

RENEGADE LEGION[®]

DISTANT FIRE[™]

THE BATTLE FOR GUSTAVIV'S REGRET

**FASA**
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DISTANT FIRE

Writing

Thom Gressman

Development

David Ladyman

Editorial Staff

Senior Editor

Donna Ippolito

Assistant Editor

Sharon Turner Mulvihill

Production Staff

Production Manager

Sam Lewis

Art Director

Dana Knutson

Cover Art

David Martin

Cover Design

Mike Nielsen

Illustration

Grant Goleash

Denis Nelson

Joel Biske

Jim Nelson

Layout

Tara Gallagher



ANOTHER SCAN FROM
The Dragon Princess

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INTRODUCTION

In fall 6818, a TOG task force emerged from T-space in the Gustaviv's Regret system. Under the command of Admiral Lucius Oetaeus Longinius, the task force's mission, codenamed Distant Fire, was to invade Gustaviv's Regret, smash the Commonwealth garrison, and secure the system for Caesar. More important than the planet's strategic location were its large deposits of trocobolt and gennium-arsenic ore, and its laser-crystal processing facilities.

HOW TO USE THE SCENARIOS

The **Rules** chapter begins with the **Campaign Rules** for playing all sixteen scenarios as a continuing campaign. **Distant Fire Special Rules** covers specific situations that occur several times during the scenarios. In particular, they tell how to integrate **Centurion**, **Interceptor**, and **Leviathan**. **Optional Rules** are just that, optional, but they should make the play of the **Distant Fire** scenarios more entertaining.

Each of the sixteen scenarios recreates one of the engagements fought in the Gustaviv's Regret campaign. Unlike other scenario packs, **Distant Fire** uses all of the **Renegade Legion** game systems (**Interceptor**, **Centurion**, **Leviathan**, and **Legionnaire**), rather than focusing on one system. Each scenario opens with a firsthand account of the battle, given by someone who participated in the action or who later reported on it. This account is followed by a brief discussion of the battle's historical context.

Game Set-Up provides special game information needed to play the scenario, including instructions for laying out the maps and any special terrain features. Players will need copies of **Interceptor**, **Centurion**, **Leviathan**, and **Legionnaire** to play all of the scenarios included in this campaign pack.

Game Set-Up also lists the **TOG Forces** and **Commonwealth Forces** for each scenario. In some cases, this means referring back to previous scenario results to determine the current scenario's forces. Also noted is each unit's starting position on the board, or where and when it enters if the scenario calls for it to arrive after the action has begun. For those players who just want to play specific scenarios, the **Historical Forces** that actually fought the battle are listed when variable forces are possible.

Game Length tells how long the scenario lasts, or what conditions end it. **Special Rules** lists any modifications that apply to a single scenario.

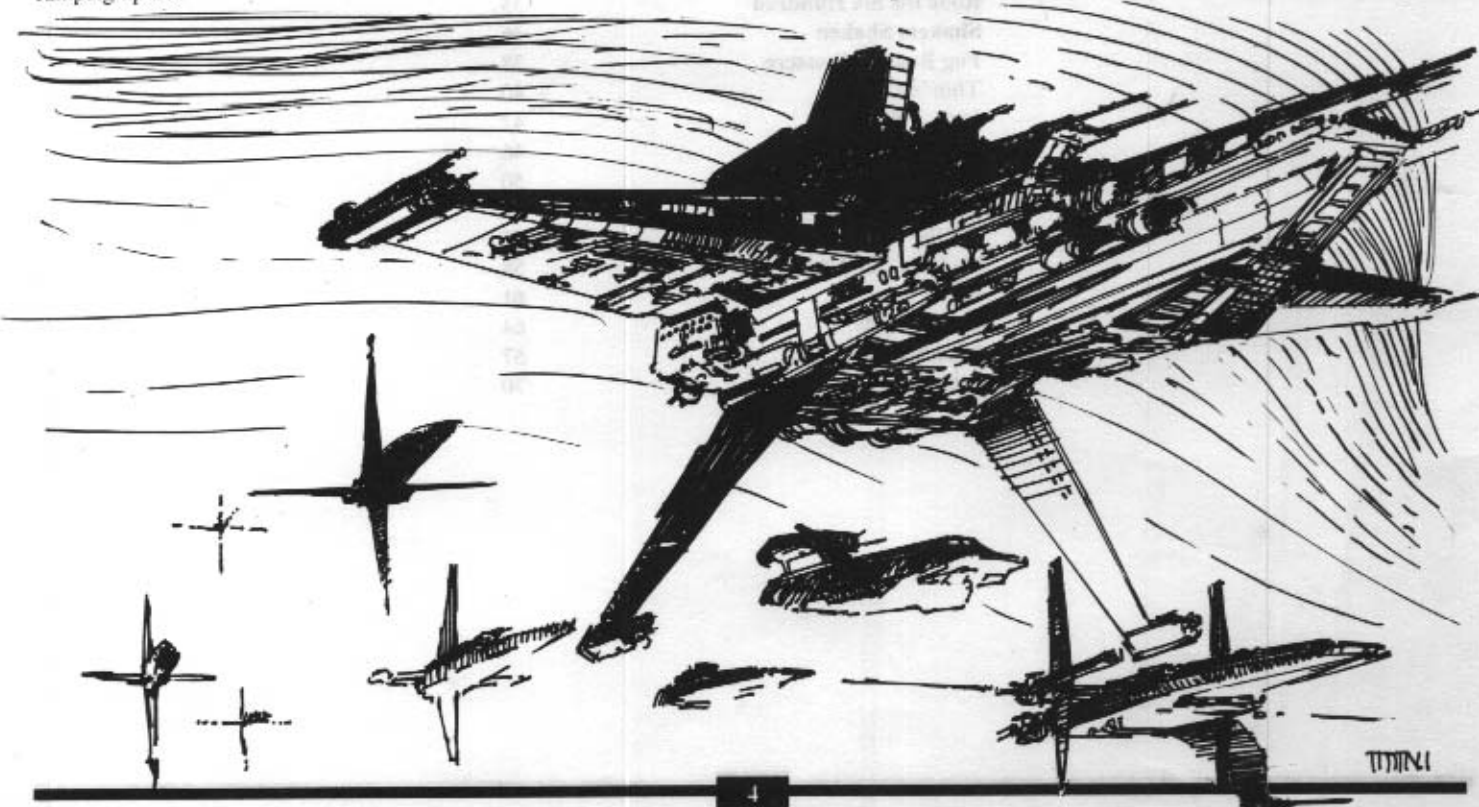
Victory Conditions lists specific objectives for one or both sides, and describes the various possible outcomes of each scenario. Pay close attention to the number and type of units lost in each scenario. Most scenarios are related. The forces used in a later engagement often depend on the losses sustained in an earlier battle.

SKILL CHECKS

Players will have to make skill checks in the scenarios. **Distant Fire** uses the following conventions for these checks.

A *skill check* lists the skill being tested, followed by the appropriate attribute (abbreviated) and the number of dice to be used. For example, a 5 die Stealth skill check based on Dexterity is indicated by *Stealth: DX (5)*.

An *opposed check* follows a similar format, but also indicates the defender's total, either by listing the opposing skill or the opposing total: *Stealth: AG/Stealth: IQ* or *Stealth: AG/14*. Opposed checks use one die unless the gamemaster rules otherwise, so no number of dice is given.





OPERATION DISTANT FIRE

BRIEF HISTORY

In December 6809, TOG military strategists began planning the invasion of Shannedom County. Using intelligence gathered by infiltrating agents and a series of reconnaissance missions into border systems, they were able to determine that the Commonwealth had heavily reinforced the county's border worlds. Realizing that any assault on those systems would be costly in both men and materiel, the strategists began looking for alternatives to a frontal assault. Further intelligence indicated that systems farther behind the Commonwealth lines were even more lightly defended than expected. The commanders decided that second-line units would make feints toward Zama and Ve'Fros, while the real invasion fleets would strike at Ancona.

In 6811, the hammer fell.

TOG fleets swept across the spinward sections of Shannedom County like wildfire through dry grass. It took five years for the combined Commonwealth and Renegade armed forces to begin stemming the tide. The dogged defense of Saguntum III, between 6815 and 6818, brought the racing TOG legions to a grinding halt, and gave the battered defenders time to catch their breath.

In early 6818, the TOG commander in Shannedom County, General Theo Papodophilus, chose to continue the invasion according to schedule, instead of waiting until Saguntum III had been secured. Some analysts believe that his eagerness to proceed was inspired by a not-so-delicate shove from Overlord Aldron Mannius, rather than by any impatience of his own.

Whatever the reason, on 13 October 6818, Task Force *Temerarius*, consisting of the 3794th Strike Legion (The Molemen of Orion's Arm), and supported by elements of the 202031st Harasser Squadron (The Grim Herders), jumped for Gustaviv's Regret.

PRE-INVASION OPERATIONS

Hoping to catch the defenders of Gustaviv's Regret napping, General Papodophilus sent several small, specially trained Marine strike teams out ahead of the invasion force to capture or destroy T-Doppler tracking stations at crucial points along the invasion route. The most critical strike was assigned to the elite Seventeenth Marine Strike Team. Their assignment was to capture the T-Doppler tracking station that lay only five light years spinward of the Gustaviv system, directly along the route to be taken by the invasion fleet.

Once the station was secured, the team was to continue normal operations, in the hope of masking the invasion fleet's approach.

The play worked, but just barely.

The Seventeenth MST attacked as planned, but was met by unexpectedly stiff resistance from the station's security troops. The TOG Marines secured the operations center a scant three minutes before the invasion fleet passed within range of the station's detectors. It took another fifteen minutes for the Seventeenth to secure the rest of the facility after the fleet had passed (**Deaf and Blind**).

Despite the nearly botched assault on the T-Doppler tracking station, Task Force *Temerarius* maintained the element of surprise.

TASK FORCE *TEMERARIUS* STRIKES

On 22 October 6818, Task Force *Temerarius* emerged from T-space in the Gustaviv system, where it was met by elements of the Commonwealth's 43120th Defense Squadron (the Sword Blunters). Under the command of Commodore De! a'v, a Baufrin, the 43120th put up a stiff fight. The TOG naval commander, Commodore Joseph Kuroda, sent his heaviest vessels to engage the Commonwealth fleet, while assigning both of his destroyers and one frigate to escort the transports to their drop points. Kuroda has been widely criticized for this decision. Experts feel that if he had kept his forces together, there would have been fewer casualties among the transports and lighter warships (**Invasion**).

Kuroda's detractors cite the Commodore's decision as the reason Operation Distant Fire failed to secure the entire planet with the initial drop. They claim that, had the ground forces not suffered so much damage while still in the transports, the 3794th would have been able to take care of the planetary defenders in short order, instead of being forced to fight a protracted campaign.

UNOPPOSED LANDINGS

In spite of the vicious defense put up by the Commonwealth fleet, the actual landings were virtually unopposed. Only in the mountains north of Fog Bound did the planetary defense force stand up to the invaders. Elements of the 5012th Marine Pursuit Wing (The Court Jesters) struck at the TOG grav tanks as they left their transports, then followed them down to the planet's surface, where the Eighth Battalion, 64th Commonwealth Legion (The Earth Shakers) immediately engaged the invaders in a bitter slugging match (**Rode the Six Hundred**). Eventually, the Commonwealth battalion took heavy losses and was forced to withdraw southward. After that, the TOG forces were allowed to land unmolested.

CAUTION OR COWARDICE?

Moving swiftly, the TOG invasion force consolidated its positions in Gustaviv's northern reaches. Their planethead secure, the 3794th struck southward. In a series of probing actions, Prefect Rufio Timmons, the commander of the 3794th, learned that the Commonwealth leaders had little will to fight.

Brigadier General Constance Burke's unwillingness to engage the invaders has been the subject of much debate. Some believe that the Brigadier General simply folded under the strain of command. Others feel that the critical wound she received on Utica IV shook her self-confidence so badly that she was unable to make a decision and stick to it. Rumors persist that a small group of officers demanded that she be court-martialed in the months following TOG's invasion.

Taking advantage of Burke's indecision, Timmons ordered his forces to strike further south, hoping to capture the Commonwealth bases at Fog Bound and Egg and the trocobl mines north and west of Barton's Fire Sea.

The assault on the mines was a complete success. Elements of the 3/64th opposed the TOG advance in the mountains north of the Fire Sea, but were driven back by the 4/3794th armor. Accurate long-range fire by TOG grav tanks destroyed the 3/64th's advance units, while a series of air strikes and artillery barrages forced the Commonwealth's main body to withdraw (**Shakers Shaken**).



The attack on Fog Bound was met by the Second Battalion of the 64th Legion. In a deadly game of cat-and-mouse, TOG grav tanks rooted out the Commonwealth defenders and took possession of the city (**Fog Bound Massacre**). Following the day-long battle, the TOG commander, Centurion Maximus David Mnel, herded his Commonwealth prisoners into a partially destroyed apartment building and ordered the structure burned to the ground. Prisoners who tried to escape were cut down with the AP lasers mounted on the 4/3794th's tanks. For this barbaric action the Commonwealth has branded Mnel a war criminal, and has offered a bounty of 100,000 talents to the individual who turns Mnel in to answer for his crimes. The bounty has yet to be collected. In memory of this atrocity, the battle-cry of the 64th Commonwealth Infantry Legion has become, "Remember the Fourth!"

LICHEN PLAINS

At the same time as the attack on Fog Bound, elements of the veteran 2/3794th struck out toward Egg, but were easily repulsed by the other half of the Second Battalion. Seeing the base at Egg as both a threat and a valuable prize, Prefect Timmons requested permission of Admiral Longinius to launch a major offensive. In preparation, several Thor satellites were placed in orbit over Egg (**Thor's Chariot**). In the early morning hours of 8 November, the attack began, heralded by a massive bombardment from elements of the TOG fleet. The Commonwealth defenders reacted quickly. In a flash of courage, rare for her this early in a campaign, Brigadier General Burke ordered the Second to hold at all costs. The surviving vessels of the 43120th Defense Squadron moved in to strike at the TOG fleet. The entire 5012th Pursuit Wing scrambled to engage the swarming TOG fighters. On the ground, the Second Battalion met the TOG advance in the open country northwest of the Imp Sea. In the battle of Lichen Plains, the Commonwealth forces, unable to stop the TOG onslaught, were pushed back until they vanished into the hills overlooking the sea (**Lichen Plains**).

FRYING PAN

After the rout of the 2/64th at Lichen Plains, the TOG invasion fell back onto its rigidly defined doctrine of declining to follow up its initial gains with active pursuit. Instead, it began a series of probing attacks which met only token resistance. In November, the harassing raids carried out by the 5012th Pursuit Wing became such an annoyance to the TOG fleet that Commodore Kuroda ordered the 5012th's bases located and destroyed. Reconnaissance missions finally located one base on Frying Pan, the second planet in the Gustaviv system. That world's extremely low gravity ruled out the use of grav armor, so the TOG invasion command assigned the task to a Marine combat unit.

On 4 December, several *Phaethra* Class corvettes, escorted by a group of heavy fighters, swooped down on the 5012th's base on Frying Pan. The elite 118th Marine Special Combat Century was aboard the corvettes. On the ground, the Marines spread out quickly, securing their assigned objectives, until they reached the main hanger facility. There they were met by the bulk of the base's troops. In the bloody fighting that ensued, vacuum claimed almost as many lives as gunfire. The 118th MSCC suffered 83 percent casualties, including Centurion Michael Eadmonds, the unit's commander. Both sides claimed victory in the action on Frying Pan. The 118th MSCC forced this unit of the 5012th Pursuit Wing to abandon its base, but was destroyed itself in the process. Many of the 5012th's fighters escaped from Frying Pan unscathed, but were unable to rendezvous with their transport for a micro-jump to Gustaviv's Regret. They had to travel the intervening distance in normal space, a four-day trip that exacted a heavy



toll on pilots cooped up in tiny cockpits on minimal life support. The group was out of action, recuperating, for an additional two weeks. From a military standpoint, the battle was a draw (**Into the Frying Pan**).

