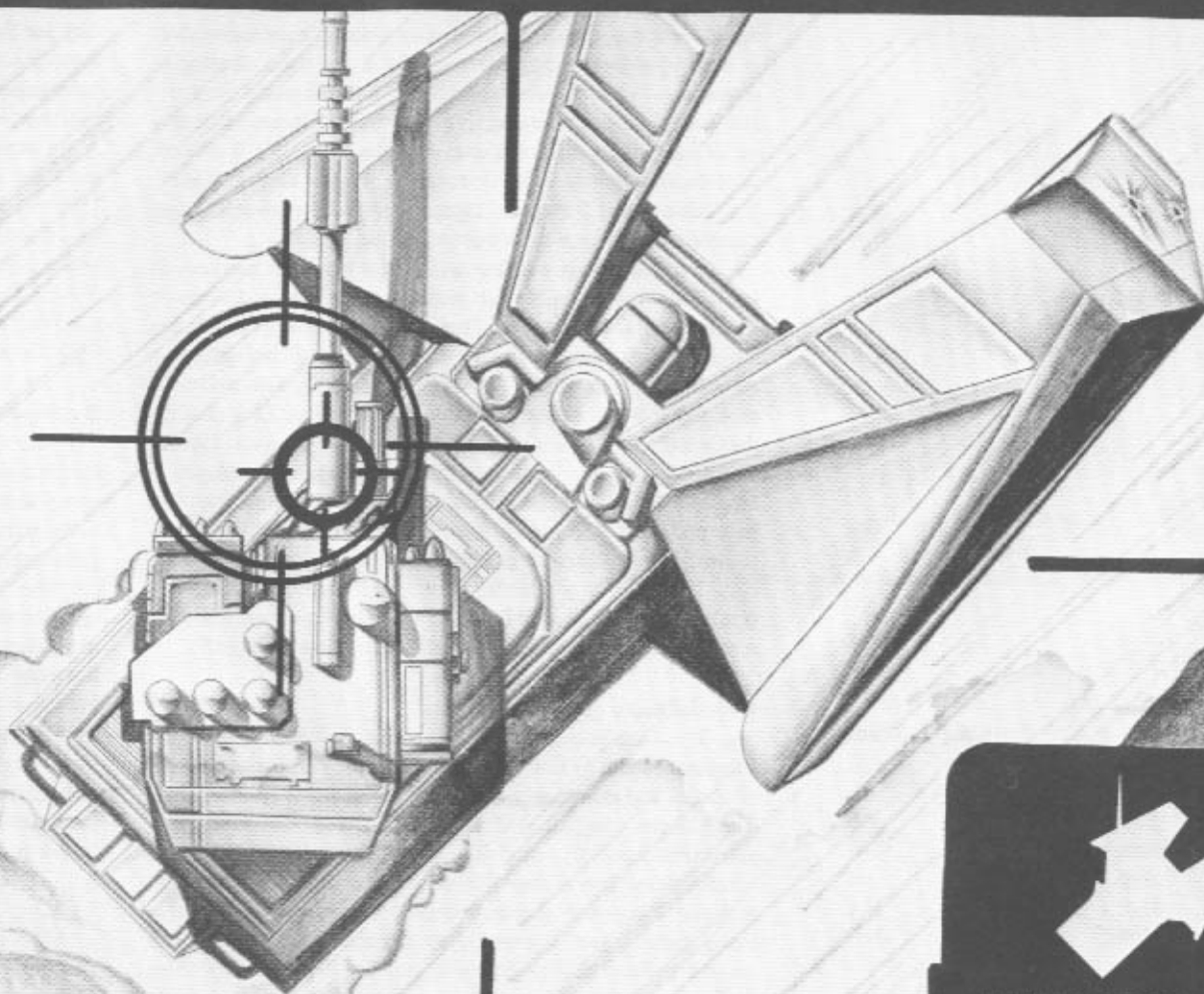
The Remus Medium Grav Engineering Vehicle is on the Order of Battle of every grav-equipped TOG Legion. Some of these Legions are awaiting replacement parts for Remuses. Though sharing most parts with the Romulus means that most repairs are easy, the specialized engineer equipment is not as readily available. Thus, many units have Remuses that can move and fight but cannot fulfill their primary missions.