PUSHING SOUTH

Continuing its inexorable advance south, the invasion force met with little more than a few militia units determined to defend their homes rather than yield meekly to TOG. Since few of these units were equipped with grav armor, they proved no match for the invaders (**Wolves among Sheep**). Even when the 64th did stand and fight against the 3794th, there was little the overmatched Commonwealth troops could do. The pin-prick attacks took their toll on the Commonwealth forces. Men and materiel were being lost slowly but steadily. Raiding TOG supply dumps for food and ammunition became a way of life to some hard-pressed units (**Smash and Grab**).

As the front lines crossed the equator in January 6819, some Commonwealth officers began to discuss relieving Brigadier General Burke of command. Rumors circulated of several units deserting en masse to TOG. It seemed that nothing the defenders could do would prevent Gustaviv's Regret from falling to TOG.

LIGHT AT THE END OF THE TUNNEL

On 2 February 6819, the badly mauled 64th Commonwealth Legion received a glimmer of hope. A single *Pegasus* class corvette slipped through the TOG blockade with a message. A relief fleet was due in twenty-five days.



In response to this good news, General David Gunn, commander of the 64th, launched a series of potentially suicidal raids deep into TOG-occupied territory. One of these raids, codenamed Operation Gabriel, smashed the Interceptor base at Rose Thorn and threw the entire Ninth Cohort of the 3794th into disarray (**On the Wings of Angels and To Raise the Devil**). The 9/3794th spent weeks hunting the raiders, but every time the Ninth got close, the Commonwealth forces slipped away from their pursuers and back across their own lines. By the time the search was called off, the Ninth Cohort had been scattered, without once engaging the Commonwealth raiders.

RELIEF AT LAST

As promised, the Commonwealth relief fleet arrived in-system on 27 February 6819. Elements of the 3032nd Carrier Patrol Squadron slashed into the surviving TOG capital ships, hoping to clear a path for dozens of *Mound* Class transports. Commodore Kuroda, wanting the glory of destroying the Commonwealth fleet for himself, ordered his flagship, the *Temerarius*, to engage the largest of the incoming Commonwealth vessels. This ship was the *RLS Connor*, a *Carthage* Class cruiser under the command of Commodore Archibald Douglass. As the TOG battle cruiser closed with the *Connor*, the Commonwealth ship poured broadside after broadside into the onrushing ship. In desperation, Commodore Douglass ordered the *Connor*'s last missile barrage launched at the *Temerarius*. Nothing seemed to slow the monster's charge. Suddenly, one of the smaller ships in the Commonwealth fleet flew to the *Connor*'s aid. An *Ajax* Class destroyer, the *N' Cath Co M' mn* (*Shining Fury*), came hurtling across the *Connor*'s upper hull. At full thrust, the little destroyer smashed into the *Temerarius*'s bridge. The shattering impact broke the flagship's back, killing Commodore Kuroda outright and fatally wounding Admiral Longinius.

The destruction of their flagship left the remaining TOG ships with little stomach for fighting. Kuroda's second-in-command, Navarchos Philip Augustine, assumed command of the battered task force, but was unable to prevent the relief fleet from delivering its reinforcements to the planet below.

Augustine would later state in his personal log, "Our chances of a quick victory on Gustaviv's Regret were destroyed with the *Temerarius*. Once the Commonwealth relief fleet dropped its reinforcements, the Commonwealth troops on the ground knew, as did their ships in space, that they had not been forgotten or abandoned. With the influx of new troops and equipment for the 64th, they will be able to hold out indefinitely. I believe that when we manage to take that accursed planet, if we ever do, all its resources we covet so greatly will never offset the terrible price in lives and equipment that it will cost."

TROSOS

With the arrival of reinforcements from Moshelle and Da'Valk, Brigadier General Burke seemed to find a new will to fight. For several hours, she and her staff secluded themselves in the legion's command center. Exactly what went on behind those closed doors, no one knows. When the command staff emerged, they had devised a new plan of battle.

The first blow of this new campaign was to fall at Trosos, a large mining and refining community west of Barton's Fire Sea. Meteorological forecasts indicated that a strong front was moving into that area, bringing with it high winds and thunderstorms. Brigadier General Burke hoped that the violent storms would ground the TOG air power that so often turned the tide of battle in favor of the invaders. In addition, she hoped that the gale-force winds would pick up the fine volcanic soil of the

area and create dense clouds of gusting dust. The volcanic nature of the soil meant that the dust storm should not only obstruct normal vision, but degrade sensors as well. The plan was to use the storms as cover and catch the TOG garrison at Trosos by surprise.

In the early morning hours of 2 March 6819, the veteran First Battalion of the 64th Commonwealth Legion, augmented by elements of the 219th B'ekkal Infantry Regiment, set off for Trosos. Crossing the Plains of Dust was a nightmare. Despite careful programming of the tanks' inertial navigation systems, several vehicles got lost in the blowing dust. The second platoon of the First Company, 1/64th, became involved in a multi-vehicle collision, which brought the entire column to a standstill while the grav tanks were pried apart.

The task force arrived at Trosos almost twenty-four hours after it started out. The Commonwealth forces deployed for battle, but before the attack could be launched, a Wolverine light grav tank was hit by a 200mm APDS round. TOG's degraded sensors had still managed to detect the advancing grav tanks and sound the alarm, barely in time. Instead of a quick overrun, the Commonwealth task force had a fight on its hands. After two hours of hide-and-seek fighting, complicated by blinded sensors and opaque clouds of gray volcanic dust, the 1/64th was able to drive the TOG forces out of Trosos. The battle of Trosos was the first major victory for the Commonwealth since Operation Distant Fire began (**Dust Clouds**).

AN ACCIDENTAL OFFENSIVE

Inspired by the success of the 1/64th at Trosos, Brigadier General Burke and her staff began to plan a new offensive. Using the forces driven out of Alist by the TOG advance, Burke intended to push northward in hopes of liberating Alist, Egg, and Rose Thorn. Patrols and reconnaissance flights were sent out to take stock of the enemy presence in those areas. The information they brought back was encouraging. Only a few TOG units were operating between Alist and Egg, while the garrison at Rose Thorn was comprised of infantry and a few badly damaged grav APCs. This news gave the planning staff some cause for relief, but one question remained. Where were the heavy grav armor units that had driven the 64th this far south? It was not long before they found out.

On 17 March, a platoon of light grav tanks on routine recon east of the Kamar Forest met a unit of TOG heavy grav armor. Calls for help went out from both sides. Battle lines lengthened as reinforcements flooded in from the Commonwealth 10/64th and the TOG 1/3794th. The fluid situation outran the commanders' ability to control it. Elements of the Commonwealth fleet, called in to support their comrades on the ground, were intercepted by the battered ships of the 202031st Harasser Squadron. It was rapidly becoming a replay of Lichen Plains.

This time, however, Brigadier General Burke refused to back down. Reinforcements poured in from every quarter. Suddenly, Alpha Company of the 10/64th, under Captain W. S. Hanlon, broke through the TOG lines. Swinging his company like an enormous gate, Hanlon smashed into the TOG left flank. At the same time, a massive artillery barrage shattered the invader's right. With one flank destroyed and the other under heavy assault, the TOG resistance collapsed (**Backbone at Last**).

A WORLD BESIEGED

With the defeat of the First Cohort of the 3794th Strike Legion, all TOG offensives on Gustaviv's Regret ground to a halt (**Stalemate**). Brigadier General Burke ordered the Commonwealth defenders to dig in, fearful that her lines of communication would become overextended. After a few short months of bloody, fluid battles, the invasion of Gustaviv's Regret settled into a prolonged siege.



Over the years, there has been little shifting in the lines on Gustaviv's Regret. The Commonwealth has managed to keep the majority of the planet's population under its control, and has kept the A-G mines in the asteroid belt operating, despite frequent raids by the TOG navy. The TOG forces on Gustaviv's Regret currently control more than 50 percent of the planet's surface and most of its on-planet mining and manufacturing centers. Frequent Interceptor and naval actions prevent the safe operation of any orbital facilities. Caesar has pulled out much of his support of the offensive into Shannadam County, making it difficult for TOG forces to bring reinforcements to drive the Commonwealth from their trenches. On the other hand, having only limited resources to spread over an extremely broad front, the Royal Army has been unable to exert enough military leverage to throw the TOG invaders off-planet.

In 6829-30, Caesar launched a series of new offensives in Shannadam County, renewing the assault on Messana and striking at Caesar's Folly and Caralis. Should those campaigns prove successful for the Terran Overlord Government, the beleaguered defenders of Gustaviv's Regret can expect the fighting to heat up again.

GUSTAVIV'S REGRET

Gustaviv's Regret is a world of extremes, both politically and geographically. Desolate plains with only the sparsest covering of lichens and mosses suddenly change to tracts of primeval forest, while its seas are of fire as well as water. Its lands are occupied by both TOG and the Commonwealth, locked in bitter struggle.

From space, the most striking feature of Gustaviv's Regret is Barton's Fire Sea, a bright-red splotch of terrain several hundred kilometers wide. A vision of hell on the surface of the world, this massive basin is where several erupting volcanos dump their lava. The unstable surface of Barton's Fire Sea has geysers and earthquakes, as well as small volcanic eruptions of its own.

The Imp Sea is a normal body of water, but the fish and other marine life may have been imported. Archaeologists and biologists suspect, but cannot yet prove, that an alien colony once existed here prior to recorded history.

Further support for this theory are more than 13,000 large, carved, egg-shaped stone statues standing upright on the rolling hills outside of Egg. They seem to have been carved with sophisticated drilling lasers, but no trace exists of the race that carved them, or for what purpose.

EARLY HISTORY

Though the system was surveyed over two dozen times by 3300, it was too remote to attract formal colonies immediately. The first settlers in the system were the Barton Clan, an extended family of Human fugitives fleeing a religious tyrant in Keserdal County. Close to a hundred strong, they petitioned for and received the right to settle this rough, inhospitable world for the Commonwealth.

The world was officially named Barton's Regret after this ill-fated first colony. Lacking sufficient financial resources, the Barton Clan was unable to maintain its fledgling colony. At that point several Baufrin investment firms decided to fund the colony's revitalization. The secret motivation behind this gesture was a mining cartel's discovery of trace amounts of trocobaalt near the newly named Barton's Fire Sea.

While pretending to bolster the colony in various ways, investors poured money into secret mining operations. No one was the wiser until a Human explorer named Amil Gustaviv arrived on the world to do some prospecting.

Gustaviv's survey was the most comprehensive yet undertaken, and even more accurate than those of the Baufrin cartels. He discovered massive quantities of trocobaalt as well as raw gennium-arsenic crystals ripe for the plucking on the scattered moons and asteroids littering the system. Gustaviv immediately filed his claims, leading to the discovery of the Baufrin secret diggings as a rush of prospectors and fortune-seekers poured in. In memory of Gustaviv, the world and star were officially renamed Gustaviv's Regret.

As on so many other worlds, the Snow Plague devastated Gustaviv's Regret, killing nearly all the Humans. The few Baufrin left behind eventually lost contact with the rest of the Commonwealth.

In 5024 the KessRith landed on Gustaviv's Regret. They seized the defunct mining operations, immediately enslaving the Baufrin they found. Using this planet as a Tora Lin (punishment world) in Shannadam, they sent criminals here from throughout the county for forced labor in the mines. Millions died over the centuries, and hatred for the KessRith was passed from generation to generation of slaves.

Even as a resurgent Humanity began to reclaim the rest of Shannadam, the KessRith stubbornly held onto Gustaviv's Regret because of its strategic ores. In 6577 the Commonwealth changed the KessRith's minds, forcing them out of the system after five months of intense fighting.

The Tiven-Rilus-Ope'Diar Megaplex also recognized Gustaviv's Regret's value, establishing special trade relations with the world. This economic stimulation attracted even more immigrants, eager for remunerative work. More sophisticated technologies replaced the old mining operations, and soon the planet was turning strong and steady profits.

RECENT EVENTS

As TOG pushed into Shannadam, the CAF garrisoned Gustaviv's Regret even more heavily, knowing that its trocobaalt and laser-crystal deposits would be vital to the war effort. The 64th Commonwealth Legion (the Earth Shakers), a green unit under the command of Constance Burke, was given the task of defending the world.

In 6818, the 3794th TOG Strike Legion managed to land on the northern cap of the world, despite heavy Royal Navy interference. Quickly consolidating its position, the TOG legion went after the 3794th in several probing attacks. Her unit outclassed, General Burke barely averted a rout, and withdrew her forces to the southern hemisphere of the planet.

Since that initial strike, the Royal and TOG Navies have engaged in an indecisive series of battles for control of the system. With both TOG and Royal Navy bases in the system, Interceptor engagements are common. Though the Royal Navy has more fighters for defense of the planet, the TOG Navy has been using a light carrier stationed at Saguntum III to boost their strike potential.

TOG presently controls 50 percent of the planet's surface and has crippled most on-planet mining operations as well as all orbital manufacturing. For its part, the Commonwealth has managed to keep close to 75 percent of the population of the planet under its jurisdiction, and their heroic efforts have kept a supply of raw G-A crystals from the asteroid belts flowing out to the rest of the County.

Using the natural terrain to keep the TOG forces at bay gives the defenders some advantages, but not decisive ones. TOG has moved the 9999th Infantry Legion to Gustaviv's Regret, stationing most of it on Harrison and shuttling one century at a time to the surface. It is expected that the TOG forces will strike out against the CAF by late fall 6832.



SYSTEM DATA

Star: Gustaviv's (A5 Yellow-White Main Sequence)

Terran Registry: Stellar Chart A-11-060-006-23-Aa

Luminosity: 3.63 sol

Planetary System: 7 Planets; 1 Asteroid Belt; 6 Major Moons

Planets:

- 1 (Zone 1, 1) **Fire Ice** (2,270)
- 2 (Zone 2, 1) **Frying Pan** (5,727)
- 3 (Zone 3, 4) **Days Off** (10,270)
- 4 (Zone 4) **asteroid belt** (no Medium Planetoids)
- 5 (Zone 6, 60) **Gustaviv's Regret** (10,270)
 - 43 Moons: 5 Major: Rug Rat (7,448); Shambles (1,687); Histilock (1,685); Mortimor (1,583); Dragontail (1,504); 15 Medium; 23 Minor
- 6 (Zone 7, 131) **Blue Ice** (104,270)
 - 13 Moons: 1 Major: Sink Hole (2,063); 9 Medium; 3 Minor
- 7 (Zone 8, 243) **Frost Locker** (48,003)
 - 8 Moons: 6 Medium; 2 Minor
- 8 (Zone 9, 457) **Snow Plow** (28,106)
 - 4 Moons: 4 Medium

PLANETARY DATA: GUSTAVIV'S REGRET

Orbital Period: 27.67 years

Surface Gravity: .66 g

Rotational Period: 37.0 hours

Orbiting Facilities: none operational at this time

Population: 4.99 million

Human: 71%

Naram: 5%

Baufrin: 21%

KessRith: 3%

Others: <1%

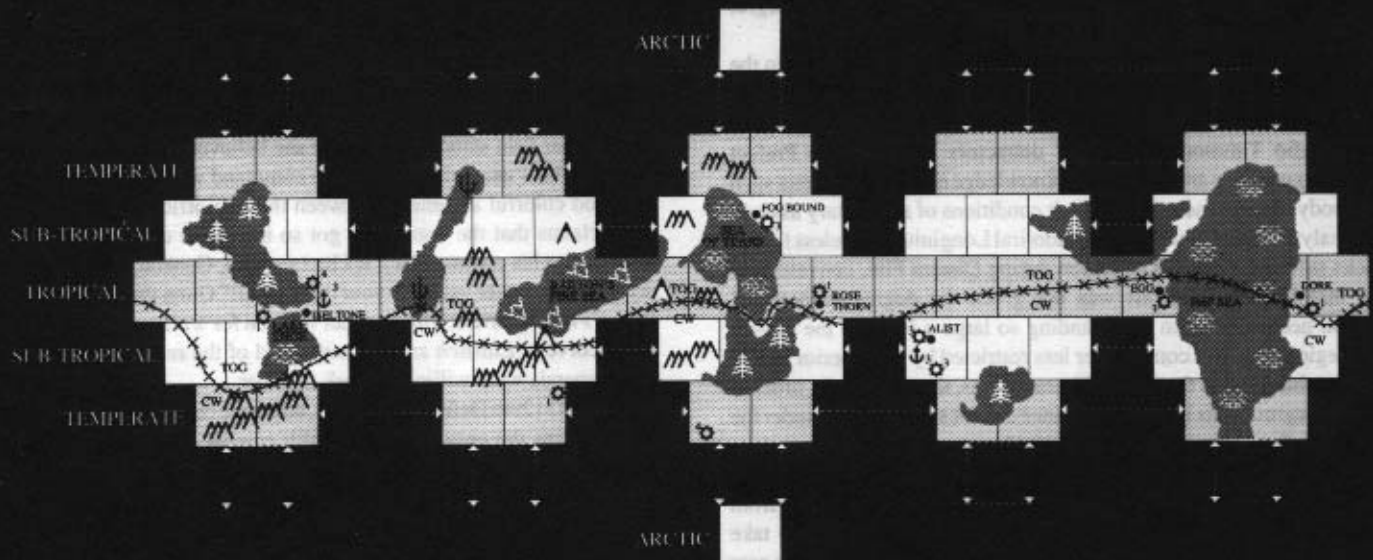
Government: Contested (TOG Martial Law, Commonwealth Parliamentary)

Capital City: Rose Thorn

Major Cities (In order of size):

Rose Thorn, Alist, Fog Bound, Iseltone, Dork, Egg

Gustaviv's Regret





A STRATEGIC AND TACTICAL ANALYSIS

—Excerpt from *Blood and Steel, The Invasion of Shannadam County*, by Brenda Lavande, Commonwealth Publishing, 6830

The invasion of Gustaviv's Regret typified, in many ways, the military strategies and tactics of both the Commonwealth and the Terran Overlord Government.

TOG COMMANDERS

The TOG forces failed to exploit the opportunities presented to them by the Commonwealth's withdrawals. A number of theories have been advanced to explain this lapse. The most common opinion holds that the task was beyond the abilities of Admiral Lucius Oetaeus Longinius. Longinius, who can best be described as a political officer, has never demonstrated the "killer instinct" necessary in an invasion commander. Longinius deals not in tactics, but in timetables and doctrine. This is not to say that the Admiral was strategically or tactically incompetent. Longinius laid out a workable invasion plan. The problem lay in the execution of the plan. Several times during Operation Distant Fire, the Commonwealth forces were driven back with heavy losses. Rather than seizing the opportunity to push forward, Longinius ordered his troops to halt, regroup, and return to the rigidly defined invasion plan. Some military historians have attempted to exonerate Admiral Longinius by claiming that he was protecting his lines of supply and communication. A certain amount of credence can be given this claim. Many times in the past, centuries, cohorts, and even entire legions have been destroyed because their supply and communication lines became overextended, allowing their enemies to cut them off from any assistance. Even so, there can be no argument that by passing up several chances to seize the initiative, Longinius lost the opportunity to end the Gustaviv's Regret campaign quickly.

Neither all the blame nor all the praise for the ground actions in the Gustaviv's Regret invasion can be laid at Admiral Longinius' door. Some of the credit and responsibility has to go to the Prefect of the 3794th Strike Legion, Rufio Timmons. Timmons' detractors hold that the Prefect lacked the experience and "hands-on" knowledge necessary to direct such a large body of men under the difficult conditions of a planetary assault. These analysts, many of whom hold Admiral Longinius blameless for the setbacks suffered by the TOG legion during Distant Fire, conveniently forget that Prefect Timmons was not given the degree of personal discretion necessary when commanding so large a force as the 3794th Strike Legion. Where a commander less restricted by his superior would have been able to press the attack, Timmons was, time and again, ordered to halt and regroup. His lack of experience did not significantly hinder the Prefect's performance of his duties. Unlike many TOG commanders, Timmons preferred to direct his troops from close to the front. Occasionally, this proximity to the fighting made it difficult for reports from other fronts to reach Timmons in enough time for the Prefect to take appropriate action, but the boost to the morale of the troops serving near him more than made up for any reverses in other sectors.

The naval elements of the invasion force were handled much better than their ground-bound counterparts. The actions of the 202031st Harasser Squadron under the command of Commodore Joseph Kuroda were well-planned and brilliantly executed. Aside from the large naval actions studied by most historians, there were countless smaller engage-

ments between lesser elements of the Commonwealth defense squadron and the TOG fleet. In each case, Kuroda and his subordinate officers performed in an exemplary manner.

COMMONWEALTH/RENEGADE COMMANDERS

In comparison, the Commonwealth officer corps on Gustaviv's Regret was headed by a combat officer with several years of experience as a field commander. Yet, for some reason, Brigadier General Constance Burke failed to perform as one would expect of a field officer. Instead of allowing her troops to make a stand, she ordered them to withdraw from even the mildest TOG offensive. Eventually, the units under her command began falling back if they even thought that TOG might make a push in their area of operation. Many theories have been advanced to explain the brigadier general's uncharacteristic behavior. The most commonly held belief is that Burke was uncertain of her troops, which were either fresh from training cadres or exhausted remnants of previously destroyed units. TOG analysts believe that the brigadier general's poor performance was a stunning example of why the Patria Potestas is a just law. A small body of theorists believe that Burke's hesitation was caused by the horrible wound she received on Utica IV. Despite the fact that she had fully recovered physically, it is possible that Burke had not yet recovered mentally from the terrible injury. If this was indeed the case, Burke may have been psychologically unable to order young men and women into a situation from which too many would not return.

Burke's right-hand man during the defense of Gustaviv's Regret was a young ex-tanker, General David Gunn. Like Burke, Gunn was an experienced field commander. Like his opposite number, Rufio Timmons, he had never commanded so large a force in battle. This lack of hard experience didn't deter the general. When the 3794th Strike Legion dropped into Gustaviv's Regret, Gunn ordered his beloved 64th Commonwealth Legion (The Earth Shakers) to stand fast. Gunn believed that if the 64th could hold the TOG advances to a minimum, and make the invaders pay dearly for each advance, then the Commonwealth forces on Gustaviv's Regret could hold out until they were reinforced. Brigadier General Burke overruled her subordinate, ordering Gunn's troops to fall back, rather than stand against what she believed to be a superior TOG force. Burke's usurpation of Gunn's command was the cause of several loud and colorful arguments between the two officers. One of Gunn's aides claims that the arguments got so intense at one point that Gunn screamed at his commander, "If I had a sword, General, I'd break it over my knee. Or, better yet, over your thick skull!" Gunn then stormed out of Burke's headquarters. This conflict went on for weeks, until the *Pegasus* Class corvette *Eldritch* arrived with word of the relief fleet. Suddenly, both generals were willing to work together.

The 43120th Defense Squadron, under the command of Commodore De' a'v, was the only Commonwealth combat arm to maintain heavy resistance to the TOG presence in the Gustaviv system throughout the entire invasion campaign. Once the TOG fleet had pushed through the 43120th, De' a'v ordered his fleet to take refuge in the relative safety of the asteroid belt. From there, the Sword Blunters launched dozens of annoying attacks on the outlying elements of the TOG 202031st Harasser Squadron (The Grim Herders). Though these attacks failed to inflict any real casualties on the TOG fleet, they did force Commodore Kuroda to keep many vessels on picket duty rather than providing ground support. By the time the relief fleet arrived, only three of the 43120th's six warships were in good enough shape to help break the TOG blockade.



STRATEGIC DOCTRINES

Throughout the campaign for Gustaviv's Regret, both sides planned and fought their battles according to standard TOG or Commonwealth doctrine.

Admiral Longinius followed the accepted practice of securing a planet's vital industries and resource centers first. The pacification (some would say the suppression) of the planet's population would be left to the garrison legions that would arrive after the world was secured. Military bases, trocobolt and gennium-arsenic mines, and manufacturing centers are all primary targets to be secured during the invasion of a world. Orbital facilities, like VLCAs and laser-crystal processing centers, are likewise targeted for early capture by an invasion force.

Usually, large portions of a planet's food-producing regions are destroyed during an invasion. However, the sporadic fighting during Operation Distant Fire left most of the planet's farmland undamaged. This was a major factor in the lack of guerrilla and partisan retaliation that characterizes most invasions. Since the 3794th was, for the most part, leaving the civilians alone, and because the people had enough to eat, the citizens of Gustaviv's Regret were not anxious to call attention to themselves by attacking the small garrisons left behind by the advancing TOG legion. However, most of the planet's population fled southward rather than live under the invader's iron heel. Most hoped to find a way off-planet. Others signed on with the 64th Commonwealth Legion. These volunteers were used to replace infantry casualties, or placed in militia units that were forming all along the front. During the six months of the initial campaign for Gustaviv's Regret, eighteen militia regiments were formed, all bearing the same motto: "This we'll defend."

Where TOG doctrine calls for the seizure of a planet's resources first and the pacification of its population second, it is the practice of the Commonwealth Armed Forces to first win the hearts and minds of the people. (A common TOG witticism says, "When you've got them by the throat, their hearts and minds will follow.") The Commonwealth generally accomplishes their aim by giving aid and comfort to those who have been displaced by the fighting, rather than dumping them into refugee camps or simply ignoring them, as TOG so often does. They believe that if the population is on your side, you can reasonably expect them to give you as much assistance as they are able. On Gustaviv's Regret, this policy paid off. Many times a local commander knew the whereabouts of a TOG unit long before that information was made available through the 64th's intelligence branch. Often, these indigenous "intelligence corps" provided commanders with valuable terrain and conditions data that would not otherwise have been available. More than once, terrain information provided by locals proved to be a valuable tactical asset to the Commonwealth forces. During the Battle of Alist, for example, a few locals guided a platoon of Commonwealth infantry through the sewers and into the TOG rear guard. The platoon destroyed a number of light tanks and APCs before vanishing back into the subterranean tunnels. Throughout the battle, these tunnel rats popped up behind TOG lines, fired a few shots, and disappeared again. Their activities became such an annoyance to the TOG commanders that several infantry centuries were detailed to enter the sewers and root the commandos out of their tunnels. Lacking local knowledge of the sewers, several TOG infantry squads got hopelessly lost in the unfamiliar surroundings.

By the time the fighting subsided into a stalemate in March of 6819, the Commonwealth maintained control of over 75 percent of the planet's population, and a small portion of the trocobolt mining facilities in the mountains west of Barton's Fire Sea.

TACTICAL DOCTRINES

On a tactical level, both the Commonwealth forces and those of the Terran Overlord Government followed their own doctrines.

Naval Tactics

Naval tactics are fairly standard throughout the human sphere. Few differences exist in the way opposing fleets array themselves for battle. With the advent of the huge and powerful warships used by the "black-water navies," naval tactics have returned to those used during the age of sails. Ships are commonly deployed in one of a number of standard battle formations, and remain in that formation until the battle is concluded. These formations are designed to allow ships to support one another, while bringing the maximum amount of firepower to bear on the fleet's objective.

During the approach to Gustaviv's Regret, Commodore Kuroda deployed his fleet in a modified double-wedge formation. By placing the fleet's heaviest warships at the point of the leading wedge, he hoped to blast a hole through the enemy line at long range. Then, as his warships penetrated the enemy formation, the wedge's shorter-ranged, more powerful broadside guns would be used to widen the gap. By exploiting the newly made gap in the enemy's line, the attacking fleet would be able to slip through with few losses.

The Commonwealth defense fleet deployed in a double line abreast, with the heaviest vessels held in reserve. This formation allowed a rapid response to the enemy's attack no matter what formation the TOG fleet used. The biggest drawback to such a formation is the thinness of the lines and the number of gaps it leaves between the ships. A fast-moving, well-armed opponent could have smashed through the line abreast before the outlying elements of the line began to react. Had this occurred, the battle would have become a losing chase.

At Gustaviv's Regret, the Commonwealth fleet began to react to Kuroda's formation even before initial contact had been made. The outlying arms of the 43120th swung in on the TOG vessels, prompting Kuroda to take the majority of his heavy warships out of line to meet the threat. Had he stuck to his original plan, the casualties among his battle fleet would have been high, but Kuroda would have been able to cause enough damage to the Commonwealth lines to ensure that more of the transports reached the drop point safely.

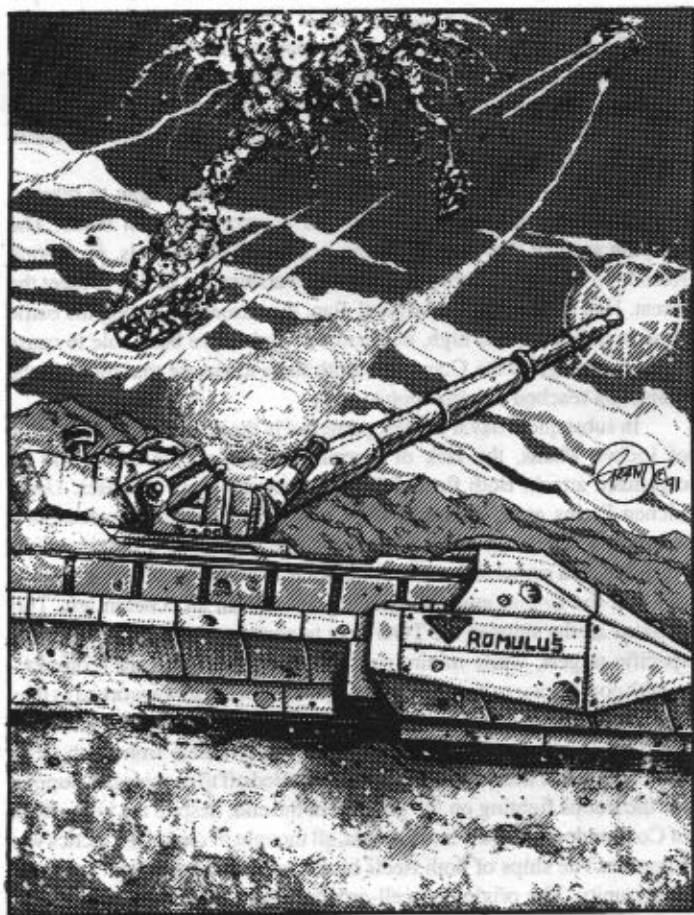
In subsequent naval battles, particularly the action during the battle of Lichen Plains, the lack of warning left little time to prepare an organized attack. Both fleets fell back upon set-piece defenses. Using Lichen Plains as an example, the Commonwealth fleet attacked in a standard wedge with the *Agic* and the *Caringorm* as the point ships. Kuroda sent a signal to the vessels under his command, ordering them to run past the Commonwealth fleet's port flank in an echelon left. This allowed all the ships in the TOG fleet to concentrate their firepower on specific targets, while minimizing the number of guns the Commonwealth could bring to bear on the enemy ships. Both tactics worked as they were designed to, but only for a short time. After a few initial exchanges, the neatly ordered formations broke up when vessels from both fleets were crippled or destroyed. Ships were detailed off to provide fire-support for the troops fighting on the ground. In the end, despite the best efforts of Commodores De! a'v and Kuroda, all thought of organized tactics was forgotten. The ships of both fleets broke formation to engage targets of opportunity. The originally well-ordered battle fell into a disorganized melee.