TARGETING COMPUTER: ACTIVE
DAMAGE: MINIMAL

WEAPON SYSTEMS: ACTIVE
LOCK ON: ACHIEVED



L/R SCAN



DISTANCE: 1216 METERS
VELOCITY: 98 KPH
TRAJECTORY: 917.68 AL. D/R



IDENTIFICATION POSITIVE:
REMUS
[WEAPONS FREE]

Class: Medium Grav Armored Engineering Vehicle

Cost: 1,248,050

Mass: 307

Engine: 2000

Thrust: 5

Scenario Points: 18

Infantry Squad: No

Digging Cannons: Yes

Shields:

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

Armor:

Front:	80
Right:	70
Left:	70
Stern:	70
Bottom:	40
Turret:	60

Weapons:

Type	Location	Damage	Range
5/6 Laser	Turret	9	20
150mm	Turret	T	15
50mm	Turret	T	6
TVLG (4)	Hull 1	T	6
TVLG (4)	Hull 2	T	6
Eng. Attachment	Hull 1	NA	NA
Eng. Attachment	Hull 2	NA	NA

Overview:

During the initial years of the TOG invasion of Commonwealth counties, defending troops continually found themselves in need of a combat engineering vehicle for rapid clearing of obstacles and improvement of defensive positions on the ever-changing battlefield. For years, Commonwealth forces had to rely on inferior light combat engineering vehicles (LEV). It was not until the introduction of the Constructor Medium Grav Engineering Vehicle that Renegade Legion and Commonwealth units obtained a CEV capable of serving on the front.

The Constructor was first deployed to front-line garrisons in late 6742. It saw combat that same year during the defense of Megistene in the Somm Trau Province. Although not designed as a fighting unit, the Constructor does have significant defensive and offensive capabilities that its crews have been forced to use repeatedly. Based on the Liberator Medium Grav Tank chassis, the Constructor has retained the 5/6 Laser and 50mm and 150mm Gauss Cannons in the turret. Though it appears adequately armored and shielded for its job, decades of continuous warfare have proven that this is not the case. With the rapid attack and overrun tactics in use by most TOG Legions, Engineering units in the front lines have often been engaged in battle. It is no wonder that losses of Constructor Engineering Vehicles exceed losses of main battle grav tanks in some units of the Commonwealth.

Capabilities:

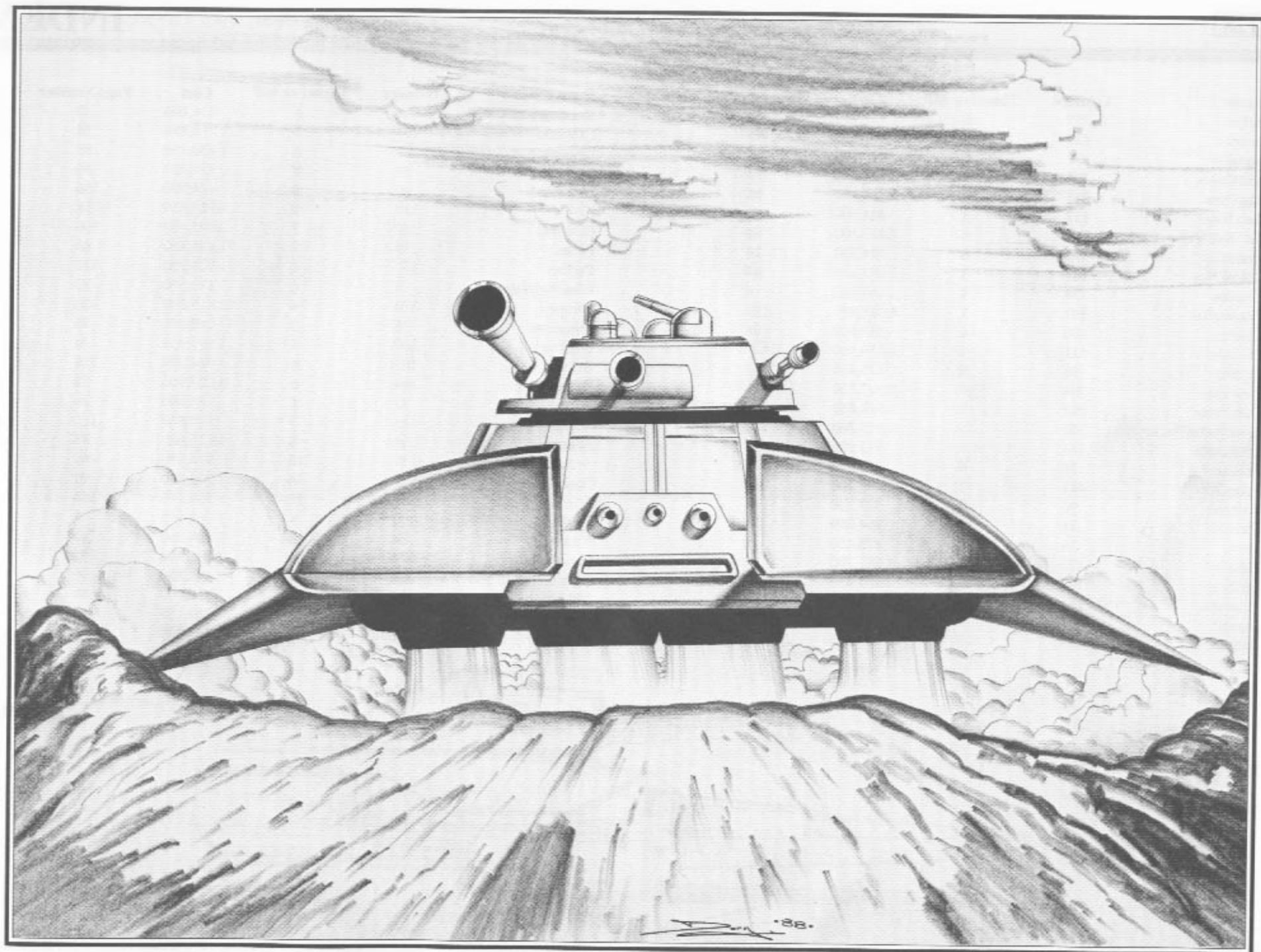
The Constructor was designed as an adaptation of the Liberator Medium Grav Tank for the specific purpose of clearing obstacles and minefields and constructing hasty fortifications. The Liberator had seemed the best, but battle experience has shown that a heavier vehicle should have been used. The Liberator chassis and power plant were adapted for the Constructor with many of the internal systems and external weaponry removed to make room for the Engineering attachments and digger systems needed for the vehicle to achieve its purpose. Armor and shielding systems were retained, but these have proven to be sadly insufficient for the battlefield conditions in which the Constructor often finds itself. The initial designers failed to take into account the fact that engineering vehicles are prime targets. The volume of fire that a Constructor attracts has earned it the nickname "Gauss Magnet."

Commonwealth and Renegade Legion engineers are rarely found as part of the crews of Constructor Engineering Vehicles; they are far too valuable. Constructors are usually operated by front-line tankers assigned to the engineering units. When they come under enemy fire, they fight like any other tank unit and the engineers simply scramble to get out of the way.

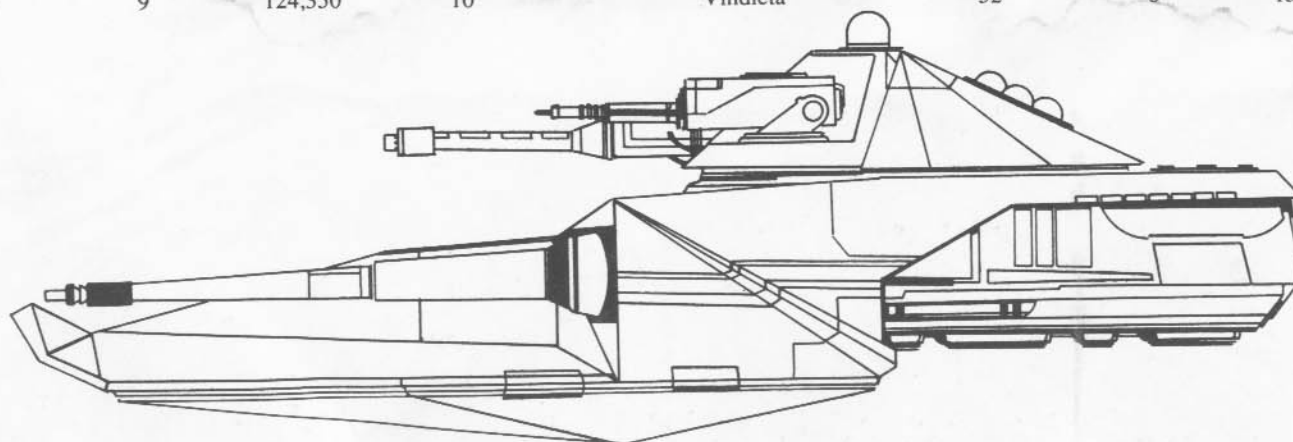
Constructors have no specific defensive armaments. They must rely on their Regi II 5/6 Laser and their Campbell Mark X 150mm and Mark VI 50mm Gauss Cannons to keep attackers at bay. This lack of missile defense has led to many Constructor losses, and some units have replaced the 5/6 laser system with a Vulcan IV antimissile array. This does improve the vehicle's survival time, but the best solution is to be elsewhere when the fighting starts.

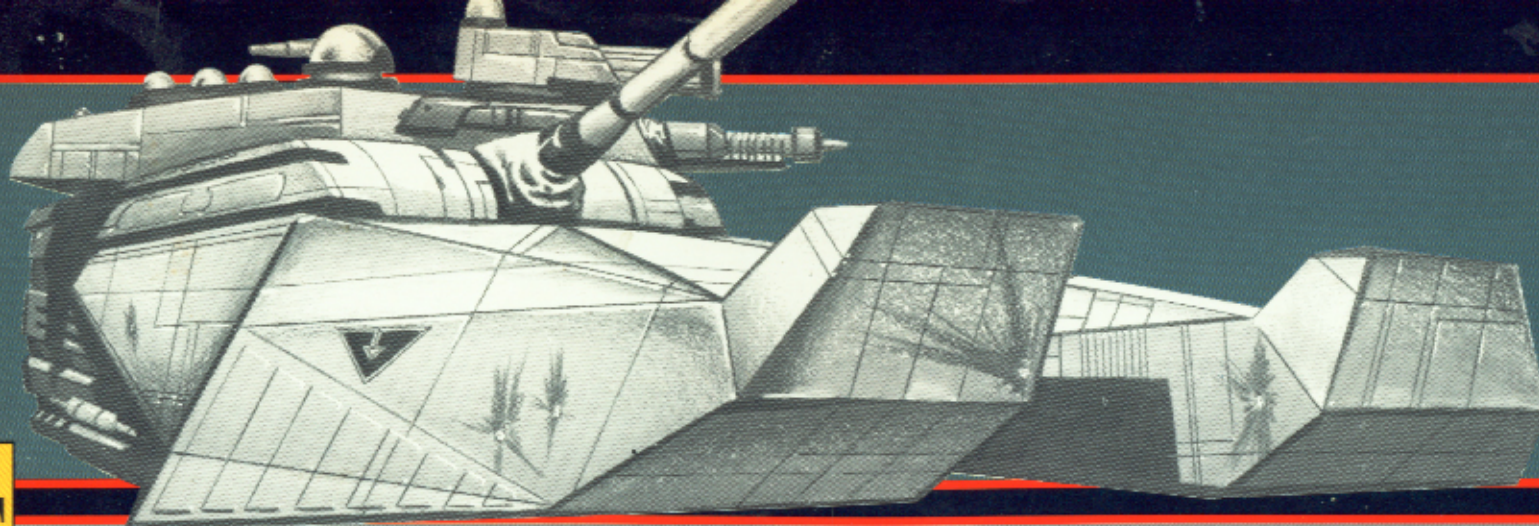
Deployment:

The Constructor Class Medium Grav Engineering Vehicle can be found in almost any Renegade Legion or Commonwealth unit within the galaxy. Organizationally, the vehicle has been assigned many different ways through the decades. Most Renegade Legions have a specific Armored Engineering Cohort that employs this vehicle. However, many Commonwealth units have one Constructor Engineering Vehicle assigned to the headquarters section of grav tank companies directly, usually replacing the recovery vehicle. While losses of the Constructor have been high in many units along the front, the usefulness of the vehicle has forced the Commonwealth to keep the vehicle in full production. Designers are formulating plans to replace the vehicle with a more powerful variant, perhaps based on the Deliverer Heavy Grav Tank, but the prototype of this new engineering vehicle seems years away.



Name	Tonnage	Thrust or MP	Cost	Page Number	Name	Tonnage	Thrust or MP	Cost	Page Number
Aclys	57	6	123,950	18	Kershaw	96	6	234,100	20
Aeneas	139	8	861,550	52	Labienus	225	6	1,268,850	78
Agitator	71	6	470,700	24	Liberator	273	6	1,636,350	86
Alcibiades	106	9	721,800	54	Lupis	90	8	454,900	56
Augustus	382	4	2,464,150	96	Nah Tikal	90	8	474,600	66
Bata Revo	137	8	824,300	62	Nisus	129	9	825,650	58
Bit `Nak Val	269	4	1,417,100	84	Octavian	357	3	2,092,400	100
Cestus	96	8	244,800	36	Pallas	235	7	1,404,350	80
Chktal Nor	167	6	1,057,850	64	Pedden	357	4	1,923,750	122
Clodius	36	8	165,500	6	Pilus/Activator	78	6	173,550	32
Constructor	307	5	1,248,050	126	Pompey	370	4	2,015,200	120
Crassus	100	4	499,900	38	Procurator	96	5	248,050	46
Crusader	431	3	2,439,100	104	Reginus	100	4	397,600	40
Cyclone	38	8	125,400	12	Remus	165	6	984,600	124
Deliverer	404	4	2,387,750	106	Romulus	169	6	1,027,900	82
Dominator	267	7	1,588,650	108	Scamp	37	8	125,500	14
Eliminator/Cincinnatus	368	2	2,175,300	110	Scipio	145	7	832,850	116
Eradicator	143	7	833,650	118	Scorpion	204	8	1,215,000	88
Fauchard	76	6	255,650	26	Seeker	137	10	914,850	68
Ferox Rex	441	3	2,496,400	98	Spartius	189	6	1,219,850	90
Halberd	90	6	307,300	44	Stades	85	12	559,150	114
Harasser	71	6	364,050	28	Sterling	100	4	561,450	48
Hasta	36	8	125,450	8	Stratos	84	6	294,050	42
Horatius	273	6	1,617,700	74	Trajan	377	4	2,345,400	102
Hydarnis	197	6	1,103,450	76	Trojan Horse	206	6	890,350	92
Hypaspis	191	6	1,227,650	76	Vespasian	153	7	910,900	60
Jaguar	68	6	222,600	30	Vindicator	142	8	889,150	70
Jupiter	33	9	124,350	10	Vindicta	52	6	151,800	22





THE RENEGADE LEGION: CENTURION VEHICLE BRIEFING™

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- Anti-Aerospace** — Surface-to-air missile platforms with high-powered laser targeting systems to protect the ground units from the HELL bombs and strafing attacks that Interceptors are making in the atmosphere.
- Engineer Vehicles** — Used by the engineers for mine detection and disposal, bridge building, demolition, constructing fortifications, and the building of hasty defenses.
- Artillery units** — These vehicles deliver all manner of indirect fire munitions, support combat units by prepping the objective, fire against point target designated by the forward units, and place special signal scattering rounds to mask troop movements.

RENEGADE LEGION: CENTURION™ VEHICLE BRIEFING™



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