Fighter Tactics

Interceptor tactics were likewise fairly standard. Both fighter commands operated on the pair-squadron-flight-group principal, assigning all the fighters of a particular unit to the same task in the same operational area. A pair of fighters, for example, might be assigned as ground support for one particular century or company. The squadron to which they belong would be assigned to that century's cohort (or company's battalion), and the flight to the manus (or regiment). This fighter-to-unit ratio is fairly high. In practice, a manus or regiment usually has no more than a single squadron to call on, but this is generally how Interceptor units are assigned to ground support roles.

At Gustaviv's Regret, the Interceptor assets of both TOG and Commonwealth forces played an important part in the overall campaign. Some commanders view their fighter elements as a nuisance, but both Kuroda and De! a'v had experience in dealing with fighters, Kuroda as a pilot and Wing Commander, and De! a'v as the captain of a frigate-class carrier. This knowledge allowed both commanders to use their Interceptors to the best advantage. Kuroda took advantage of the TOG fighters' heavy missile load in the anti-ship, Interceptor, and ground attack roles. Commodore De! a'v used the Commonwealth fighters' superior speed and endurance, and the Commonwealth pilots' greater experience, to offset the TOG fleet's larger numbers.



Ground Tactics

On the ground, the differences between the Commonwealth's tactics and those of the TOG invaders became more apparent.

When the opposing forces engaged, the TOG units deployed in standard three-tank V formations, with the platoon commander trailing the other vehicles of the platoon. The distance from point to point of these inverted triangles is usually four hundred meters. This interval makes it less likely that a single artillery barrage or minefield will damage or destroy an entire platoon. Placing the platoon leader at the back of the formation allows him to maintain control of the unit, while providing covering fire for the leading elements of his platoon. This formation is well suited to TOG military doctrine, because most tank crews are unaware of the overall plan of battle. Such details are generally given only to the officers of a century. It then becomes their responsibility to direct the unit according to that plan. The reasoning for such a doctrine is quite simple. The majority of TOG tank crews are drawn from the plebeian population. Tank commanders are usually citizens. Century and cohort officers are usually lesser nobles and other higher-ranking citizens. This segregation of the command structure reflects the structure of TOG in general. As a result, information is given only to those whom the TOG high command feel are capable of understanding and acting upon it: citizens and nobles. Indeed, most plebeians, and some citizens, lack the schooling necessary to make command decisions on the modern battlefield.

This idea of command by the privileged was the root of many of the setbacks suffered by TOG. It was not uncommon during the fighting on Gustaviv's Regret for a TOG platoon leader to be knocked out early in the battle, leaving the remainder of the platoon to flounder around, uncertain of what to do. It has also been said that the V formation provides the platoon leader with an extra layer of protection from the enemy, which is why so many TOG PLs prefer it.

This formation is generally extended up through the chain of command. The command platoon of a century is generally deployed in a V formation, trailing the other two platoons of the century, which are also deployed in V formations. Again, this type of deployment fits the TOG doctrine of telling the personnel of a unit only as much as they need to know, and leaving the control of a unit up to the highest-ranking officer present. Additionally, this rigid command structure allows the officer corps to maintain the strict control necessary for the TOG class system's survival.

The Commonwealth takes a more flexible attitude toward the command and control process. Information is disseminated throughout the officer corps of a unit, who pass it along to the men under their command. This allows the next-ranking man in a unit to assume command, should his immediate superior be killed or put out of action. Of course, the finer details of the battle plan are not revealed to every man in the unit. Only that information which directly affects a unit's role in the plan is given out. This allows the Commonwealth platoon leaders a greater degree of flexibility in determining the formation in which their units will enter a battle.

During the fighting on Gustaviv's Regret, the greater tactical flexibility of the Commonwealth forces had little effect on the outcome of the battles. Given that Brigadier General Burke had ordered the 64th to only engage in holding actions for the most part, and to fall back under what most would consider negligible pressure from the enemy, no amount of flexibility would have changed the end result of most of the engagements.

Only in those rare instances when Burke allowed the 64th to take on a general engagement did the tactical superiority of the Commonwealth legion have any effect. During the battle of Lichen Plains, the rigid command and control structure of the TOG forces led to the destruction



of several armored platoons whose leaders had been killed by air strikes or artillery fire. Lacking such basic information as the overall plan of attack or the location of enemy units, these leaderless platoons blundered into heavy Commonwealth units and were destroyed piecemeal.

On the other hand, the increased tactical freedom of the Commonwealth units led to several ill-conceived and badly executed attempts to launch counteroffensives intended to delay the TOG advance by putting the invaders on the defensive. Such plans might have worked if they could have been carried out in a concerted fashion at key points along the front. Instead, a number of company commanders took it upon themselves to strike out at the aggressors without waiting for support from their brigade. As a result, these independent counterattacks yielded little more than slaughtered troopers and wrecked vehicles.

Infantry assets played a major role in the fighting on Gustaviv's Regret. Both sides made heavy use of bounce squads, and the Commonwealth had access to a large number of foot-infantry units. With the axiom "shoot at the painted target" as standard doctrine in both the TOG and Commonwealth armies, an infantry squad's ability to illuminate enemy vehicles with laser target designators was its most important function during Operation Distant Fire. Even the use of anti-armor missiles and mortar rounds was secondary to the job of painting targets for the grav tanks.

Operation Distant Fire was unusual because of the number of infantry battles fought during the campaign. The most notable of these was, of course, the battle of Frying Pan. In that engagement, grav vehicles were precluded because of the extremely low gravity of the small planet. Even the use of bounce packs was severely restricted. However, Frying Pan was in no way the only infantry engagement fought during the Gustaviv's Regret campaign. Many planetary militia units, lacking grav vehicles or bounce packs, were forced to engage the TOG invaders as best they could. In some ways, these valiant infantry and ground-armor units played a bigger role in slowing the TOG advance than did the 64th Commonwealth Legion.

Air, naval, and artillery support fire were available only sporadically to both sides during the battles for Gustaviv's Regret. The inability of one side or the other to gain air and space superiority contributed much to the lack of fighter and naval support. Artillery was sparse, due to rapidly shifting lines and uncertainty as to the true location of the enemy at any given time.

When support was available, it generally took the form of a unit's dedicated artillery assets, rather than air strikes or naval fire. Only during the largest engagements did air and naval support play a major role. The most notable of these battles were for the Lichen Plains and Kamar Forest. In both of these engagements, not only did air and naval units provide support for the ground forces, but they became engaged in battles of their own.

COMMAND STAFFS

Operation Distant Fire was interesting for the student of human nature because of the racial and social composition of the opposing command staffs. In some ways, the invasion of Gustaviv's Regret was as much a test of the Patria Potestas and the TOG belief in the inferiority of aliens as it was a military campaign.

The TOG command staff, in accordance with the xenophobic, male-dominated laws of the Terran Overlord Government, were all human and all male. Among them, only Commodore Joseph Kuroda had any practi-

cal experience in commanding large forces under combat conditions. Admiral Longinius was a political officer and a nobleman, while Prefect Timmons was a citizen and a life-long soldier. Neither had ever commanded a body of men as large as they would be called upon to lead during Operation Distant Fire.

The commanders of the Commonwealth forces at Gustaviv's Regret were a far more diverse lot. The overall commander, Brigadier General Constance Burke, was an experienced combat veteran, a capable leader, and, notably, a woman. Counter to the TOG's pathological dread and distrust of aliens, the commander of the Commonwealth 43120th Defense Squadron was a Baufrin. No alien could hope to rise so far in the TOG military. Indeed, few alien races are accepted into the TOG military. Aliens are still regarded today as perpetrators of injustices suffered by the human race before the rise of TOG. Only General David Gunn, the commander of the 64th Commonwealth Legion, would have been acceptable to the TOG military, though his plebeian (by TOG standards) heritage would have hampered his military career.

GUSTAVIV'S REGRET AS A TESTING GROUND

Although very little was gained militarily from Operation Distant Fire, a great deal was learned technologically.

The 3794th Strike Legion was issued the prototype Horatius medium grav tank just before it jumped for Gustaviv's Regret. In its hurry to field the newly designed vehicle, the TOG Military Experimentation and Design Board failed to fully test the Horatius before issuing it. As it turned out, the original Horatius was somewhat disappointing.

This first Horatius was designed to mount both its Gauss cannons in the turret. This allows for a greater arc of fire, however, the designers failed to take several factors into account.

The first of these was the extremely cramped conditions created by this design. With the massive Malleus 150mm Gauss cannon mounted coaxially with its 50mm cousin, there was insufficient space for all three crewmen, not to mention enough ammunition for both Gauss cannons to fight a protracted battle. To solve this problem, the original model of the Horatius called for the tank's driver to be situated in the hull, forward of the turret, in a fashion common to older tracked and wheeled tanks. Most of the ammunition was to be stored in the after portion of the hull, with only six 150mm and eight 50mm rounds stored in the turret. Once these rounds had been expended, the storage bin would be automatically replenished by an automated feed device.

Neither of these solutions was acceptable to the tankers assigned to the prototype Horatius. Often, a solid hit on the glacis plate was enough to seriously wound or kill the driver, even if the armor was not penetrated. The automated feed device only worked if the turret was facing directly forward, and often took as long as three minutes to fill the turret ammo bins. In a running fight, these factors could spell doom for crews assigned to man the prototypes.

The second design flaw in the new tanks also stemmed from the placement of the weapons. The huge Malleus Gauss cannon recoiled so severely that it could shake the turret off its ring, preventing rotation. A tank with its turret frozen in place is as good as dead.

At the conclusion of Operation Distant Fire, the 3794th was relieved of the troublesome prototypes and their old reliable Pallas grav tanks were returned to them. The design flaws discovered during the invasion of Gustaviv's Regret would require many years to fix, thus delaying general deployment of the Horatius until 6826.



COMMANDERS

TOG

LUCIUS OETAES LONGINIUS

Race: Human

Age: 61

Sex: Male

Rank: Admiral

Position: Invasion Force Commander, Operation Distant Fire

Vessel: *INS Temerarius*

Leadership Rating: 5

Prestige: 1350

Fame: 65

Attributes:

| AG | CH | CN | DX | IQ | LK | SP | ST |
|----|----|----|----|----|----|----|----|
| 16 | 11 | 16 | 11 | 17 | 14 | 10 | 10 |

Skills: Astronavigation: 5, ECM/ECCM: 4, FTL Drive: 3, Gunnery (Capital Ship): 3, Laser Firearms: 3, Leadership: 6, Pilot (Capital Ship): 5, Protocol: 5, Sublight Drive: 4, Strategy (Ground): 3, Strategy (Naval): 4, Tactics (Capital Ship): 5, Tactics (Fighter/Small Craft): 3, Xenoculture (KessRith): 2, Zero-G Operations: 4

PHYSICAL PROFILE

Admiral Longinius is of average height. His brown eyes and white hair complement a seamless face, tribute to his relatively untroubled, sedentary life. He has scars from a close brush with death in his first command, and suffers occasional aches from the wounds he received.

BIOGRAPHY

Lucius Oetaeus Longinius is a true navy lifer. He was even born in space. His father was the commanding officer of an orbital spacedock in Faarast County, Medina. Lucius' mother went into labor while visiting her husband aboard the station and delivered her child in the orbital's sick bay. Longinius followed his father from post to post until he was old enough to enter the naval academy. One might expect that the lifelong exposure to things naval would give Longinius an edge over his classmates. Unfortunately, he showed no sign of having had any advantage. He graduated from the academy in the lower third of his class.

His first posting was nearly his last, the command of a *Cingulum* Class corvette ferrying officers around in a rear area. His ship was attacked by Commonwealth Interceptors on a deep penetration raid. Before he was able to make the translation into T-space, the corvette's cockpit was breached, and Longinius was gravely wounded. To this day, the Admiral claims that he can predict when raiders are going to strike by the ache in the old wounds on his back.

He recovered from his injuries and was released from the hospital in 6783, when Longinius was assigned to the TOG Naval Procurement Board. There he spent the next eleven years ordering food and other non-military supplies for the troops on the front lines. Playing heavily on his family reputation, Longinius managed to make contacts throughout the TOG Department of the Navy, and in 6794 finagled himself a command.

Assigned to a *Fulgur* Class destroyer, Longinius took part in several fleet actions, but never showed the flash of brilliance that is the mark of a true leader. Over the years, Longinius used his political contacts to move

steadily up through the ranks, until, on 15 May 6807, he was promoted to the rank of Vice Admiral. In the action off Lorup in Keserdal County, he was given command of a Cruiser Battle Group. In a rare display of quick thinking, Longinius took his ships in a fast loop around Lorup, using the planet's gravity as a slingshot, and drove into the Commonwealth fleet's rear. Thinking that they were being attacked by an entirely new TOG task force, the enemy ships ran for T-space and escaped.

Following Lorup, Longinius was promoted to Admiral, and sent back to punching a console for TOGSOG. When he learned of the assaults being planned on Shannadam County, he used his influence to get command of Operation Distant Fire.

Longinius knew that so far, he had been nothing more than a political officer. He was determined to demonstrate his command abilities to both TOG and himself at Gustaviv's Regret.

PSYCHOLOGICAL PROFILE

Longinius has always managed to get by without putting forth too much effort. He is a competent man, but prefers to rely on connections rather than personal effort to obtain his goals. His ambition is to be a respected military commander, not just a respected military pen-pusher, and he hopes to achieve that ambition in Shannadam County.





RUFIO TIMMONS

Race: Human

Age: 49

Sex: Male

Rank: Prefect

Position: Prefect of the 3794th Strike Legion (The Molemen of Orion's Arm); Commander, TOG Ground Forces, Operation Distant Fire

Leadership Rating: 5

Prestige: 1215

Fame: 53

Attributes:

| AG | CH | CN | DX | IQ | LK | SP | ST |
|----|----|----|----|----|----|----|----|
| 15 | 14 | 15 | 13 | 16 | 10 | 11 | 14 |

Skills: Bounce Pack Operations: 2, Demolitions: 2, Environmental Survival (Hostile): 3, Environmental Survival (Temperate): 3, Gunnery (Ground): 5, Leadership: 6, Martial Arts (Brawling/Pugilism): 4, MedTech: 3, Orbital Fire Support: 5, Pilot (Ground): 6, Projectile Firearms: 4, Strategy (Ground): 5, Tactics (Ground): 6

PHYSICAL PROFILE

Blond-haired and blue-eyed, Rufio Timmons is the fair-haired boy wonder of TOG. He embodies the qualities of the TOG ideal: a human male citizen, attractive, intelligent, courageous, and charismatic.

BIOGRAPHY

Prefect Timmons is the ideal soldier, according to TOG standards. He was born a citizen, served his first term as an enlisted soldier in the 7931st Infantry Legion, then applied for acceptance into the Augustine Military Academy. Timmons graduated from Augustine in the upper 25 percent of his class, and was appointed to the 4441st Garrison Legion as an Optio.

Over the years, he has risen steadily through the ranks, distinguishing himself as a brilliant tactician and a brave and loyal officer. It became a matter of pride to young Optio Timmons that he never led his men from behind. He was always the first in an attack and the last in a withdrawal.

In the battle of Seven Days, he outflanked a superior Renegade force and attacked their rear guard. This maneuver broke the Renegade lines, and ended the bloody battle in the rout of the 3519th Renegade Armored Legion.

When TOG invaded Shannadam County, Timmons requested a transfer to one of the strike legions. Recognizing his command ability, TOG promoted then-Legatus Maximus Timmons to the rank of Prefect and assigned him command of the 3794th Strike Legion.

PSYCHOLOGICAL PROFILE

Prefect Timmons is a highly respected officer, well loved by his men, and showing all the signs of achieving a brilliant career. He seems to have reached an equilibrium within himself, and that quiet confidence and assurance is reflected by the men in his command.





JOSEPH KURODA

Race: Human

Age: 52

Sex: Male

Rank: Commodore

Position: Commander, 202031st Harasser Squadron (The Grim Herders); Commander, TOG Naval Forces, Operation Distant Fire

Vessel: *INS Temerarius*

Leadership Rating: 5

Prestige: 1312

Fame: 47

Attributes:

| AG | CH | CN | DX | IQ | LK | SP | ST |
|----|----|----|----|----|----|----|----|
| 13 | 17 | 16 | 14 | 17 | 15 | 10 | 12 |

Skills: Astronavigation: 4, ECM/ECCM: 3, FTL Drive: 3, Gunnery (Capital Ship): 4, Gunnery (Fighter/Small Craft): 5, Laser Firearms: 4, Leadership: 6, Pilot (Capital Ship): 5, Pilot (Fighter/Small Craft): 5, Protocol: 3, Strategy (Naval): 5, Sublight Drive: 2, Tactics (Capital Ship): 5, Tactics (Fighter/Small Craft): 5, Tactics (Ground): 3, Xenoculture (Zog): 3, Zero-G Operations: 3

PHYSICAL PROFILE

Joseph Kuroda is slightly taller than the average male. His black hair and brown eyes are as much a testimony to his Oriental heritage as his name. The years he has spent in the military show on his face: his intense devotion to duty has given him lines that are softened only by the signs of his ready smile.

BIOGRAPHY

Kuroda was born on Terra in the ancient city of Hiroshima. He was an odd blend of ancient samurai and modern Roman. He was also a brilliant ship commander. He began his naval career as an archikelcustes aboard a *Xerxes* Frigate Class carrier. He got his first taste of combat as a WSO in the back seat of a *Legati* heavy fighter. Applying himself, Kuroda learned to operate not only the fighter's weapon systems, but to fly the craft as well. Within six months, he was given a *Pilum* medium fighter of his own.

Kuroda stayed in Interceptors, collecting promotions and decorations the way other men collect their pay. In 6803, he was promoted to the rank of navarchos, and assigned to the carrier *INS Portia* as her Commander, Interceptor Wing. Kuroda devoted himself to learning the nuances of commanding a capital ship instead of a fighter. His hard work and perseverance paid off in 6814, when he was given command of the *INS Temerarius*.

When TOG assigned the *Temerarius*' Battleship Battle Group to Operation Distant Fire, Kuroda viewed the invasion as an assignment to which he would devote nothing less than his total being.

PSYCHOLOGICAL PROFILE

Commodore Kuroda can best be described as a career man. His service to the TOG military is the most important part of his life, and his desire to succeed shows in his rank and his attitude. His accomplishments are matched by few others in the service. His exceptional skills and driving ambition are, fortunately, offset by a sense of humor and real affection for his fellow servicemen.





COMMONWEALTH

CONSTANCE BURKE

Race: Human

Age: 51

Sex: Female

Rank: Brigadier General

Position: Commander, Gustaviv's Regret Defense Force

Leadership Rating: 5

Prestige: 1197

Fame: 41

Attributes:

| AG | CH | CN | DX | IQ | LK | SP | ST |
|----|----|----|----|----|----|----|----|
| 13 | 14 | 15 | 12 | 14 | 17 | 14 | 15 |

Skills: Bounce Pack Operations: 2, Demolitions: 1, Environmental Survival (Temperate): 3, Gunnery (Ground): 4, Laser Firearms: 3, Leadership: 5, Martial Arts (Brawling/Pugilism): 3, MedTech: 4, Pilot (Ground): 5, Projectile Firearms: 4, Protocol: 5, Strategy (Ground): 5, Support Weapons: 3, Tactics (Ground): 4, Xenoculture (Baufrin): 4

PHYSICAL PROFILE

Brigadier General Burke is a pretty, slender woman with regular features and a bright smile. She has a cybernetic implant replacing her left arm and shoulder, the result of a massive injury sustained in battle. She is self-conscious about the replacement limb, but is clearly determined to recover full mobility and naturalness in its use.

BIOGRAPHY

Constance Burke is the overall commander of the Gustaviv's Regret Defense Force. She entered the Commonwealth Armed Forces right out of college. At first idealistic about making a contribution to halting the spread of the tyranny of TOG, she has come to realize that all the ideals in the universe cannot stop a Gauss cannon round, and that tyranny usually wins unless freedom is very careful.

Burke started out as the driver of a Pedden artillery vehicle, but has seen action in almost every type of grav tank used by the Commonwealth. Never exceptionally brave or brilliant, Burke was a solid, competent soldier and leader, until Operation Long Strike on Utica IV.

Then a colonel, Constance Burke commanded an independent armored regiment. When the 9111th TOG Strike Legion attacked Utica IV, her regiment bore the brunt of the fighting. At the battle of Mago's Gate, Burke's Crusader was hit repeatedly by GLAD artillery rounds. One of those massive anti-armor shells penetrated the tank's turret through the commander's hatch, severing her left arm at the shoulder. Miraculously, Burke survived both the battle and the wound. She was evacuated to Rilus V, where she underwent extensive reconstructive surgery. The severity of her wounds made budding impossible, forcing the doctors to replace her left arm and most of the shoulder with a cybernetic implant.

Upon her recovery, Burke was assigned to command the Commonwealth garrison on Gustaviv's Regret. Often following a major wound, a soldier loses the indefinable quality that makes him a good soldier. The general's friends feared that she might have lost this intangible something, and placed her in a rear area until her spirit could be tested. Burke was unsure of herself, a factor that many believe to be the cause of her excessive caution during the early stages of the Gustaviv's Regret campaign.



PSYCHOLOGICAL PROFILE

Burke was an idealist in college, an attitude she quickly revised after her first battle. Her realistic outlook on life and its meaning has stood her in good stead throughout her career, making her a competent, confident leader. The injuries she suffered on Utica IV seem to have sapped her confidence, and the strategy she mapped out on Gustaviv's Regret showed that loss. It cannot be determined if Burke felt a lack of confidence before she was reassigned to the backwater of Gustaviv's Regret, or if the reassignment itself caused her to doubt her abilities. She recovered her strong leadership skills in the latter part of the campaign.



DE! A'V

Race: Baufrin

Age: 41

Sex: Male

Rank: Commodore

Position: Commander, 43120th Defense Squadron (The Sword Blunters); Captain, *RLS Agic*

Vessel: *RLS Agic*

Leadership Rating: 5

Prestige: 1516

Fame: 59

Attributes:

| AG | CH | CN | DX | IQ | LK | SP | ST |
|----|----|----|----|----|----|----------|----|
| 19 | 9 | 17 | 14 | 13 | 16 | 14 (12L) | 13 |

Skills: Astronavigation: 3, Communications (P-Comm): 3, ECM/ECCM: 3, Electronics: 4, FTL Drive: 2, Gunnery (Capital Ship): 4, Laser Firearms: 2, Leadership: 6, Orbital Fire Support: 3, Pilot (Capital Ship): 4, Protocol: 3, Repair Tech (Capital Ship): 2, Strategy (Naval): 5, Sublight Drive: 4, Tactics (Capital Ship): 4, Xenoculture (Human): 3, Zero-G Operations: 3

PHYSICAL PROFILE

Commodore De! a'v is well into middle age as determined by his race, and has acquired the bluish exoskeleton associated with the aging process.

BIOGRAPHY

De! a'v began his career with the Royal Navy when he was still quite young. Unlike most combat-command officers, he did not start out aboard a warship. He was assigned as an engineering officer to an antiquated supply transport named the *Bergerac*. In 6790, the *Bergerac* was attacked by a squadron of TOG fighters near Quincy in Keserdal County. The ship's captain and exec were killed in the first exchange of the battle, leaving command of the freighter to the young Baufrin engineer. During the fighting that followed, the *Bergerac* was badly mauled, losing 17 of her 25 crewmen. None of the TOG medium and light fighters survived. A board of inquiry cited De! a'v's quick thinking and daring as the only reason the *Bergerac* escaped destruction.

Shortly thereafter, De! a'v was transferred to the *RLS Defiant Angel*, where he served with distinction until being offered his own command in 6810. Under the newly-promoted Baufrin captain, the *Carthage* Class cruiser *Golden* fought in the final defense of Utica IV to cover the withdrawal of the 22212th Commonwealth Legion. In that action, the *Golden* destroyed three TOG frigates and badly damaged the *INS Storm Cloud*, a brand-new *Vulcan* Class cruiser.

In 6816, De! a'v was once again promoted, this time to commodore, and transferred to command of the 43120th Defense Squadron (The Sword Blunters), stationed at Gustaviv's Regret.

PSYCHOLOGICAL PROFILE

De! a'v has shown brilliance, resourcefulness, and good leadership in his career. The personality changes normally associated with the Baufrin molting process have not kept him from rising in military rank. This raises questions once again regarding the exact nature of these changes: current research believes that the natural skills the Baufrin possess are carried over in each molt. This new evidence points to more than manual abilities being retained at each life stage, because it takes more than just tactical excellence to be an effective leader.



NELSON '91



DAVID GUNN

Race: Human

Age: 47

Sex: Male

Rank: General

Position: Commander, 64th Commonwealth Legion (The Earth Shakers)

Leadership Rating: 5

Prestige: 1987

Fame: 47

Attributes:

| AG | CH | CN | DX | IQ | LK | SP | ST |
|----|----|----|----|----|----|----|----|
| 15 | 17 | 14 | 17 | 16 | 15 | 13 | 14 |

Skills: Ambush: 2, Bounce Pack Operations: 3, Demolitions: 2, Environmental Survival (Hostile): 2, Environmental Survival (Temperate): 3, Environmental Survival (Urban): 2, Gunnery (Ground): 5, Knife/Knife Throwing: 3, Leadership: 6, Martial Arts (Brawling/Pugilism): 3, MedTech: 3, Orbital Fire Support: 3, Pilot (Ground): 5, Projectile Firearms: 4, Protocol: 4, Strategy (Ground): 5, Support Weapons: 3, Tactics (Ground): 6, Target Acquisition (Ground): 3

PHYSICAL PROFILE

Commander Gunn is a huge man. Fortunately, he does not have the temper historically associated with his red hair and green eyes. He has many scars on his body from years of warfare in the armored platoons, but he has managed to survive and even thrive on the tough assignments he has drawn.

BIOGRAPHY

David Gunn was born on Karff in Keserdal County only a few years before that world fell to TOG. His parents were able to flee their homeworld just as the invaders closed their blockade. Gunn spent his early life in a succession of refugee camps, his family barely managing to stay one world ahead of the advancing legions.

As soon as he was old enough, Gunn left home to enlist in the Royal Army. Though still only eighteen, he topped 180 cm and massed over 80 kilos. The recruiting officer tried to talk him into signing on with the Marines, but Gunn demanded an assignment with one of the armored legions. Eventually the recruiter gave in, and nine months later, Gunn was a platoon leader aboard a Wolverine light grav tank in the 64th Commonwealth Infantry Legion.

Gunn served with the 64th until it was all but eliminated in 6798, in the battle of Carmen's Marsh. In the 64th's desperate attempt to break out of the flooded forest, Gunn's platoon was attacked by a platoon of Pallas medium grav tanks and was savagely mauled before managing to disengage. Gunn's Wolverine was so badly damaged that the crew was forced to abandon it and complete the withdrawal on foot.

After Carmen's Marsh, Gunn was promoted to major in the 51131st Training Cadre on Ope'Diar, where he took raw recruits and molded them into tankers. In 6800, the 64th was re-formed. Gunn's cadre was made a part of the new 64th Commonwealth Legion and dubbed the Third Brigade. Gunn himself was promoted to colonel and was allowed to retain his command.

In 6815, when General Parsons Pierce retired, he recommended that the officer commanding the First Brigade succeed him. Fortunately for Gunn, the Royal Army's high command had other ideas. On 25 August 6815, David Gunn was promoted to the rank of general, and given command of the 64th Commonwealth Legion. The invasion of Gustaviv's Regret was the trial-by-fire of his newly reformed 64th.



PSYCHOLOGICAL PROFILE

Gunn is not quite the stereotype of the gentle giant; he has a steel core to his personality, and no patience for incompetence or laziness. His anger is most often directed at what he sees as his own failings, particularly when he feels he has failed in training new cadets. He takes it personally if a soldier has potential and he is unable to help him achieve it. He exudes a quiet confidence that is shared by his superiors, but occasionally displays a bull-headed stubbornness left over from his earliest military days.



PROTOTYPE HORATIUS

As noted in the history of the Gustav's Regret campaign, the 3794th Strike Legion was field-testing a prototype of the Horatius medium grav tank. For those wishing to recreate the battles of Operation Distant Fire more accurately, the statistics and characteristics of that prototype are given below.

Class: Medium Grav Tank
Cost: 1,639,300
Mass: 276
Engine: 2000
Thrust: 6
Scenario Points: 17
Infantry Squad: No
Digging Cannons: Yes

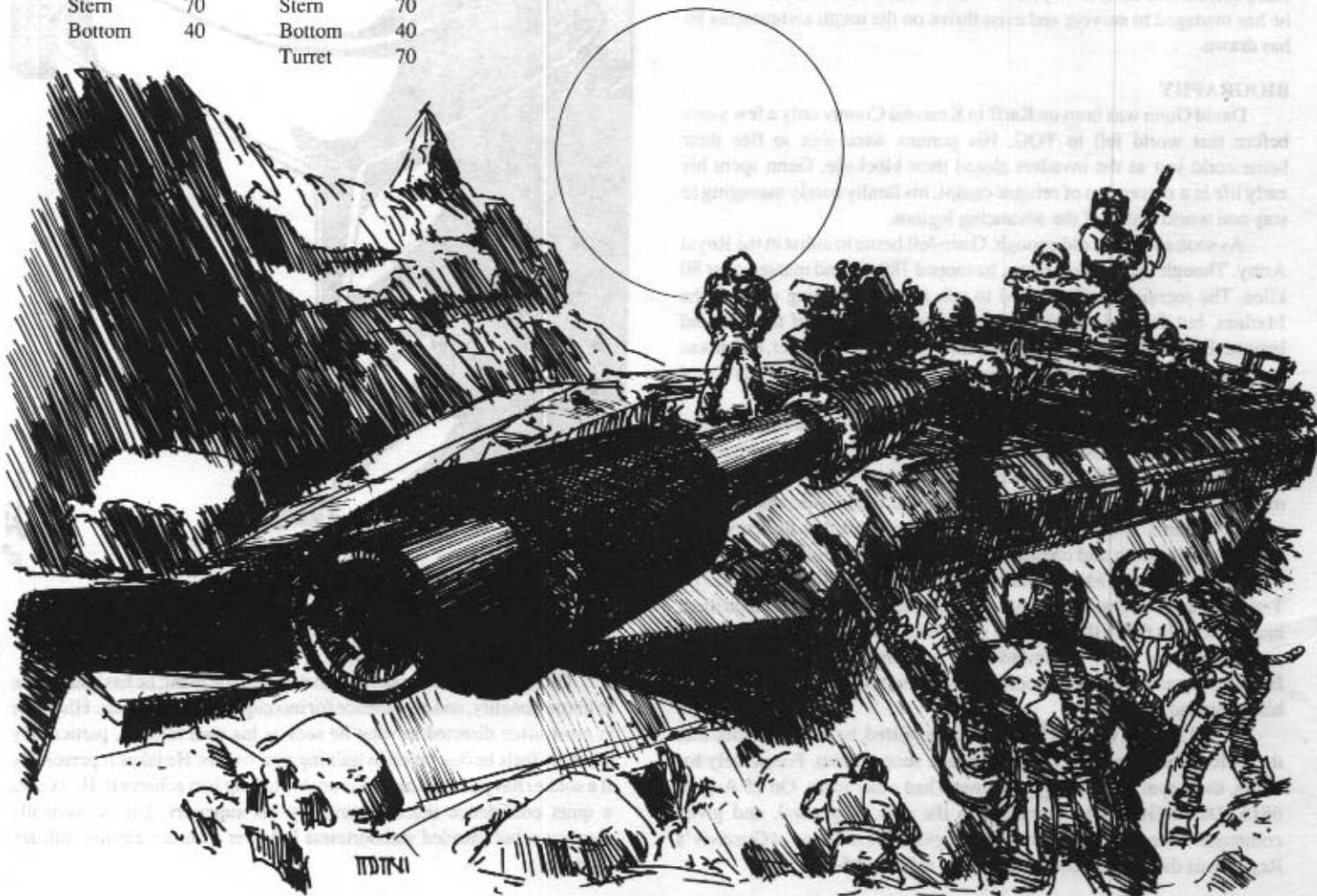
| Shields: | | Armor: | |
|----------|----|--------|----|
| Front | 70 | Front | 80 |
| Right | 60 | Right | 60 |
| Left | 60 | Left | 60 |
| Stern | 70 | Stern | 70 |
| Bottom | 40 | Bottom | 40 |
| | | Turret | 70 |

Weapons:

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

If the prototype Horatius is being used, add the following special rule:

If the player firing the 150mm Gauss cannon rolls a 10 on his attack (remember, a 10 always misses), he must roll 1D10 again. If the result of the second roll is 9 or 10, the recoil of the cannon has jammed the turret, locking it in the present position. The turret facing may not be changed for the duration of that scenario. Use a turret-facing counter from **Interceptor** to mark that tank's current turret facing.



CAMPAIGN RULES

GENERAL RULES

The 16 scenarios of **Distant Fire** can be played independently, but are best when played in order as a campaign. When playing through the campaign, players should keep records of the damage done to their ships, vehicles, and troops. This is especially true of the capital ships of **Leviathan**.

When playing the campaign, use the following rules:

PASSAGE OF TIME BETWEEN SCENARIOS

Passage of time between related battles is noted in the **Special Rules** of the later scenarios. The passage of time is important in some scenarios, as it will allow crews to make limited repairs to their vessels.

SCENARIO RESULTS AND SCORING

Be sure to note the result of each scenario. Some scenarios are related, and the outcome of one may affect the available forces in another. In addition, each scenario's result is worth campaign points to one or both players:

CAMPAIGN POINTS TABLE

| Type of Victory | Campaign Points |
|-----------------|-----------------|
| Decisive | 3 |
| Substantial | 2 |
| Marginal | 1 |
| Draw | 0 |

In some scenarios, it is possible for both sides to win campaign points. After all scenarios have been completed, total the campaign points. The side having the highest total wins. Historically, Operation Distant Fire was a draw.

DISTANT FIRE SPECIAL RULES

ATTACKING TANKS FROM THE INTERCEPTOR BOARD

In any scenario integrating **Interceptor** and **Centurion**, fighters on the **Interceptor** board may attack tanks dropping from orbit or at LAF. Interceptors may fire any normal weapon or ship-to-ship missile at a dropping or LAF tank. If such an attack is made, use the appropriate table:

HIT LOCATIONS WHILE DROPPING

| Die Roll | Hit Location |
|----------|---|
| 1-3 | Bottom |
| 4-7 | Attacked Side (right, left, front, stern) |
| 8-10 | Turret |

HIT LOCATIONS AT LAF

| Die Roll | Hit Location |
|----------|---|
| 1-5 | Turret |
| 6-10 | Attacked Side (right, left, front, stern) |

A tank may only fire at a fighter on the **Interceptor** board if that fighter is in the same **Interceptor** hex as the tank. If so, the tank may paint the enemy unit and fire all of its weapons at it. The Base To-Hit Number for all tank weapons is 7.

INITIAL VELOCITIES

Units may begin any scenario at any velocity from 0 to 4 (**Leviathan**), 0 to SOT (**Interceptor**), and 0 to maximum thrust (**Centurion**).

INTEGRATING LEVIATHAN, CENTURION, AND INTERCEPTOR

Two scenarios integrate all three **Renegade Legion** board games. This is not an automatic procedure, because an **Interceptor** hex is one-fifth the width of a **Leviathan** hex and 75 times the width of a **Centurion** hex. Roughly speaking, 25 **Interceptor** hexes represent one **Leviathan** hex, and two **Centurion** maps represent one **Interceptor** hex. In addition, **Leviathan** turns last five minutes, while **Interceptor** and **Centurion** turns last just one minute.

Rules

In general, all movement and combat is conducted and resolved according to the rules printed in the **Interceptor**, **Centurion**, and **Leviathan** rulebooks. Any exceptions are noted in this section.

Turn Sequence

The turn sequence for integrated **Leviathan/Interceptor/Centurion** scenarios is as follows:

- A. **Leviathan** Initiative Phase
- B. **Leviathan** Movement Phase
- C. Spotting Phase
- D. Five full **Centurion/Interceptor** game turns
 1. **Centurion** Initiative Phase
 2. **Centurion** Movement Phase
 3. **Interceptor** Initiative Phase
 4. **Interceptor** Movement Phase
 5. **Interceptor** Combat Phase
 6. **Centurion** Combat Phase
 7. **Centurion** End Phase
- E. **Leviathan** Launch and Recovery Phase
- F. **Leviathan** Combat Phase

Boards

The accompanying diagrams show how the three boards overlap. As usual on the **Leviathan** board, hex row 01xx is the ground, hex row 02xx is the atmosphere, and hex row 03xx is the atmospheric interface.

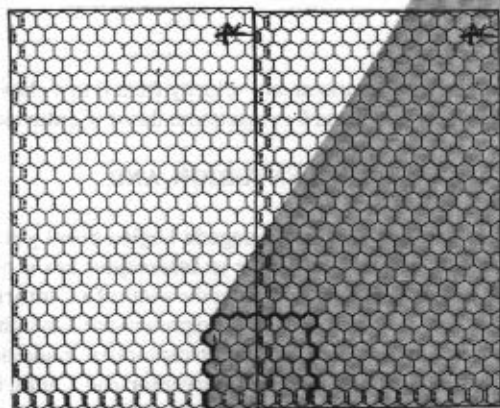
The **Interceptor** board overlaps the bottom center of the **Leviathan** board, between **Leviathan** Hexes 0612 (Map 1) and 0603 (Map 2) and below. As usual on the **Interceptor** board, hex row 01xx is the ground, hex rows 02xx-06xx are the atmosphere, and hex row 07xx is the atmospheric interface.

On both the **Leviathan** and **Interceptor** boards, the **Centurion** board is Hex 0114.

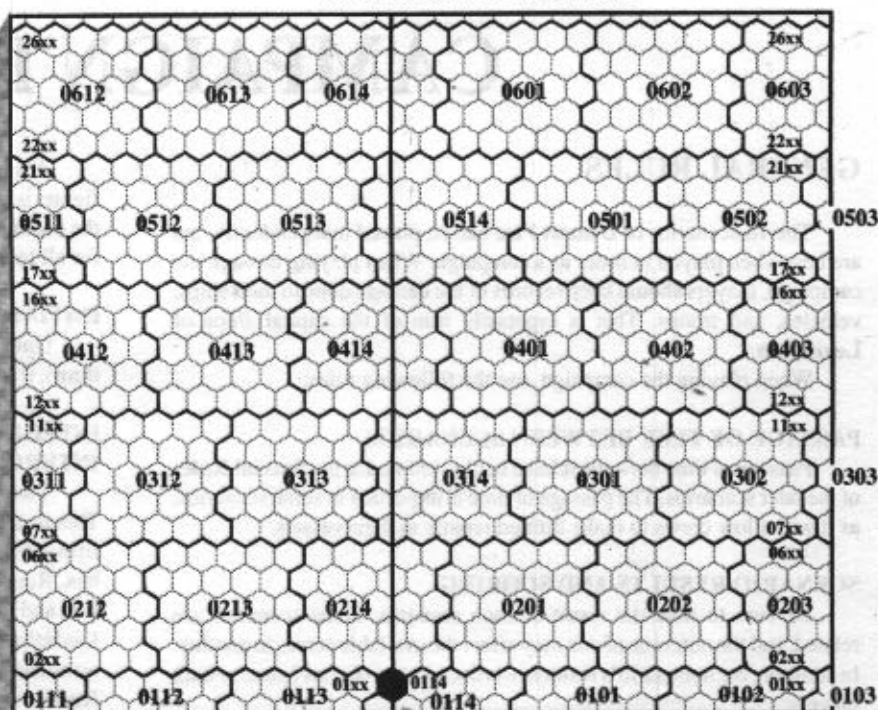


INTERCEPTOR MAP

LEVIATHAN MAP



INTERCEPTOR MAP



CENTURION MAP

Launching Fighters

All Interceptors begin the scenario aboard their capital ships. In order to deploy Interceptors, a player must launch a squadron (or larger) size unit of Interceptors from one of his capital ships in the **Leviathan** Launch and Recovery Phase.

To launch fighters, the appropriate **Leviathan** fighter counter is placed in any hex the capital ship currently occupies. A capital ship may launch any or all of its fighters in one turn. No fighter counter being launched may move or attack until the next turn, but it may be attacked.

The next turn, it moves in the **Leviathan** Movement Phase.

Moving Between Leviathan and Interceptor Boards

If a fighter counter ends its **Leviathan** movement in one of the hexes corresponding to the **Interceptor** board, the fighters it represents may move to the **Interceptor** board and begin acting during **Interceptor** phases. For example, a fighter counter that ends the **Leviathan** Movement Phase in Hex 0603 on **Leviathan** Map 2 may announce it is moving to any of Hexes 2212-2214, 2311-2314, 2412-2414, 2511-2514, or 2612-2614 on **Interceptor** Map 2.

One **Interceptor** counter may be placed on the **Interceptor** board for every six fighters in the **Leviathan** unit. (The **Interceptor** board represents just a slice of the three-dimensional action. The other fighters are engaged elsewhere in the area.) For example, a squadron of six *Gladius* fighters enters the **Interceptor** hexes. One *Gladius* **Interceptor** counter is placed on one of the corresponding hexes on the **Interceptor** board. If the unit has more than one type of fighter, randomly select which fighter(s) appears.

If a damaged squadron moves from the **Leviathan** board to the **Interceptor** board, roll 1D10. On a 1-5, a fighter appears on the **Interceptor** board. On a 6-10, all surviving fighters in that squadron are engaged elsewhere.

If a damaged flight or group moves from the **Leviathan** board to the **Interceptor** board, divide its remaining armor boxes by 6 and round up.

That number of fighters appears on the **Interceptor** board.

Keep track of which fighters are from which **Leviathan** unit. If a fighter leaves the **Interceptor** board without returning to the **Leviathan** board, or if it is destroyed, mark off 6 armor boxes on its **Leviathan** record sheet. If a fighter is able to return to the **Leviathan** board, even if it is badly damaged, its **Leviathan** record sheet is unchanged.

Only fighters may move between the **Leviathan** and **Interceptor** boards. Units on one of these boards may not fire at units on the other board. (However, units on either board may interact with units on the **Centurion** board, per the integration rules in the **Leviathan** and **Centurion** rulebooks.) Movement from the **Leviathan** board to the **Interceptor** board is announced at the end of the **Leviathan** Movement Phase. Movement from the **Interceptor** board to the **Leviathan** board is announced at the end of the **Interceptor** Movement Phase.

Fighter Ground Missions

Leviathan fighter units may be designated as ground-support missions. In this case, the entire unit's missile-attack factor becomes 0, its hard points being loaded with ground-attack munitions. Fighter units wishing to engage in ground attacks must move from the **Leviathan** board to the **Interceptor** board as described above, and then to the hex representing the **Centurion** board. If a player intends to allocate a unit of fighters to ground support, he must decide what type of ground-attack ordnance the unit is carrying before play begins. No more than 10 percent of the total ground-attack ordnance carried by fighters can be of the Hell variety.

LEADERSHIP RATINGS

Some forces have more than one commander listed. If so, use the first commander's Leadership Rating when calculating the leadership difference between the two forces. If a force's first commander loses communication or is himself lost, start using the Leadership Rating of that force's second commander.

MULTIPLE MAPS

Several scenarios require three space maps. The **Leviathan** and **Interceptor** maps are identical, and so any three of those four maps may be used.

NECESSARY SKILLS AND STATS

Most necessary skills and SOT ratings are listed with the forces in the **Game Set-Up** of each scenario. However, fighter units from capital ships occasionally transfer to an **Interceptor** board, where the resulting individual fighters need skills. In such cases, roll 1D10, add 1 to the result, and find the corresponding skill levels on the **Beginning Skill Level** table (**Interceptor**, p. 14).

OFF-BOARD SUPPORT

Centurion forces in several scenarios may request off-board support: artillery support, naval fire support, or even Thor strikes. The commander may only request one mission per turn, even if more than one type of support is available. He does not have to request fighter strafings or bombings; they arrive without being requested, if they are available in the scenario.

Artillery Support

In some scenarios, one or both sides may request an artillery support mission, but one is not always available. To determine if such support is available when requested, roll 1D10 and add the Leadership Rating of the requesting officer. If the result is 8+, the artillery mission is available that turn and is plotted normally. The type of fire available may be determined on the **Artillery Support** table.

ARTILLERY SUPPORT

| 1D10 + LR | Support Available |
|-----------|-------------------|
| 1-2 | 2 Rounds Smoke |
| 3-4 | 2 Rounds AMA |
| 5-6 | 2 Rounds ADM |
| 7-8 | 3 Rounds HAFE |
| 9-10 | 2 Rounds GLAD |
| 11+ | 2 Rounds Hell |

Naval Fire Support Missions

In some scenarios, one or both sides may request a naval fire support mission, but one is not always available. To determine if such support is available when requested, roll 1D10 and add the Leadership Rating of the requesting officer. If the modified roll totals 11+, support will arrive in the next turn. The availability roll is made during the end phase. Only one mission may be requested per turn.

In scenarios where capital ships are actually on a **Leviathan** board (Scenarios 7 and 15), support fire of this type is not available unless there is a capital ship in one of the **Leviathan** hexes that overlap the **Interceptor** board. If available, naval fire support is plotted and resolved according to **Naval Fire Support and Centurion** (**Leviathan**, pp. 33-34). Note that spinal-mount weapons may *not* be used for naval fire support.

In other scenarios (Scenario 4), the naval support is more abstract. To determine the type of mission available on the turn support is provided, roll 1D10 and consult the **Fire Support** table.

FIRE SUPPORT TABLE

| Die Roll | Support Available |
|----------|---|
| 1 | 1 naval fire mission equal to a 25 22.5/15 laser bay (40 points) |
| 2 | 1 Hell round |
| 3 | 3 GLAD rounds |
| 4 | 2 HAFE rounds |
| 5 | 1 GLAD round |
| 6 | 1 ADM round |
| 7 | 1 HAFE round |
| 8 | 2 HAFE rounds |
| 9 | Fighter mission, dive bombing TOG—1 <i>Spiculum</i> carrying 2 Hell bombs CW—1 <i>Stinger</i> carrying 2 Hell bombs |
| 10 | Fighter mission, strafing run TOG—1 <i>Martioharbulus</i> CW—1 <i>Avenger</i> |

Thor Missions

Thor missions are only available in Scenario 7. See **Special Rules and Reminders** in Scenario 7 for how to request a Thor strike.

Commander Casualties

Make a note of which vehicle each commander is in. If that vehicle is destroyed, or the commander is killed, that commander may no longer request support. However, remember that both sides begin with a second commander.

PROTOTYPE HORATIUS

See **Prototype Horatius** for statistics on the original design of the Horatius medium grav tank. This is the model used by the TOG forces during the invasion of Gustaviv's Regret. To better simulate the actual action, use the prototype's stats and the special rule for locking the turret in position.

WITHDRAWAL

In some scenarios, one entire side might be forced to withdraw. In others, individual units might be forced to withdraw. In either case (force or individual withdrawal), withdrawal begins during the movement phase of the following turn. The current turn may be completed normally. Beginning the following turn, any unit forced to withdraw must exit as quickly as safely possible in the direction given by the scenario. **Interceptors** must apply SOT every turn. Grav vehicles may go to TFF or LAF, but are not required to do so. A withdrawing unit may still fire normally.

Force Withdrawal

Some scenarios specify that an entire **Centurion** side might be forced to withdraw. In those scenarios, each time a tank or APC is destroyed, the controlling player rolls 1D10, and adds the total number of grav vehicles his side has lost to the result. When any one of these modified die rolls totals 15+, that side is forced to withdraw.

Individual Withdrawal

Other scenarios specify that individual vehicles might be forced to withdraw. In those scenarios, whenever a **Centurion** vehicle takes damage to its internal structure (other than damage to the ballistic protection), the controlling player must make a morale check for the troops in the vehicle by rolling 1D10. If the die roll is higher than the troops' Morale Number (see **Troop Morale** table), that vehicle is forced to withdraw. If there is no current commander, the Leadership Rating is 0. As always, a die roll of 10 means the skill check has failed.



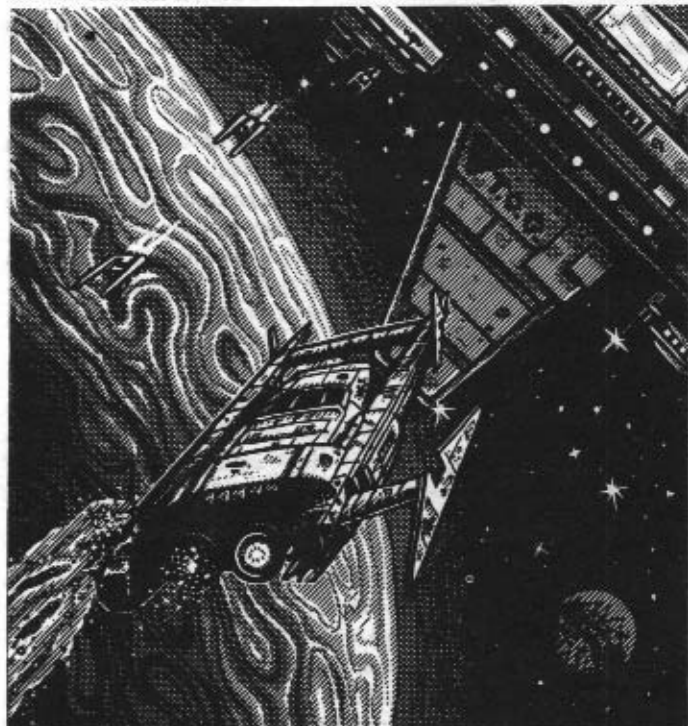
TROOP MORALE TABLE

| Troop Quality | Morale Number |
|---------------|-----------------------------------|
| Elite | 9 + Commander's Leadership Rating |
| Regular | 6 + Commander's Leadership Rating |
| Green | 3 + Commander's Leadership Rating |

In scenarios where an individual capital ship might be forced to withdraw, a morale check is made when more than half its Internal Component Blocks have been destroyed. Another morale check is required whenever more blocks are destroyed. Roll 1D10 to make a morale check. If the die roll is higher than 4 + the commander's Leadership Rating, that ship is forced to withdraw. If the commander has been killed or has himself withdrawn, any roll higher than a 4 forces the ship to withdraw.

In scenarios where an individual **Leviathan** fighter unit might be forced to withdraw, a morale check is made when more than half its armor blocks are destroyed. Another morale check is required whenever more blocks are destroyed. Roll 1D10 to make a morale check. If the die roll is higher than 4 + the commander's Leadership Rating, that ship is forced to withdraw. If the commander has been killed or has himself withdrawn, any roll higher than a 4 forces the ship to withdraw.

In scenarios where an individual **Interceptor** fighter might be forced to withdraw, a morale check is made whenever it takes permanent damage to its internal structure, main weapons, drives, or power plant, or when its commander is killed. The controlling player must roll 1D10 and add the number of hits to the affected system(s). If the result is 12+, that fighter must begin to withdraw. Fighters that withdraw from the **Interceptor** board are considered to have returned to their mother ships once they leave the **Interceptor** board.



OPTIONAL RULES

The following rules are optional, and should not be used unless both players agree to use them. However, the scenarios in **Distant Fire** are designed to use these rules. Players should be very clear about which optional rules will be used, if any, before beginning any scenario.

Note that **Initiative** and **Interceptor Initiative** overlap. Choose one or the other rule; do not try to use both at the same time.

INITIATIVE

(This rule is borrowed from **BattleTech**.) The player who lost the initiative chooses one unit and moves it first. Then the player who won the initiative moves one unit. Movement alternates until all units have been moved.

If, prior to any pair of movements, one player has twice as many units left to move as the other player, that player moves two units, rather than just one. (If one player has three times as many units, he moves three, and so forth.) This means that the player who won the initiative moves at least one of his units last. Any unit that has not been destroyed may be "moved," even if its move is to simply stay in place.

In **Leviathan**, this rule would be applied successively to each size of ship, just as the current initiative rule is applied.

INTERCEPTOR INITIATIVE

Determine an initiative number for each fighter by rolling 1D10 and adding the result to the fighter's SOT. The fighter with the lowest initiative number moves first, followed by the second lowest, and so forth. This gives a slight advantage to pilots with high-thrust fighters and fighters with better pilots.

CENTURION PLATOON MOVEMENT

To better reflect platoon integrity, alternate movement by platoons rather than by individual units. All of the units assigned to a platoon are moved, even if the platoon has been reduced to a single vehicle. In order to move a platoon out of sequence, a player must spend 3 Leadership Advantages Points, regardless of the number of units in the platoon. This rule improves the value of opportunity fire, causes the players to maneuver their platoons as cohesive fighting units, and speeds up the game.

CORVETTES VS. FIGHTERS

In **Interceptor**, multiple fighters are not as effective against corvettes as they should be. To better reflect the tactical superiority of fighters over corvettes, assume that the size of a corvette allows fighters to better aim their shots. An attacking fighter may shift the actual armor-column hit on a corvette, up one or down one, from the rolled column. For example, a hit in column 3 could be centered in columns 2, 3, or 4, as the attacking player desires.

FIGHTERS VS. GROUND UNITS

To improve fighters' chances against ground units, fighters may mount a painting laser on a hard point. This painting laser is only good when attacking ground targets.

Infantry may not paint fighters.

IMPROVED HAFE ROUNDS

Improved HAFE rounds attack the target hex and the surrounding six hexes. They cause as much damage to each of these seven hexes as normal HAFE rounds inflict on one hex.



25



DEAF AND BLIND

For use with LEGIONNAIRE

UNEXPECTED RESISTANCE

The following is an excerpt from the post-mission debriefing of Optio Francis Chriss, by Navarchos Robert Abbey, following the capture of T-Doppler Tracking Station SC-C-334.

NAVARCHOS ABBEY: Please continue, Optio.

OPTIO CHRISS: Thank you, sir. As I was saying, our transport dropped out of T-space at 2345, almost thirty minutes ahead of schedule. Lucky for us.

ABBEY: Why is that?

CHRISS: Well, it took us awhile to make our approach to the station. I don't know where they got that old *Toledo*, but it must have been one step from the junkyard. Then the controller on the station gave us a hard time about docking. Somebody really screwed up there. Once we secured the command center, we found out that the supply run we were using for cover wasn't due for another three weeks. That wasn't all.

Once that dimwit let us dock, we began deploying according to the usual drill. Griff, that's Sergeant Griffin Key, took his team to secure the engineering section, while my team hit the command center. We'd barely left the docking bay when we came under fire.

ABBEY: You came under fire? That station was supposed to be only lightly defended.

CHRISS: Yeah, well, somebody forgot to tell that to the "wealthies." Anyhow, Corporal Tomlinson bought it right off. A spike round hit him in the belly, and he just folded up like an old beer can. That's when all hell broke loose. It took us nearly ten minutes to fight our way up to the CC, and another five to secure it. My chrono went off just about the time the last Comm threw down his gun. My tech-sergeants got on the P-Comm and tracking boards about five seconds before the biggest Tau-wave I'd ever seen hit the detectors. I figured that it had to be an invasion fleet.

ABBEY: You have excellent powers of deduction, Optio, but please continue with your report.

CHRISS: Yes, sir. Once we'd secured the command center, I called Sergeant Key on the commlink. He said that he was too busy for idle chit-chat, and that the engineering center hadn't been secured. I detailed one of my remaining three men to stay and guard the prisoners, and went to help Griff. It took us another fifteen minutes to root the Comms out of their holes.

ABBEY: And what were your total casualties?

CHRISS: Two dead; three wounded, two of those seriously.

ABBEY: That's 63 percent casualties, Optio. Are you always that careless with Caesar's men?

CHRISS: If the Navarchos will look at the casualty ratio, he will see that we faced a total of twenty-two defenders, including the station's technical staff. Of those twenty-two men, we killed nine and wounded eleven more. That's an even four-to-one ratio, which I'd say is pretty good for that kind of op.

ABBEY: Thank you for your appraisal, Optio. However, that decision isn't yours to make, it is mine.

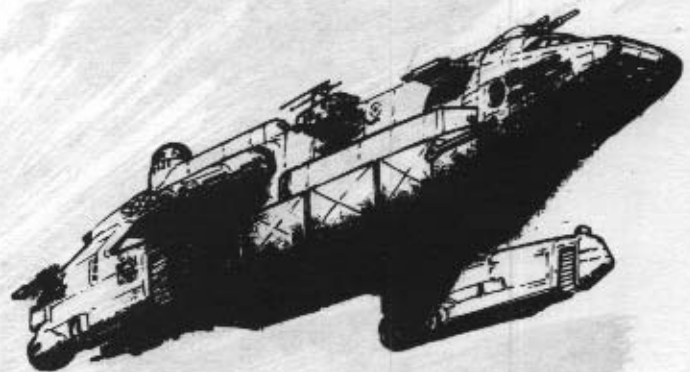
SITUATION: 19 OCTOBER 6818, T-DOPPLER TRACKING STATION SC-C-344, 53 LIGHT YEARS FROM GUSTAVIV'S REGRET

TOG invasion planners had hoped to catch the defenders of Gustaviv's Regret by surprise. To that end, a series of commando-type assaults were planned along the invasion fleet's intended route. The object of these raids was to capture intact the T-Doppler tracking stations, which could detect and report the fleet's location and heading.

The most critical of these assaults was assigned to the elite Seventeenth Marine Strike Team under Optio Francis Chriss. Using a captured *Toledo* Class freighter, the Seventeenth MST approached Tracking Station SC-C-344, claiming to be a routine supply and replacement run.

Problems with the ship's sub-light drives and inaccurate intelligence delayed the mission for nearly twenty minutes. When Team 17 finally began their assault, they met with unexpectedly stiff resistance from the station's crew. In the end, it took more than fifteen minutes to secure the command center. Team 17's technicians were able to prevent the station's automated systems from reporting the huge Tau-wave created by the fleet's passage, with only seconds to spare. It required another fifteen minutes to secure the station's engineering section and crew quarters.

Even though Team 17 took 63 percent casualties, their mission was a success. The fleet's cloak of secrecy remained intact.





GAME SET-UP

This scenario uses **Legionnaire** rules.

The game begins after Team 17's ship has docked at the station. The Commonwealth player should secretly record the location of his forces. Of the 22 men available to him, five must be placed on the bridge, and three must be placed in the Communications Equipment and Computer room on the Engineering Deck. The balance of his forces may be deployed as he sees fit, though no more than two may be placed in any one room or corridor.

The game begins as the large bay hatch on Deck 2 opens. The TOG ship has mated with this hatch so that Team 17's troops can enter all along its nine-meter length. The other two exterior hatches are of no use in this scenario because none of the TOG or Commonwealth troops are currently wearing oxygen-equipped suits.

TOG FORCES

Seventeenth Marine Strike Team, consisting of eight Marines.

For this scenario, assume that all of the Marines have the following attributes and skills.

Attributes:

| AG | CH | CN | DX | IQ | LK | SP | ST |
|----|----|----|----|----|----|----|----|
| 14 | 10 | 16 | 15 | 13 | 11 | 16 | 14 |

Skills: Knife/Knife Throwing: 2, Laser Firearms: 3, Projectile Weapons: 3, Security Tech: 2, Support Weapons: 2, Zero-G Operations: 2

Each Marine is wearing a Marine Combat Suit, and is armed with an Akley laser rifle which is powered off the suit, two anti-personnel grenades, and a dagger. In addition, one Marine is carrying an Anthony grenade launcher, loaded with two anti-personnel and two smoke grenades.

If both players agree to modify attributes and skills, the Marines may be modified to the following extent:

Modified Attributes

Roll 1D10 for *each* attribute, and consult the **Attribute Modifications** table.

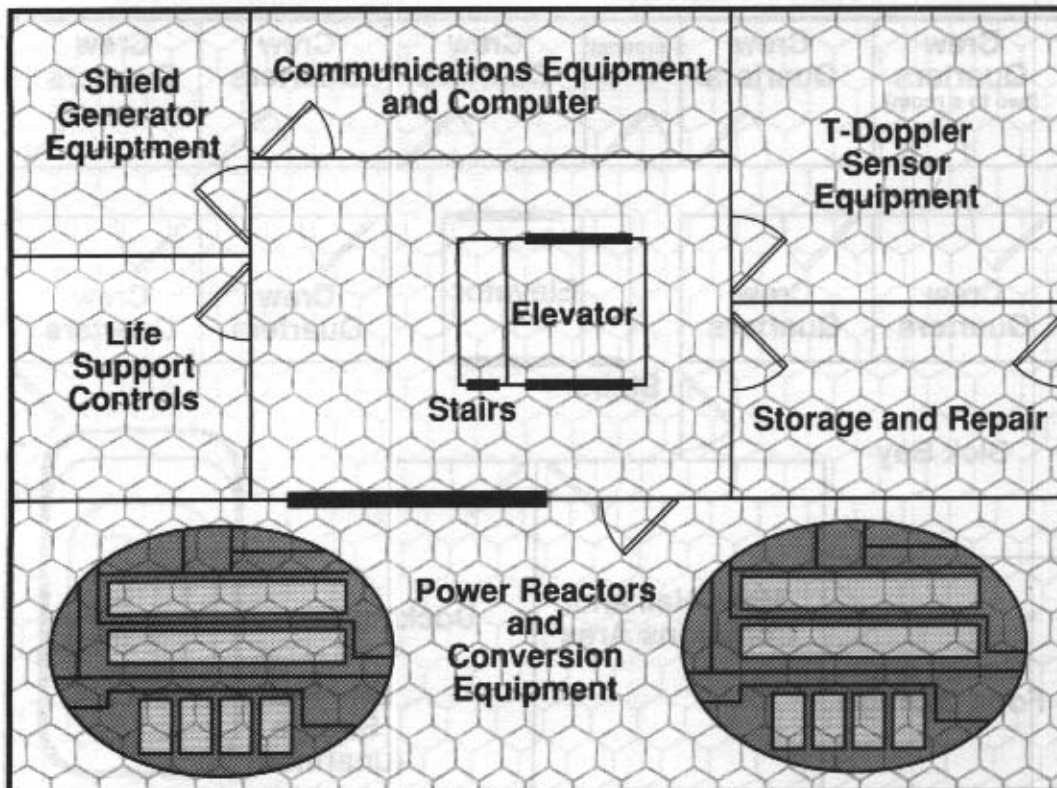
ATTRIBUTE MODIFICATIONS TABLE

| Roll | Result |
|------|---------------------------|
| 1 | Add 2 to attribute |
| 2-3 | Add 1 to attribute |
| 4-7 | Attribute is unchanged |
| 8-9 | Subtract 1 from attribute |
| 10 | Subtract 2 from attribute |

Modified Skills

Fourteen levels of skill are listed for each Marine. Each may have 15 levels of skill. No current skill may be improved. No new skill may be given more than two levels. Any current skill may be lowered or eliminated.

DECK 1: ENGINEERING 1 HEX = 1 METER





COMMONWEALTH FORCES

The crew of T-Doppler Tracking Station SC-C-344, consisting of 22 men.

For the purposes of this scenario, assume that each of the station crew members has the following attributes and skills:

Attributes:

| AG | CH | CN | DX | IQ | LK | SP | ST |
|----|----|----|----|----|----|----|----|
| 12 | 10 | 14 | 11 | 13 | 10 | 14 | 12 |

Skills: Communications (P-Comm): 2, Projectile Firearms: 2, Security Tech: 2, Zero-G Operations: 1

Each crew member is wearing a light infantry suit, and is carrying a Tektara spike carbine with six reloads.

If both players agree to modifying attributes and skills, the station crew may be modified to the following extent:

Modified Attributes

Roll 1D10 for each attribute, and consult the **Attribute Modifications** table.

Modified Skills

Seven levels of skill are listed for each crew member. Each may have eight levels of skill. No current skill may be improved. No new skill may be given more than two levels. Any current skill may be lowered or eliminated.

GAME LENGTH

Combat continues until one side or the other is in sole possession of the station.

SPECIAL RULES

Alert Status and Surprise

When the game begins, the station is not on alert status. No crewman may ready a weapon until he realizes the station is under attack, either because he recognizes an enemy or because the alert sounds. Any crewman who recognizes an enemy before the alert sounds or during the round in which the alert sounds is surprised for one round (**Legionnaire**, p. 100).

The alert may be sounded by any crew member who recognizes an enemy as soon as he is allowed to take an action. A Marine may prevent a crewman from sounding the alert with a successful preemptive strike that knocks the crewman unconscious. Sounding the alert is a normal action and may be combined with a character's movement, but not with any other action.

A character in an area adjacent to one where firearms are being discharged, and on the same deck, may sound the alert after one round of surprise.

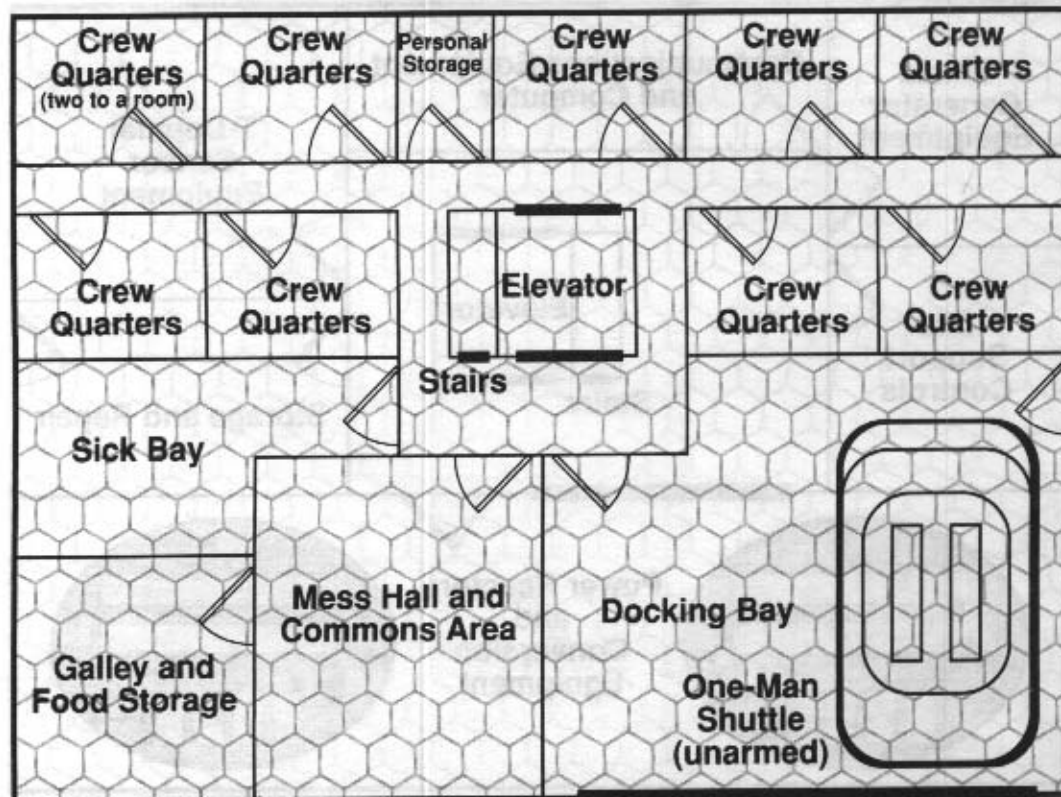
Until the alert has been sounded, the Commonwealth player may not move his troops. Once the alert has been given, he may move his troops freely.

Doors

Going through *any* door takes a full round. The character ends one round adjacent to the door, moves past the door in the next round, and begins the third round adjacent to the far side of the door. He is exposed to fire from both directions during the round he is going through the door. Doors cannot be locked.

DECK 2: ENLISTED QUARTERS

1 HEX = 1 METER





Elevator and Stairs

The elevator takes one full round to move from one deck of the station to the next. It begins on the top deck, Deck 3. While in the elevator, characters may take any action they wish, so long as it is possible inside the elevator. Next to the elevator is an enclosed stairwell. It takes two full rounds to climb one level of stairs. A character climbing stairs may perform no other action.

Distress Call

After the alert has been triggered, the Commonwealth player may transmit a distress call. To do so, he must have at least two conscious men on the bridge and one in the engineering computer room. Sending a distress call takes three rounds and requires a successful Communications, P-Comm: IQ (2) skill check during the third round. If there is combat on the bridge or in the computer room anytime during the three rounds, the task becomes an IQ (3) skill check. If there is combat in both areas, it becomes an IQ (4) skill check. The Commonwealth player decides which of the three characters makes the check. If unsuccessful, the Commonwealth player may try again, keeping in mind that each attempt takes three rounds to complete.

Automatic T-Doppler Signal

The TOG fleet passes within range of the station in Round 20. The station automatically notifies the next station, which is in the Gustaviv system, if the Marines have not disabled the automated system before the end of Round 20. To disable the automatic system, the Marines must be in sole possession of both the bridge and the engineering computer room at the end of a round. (There may be no conscious crewmen in either

room.) During the next round, one Marine, in either room, must make a successful Communications, P-Comm: IQ (2) skill check. If there is combat on the bridge or in the computer room anytime during this next round, the task becomes an IQ (3) skill check. If there is combat in both areas, it becomes an IQ (4) skill check.

If the Marines disable the automatic system but are then defeated by the station's crewmen, a crewman immediately sends a T-Doppler report to the Gustaviv's Regret system.

Explosives

The station cannot be disabled with either explosives or explosive decomposition.

VICTORY CONDITIONS

The TOG player must secure the tracking station before the fleet comes through, and prevent a distress call from being sent. The Commonwealth player must hold the station and send the call.

TOG Decisive Victory: No T-Doppler report is sent and no distress call is sent.

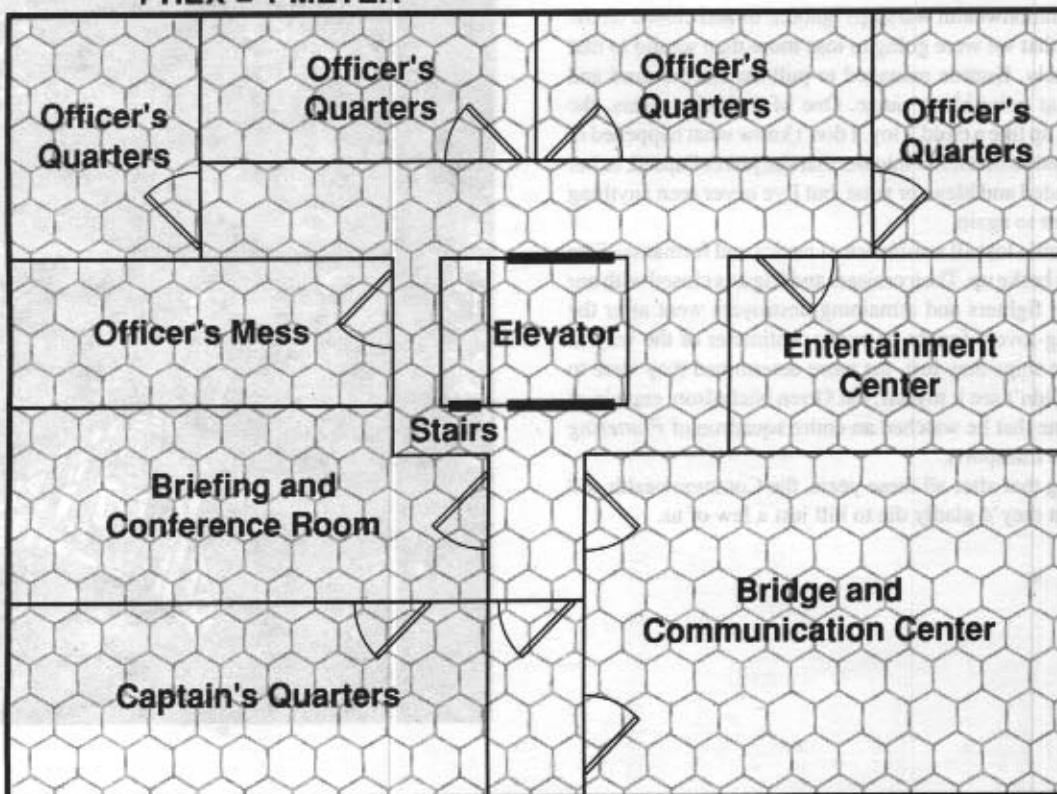
TOG Marginal Victory: No T-Doppler report is sent, but a distress call is sent.

Commonwealth Marginal Victory: No T-Doppler report is sent, but a distress call is sent.

Commonwealth Decisive Victory: A T-Doppler report is sent to the Gustaviv's Regret system.

DECK 3: CONTROL DECK

1 HEX = 1 METER





INVASION

For use with LEVIATHAN

D-DAY, GUSTAVIV'S REGRET

—Excerpted from the personal log of Admiral Lucius Oetaeus Longinius, Commander, Operation Distant Fire

We dropped out of T-space exactly where we were supposed to. I can remember hoping at the time that the Marine strike teams had silenced all the tracking stations we passed on the way here. They must have, because we caught the Commonwealth defense fleet napping. I can only imagine what the techs manning their scanning stations must have thought when they saw our Tau-wave on their detectors.

To their credit, the Comms did get their ships into line more quickly than I thought possible. Intelligence told us that the 43120th had gotten a new commander, a Bug. I never would have believed that human sailors would respond so well to commands given by a Xeno, if I hadn't seen it with my own eyes. He must have a Human exec they trust.

We were still at about 700 kilometers when the enemy opened fire. A couple of spinal-mount rounds hit our shields, but most missed us clean. I thought that they were trying to fire past us at the transports until the *Temerarius* took a hit.

That seemed to be enough for Kuroda. He ordered the fleet's warships to swing around and engage the defenders, leaving only the *Firestorm*, *Persecare*, and *Attis* to cover the transports. I'll never understand why that man does some of the things he does. Standard doctrine calls for the warships to screen the transports, but he ran off, leaving them almost naked.

Most of the Commonwealth warships ignored us and closed on the transports. I thought that we were going to lose more than we did in that initial pass. Fortunately, Kuroda managed to pull the fleet around and engage the Comms at point-blank range. One of their destroyers, the *Seawitch*, just folded up like a child's toy. I don't know what happened to her, whether we poured so much fire into her that she just collapsed, or her spinal mount overloaded and blew, or what, but I've never seen anything like it, and never want to again.

After that, the battle lost all semblance of tactics and formation. The Commonwealth fleet broke up. Their cruisers and frigates closed with our warships, while their fighters and remaining destroyers went after the transports. Those bug-lovers fought us every centimeter of the way. It seemed that the more ships they lost, the more determined they were to take us with them. I didn't see it myself, but Orren Nicholson, captain of the *Percussor*, told me that he watched an entire squadron of *Fluttering Petals* ram one of the transports.

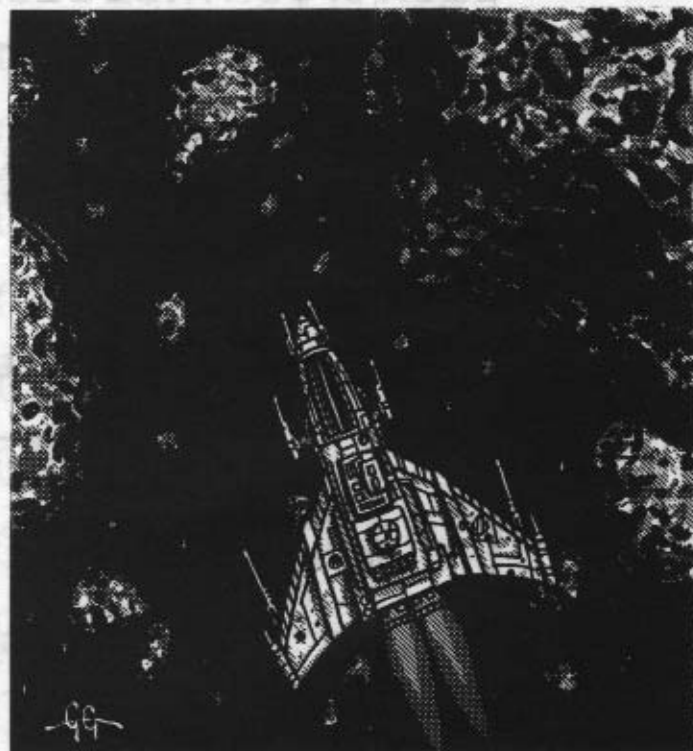
I find it amazing that after all these years, the Commonwealth still hates us so much that they'd gladly die to kill just a few of us.

SITUATION: 22 OCTOBER 6818, GUSTAVIV SYSTEM

When Task Force *Temerarius* dropped out of T-space into the Gustaviv's Regret system, the flash of their Tau-wave was the first indication the Commonwealth defenders had of the enemy fleet's presence. Responding quickly, Commodore De! a'v organized his forces and went to meet the invaders.

Opening fire at extreme range, the Commonwealth fleet managed to goad Commodore Joseph Kuroda into abandoning the usual doctrine of screening transports with warships. Leaving only a frigate and a pair of destroyers to protect the vulnerable transports, Kuroda swung his fleet out of line and charged into the Commonwealth formation. In the initial exchange of fire, three heavy spinal-mount rounds slammed into the *Exeter* Class destroyer *Seawitch*, breaking her back. For a few brief moments, all firing ceased, as awestruck sailors watched the five-hundred-thousand-ton ship crumple and die. Then, as if by signal, the fighting resumed.

For over three hours the fleets slugged it out in a running battle from which no ship escaped undamaged. In the end, enough transports got through the blockade to drop their troops on Gustaviv's Regret. The battered Commonwealth fleet withdrew to the comparative safety of the asteroid belt to make repairs and await their next engagement with the invaders.

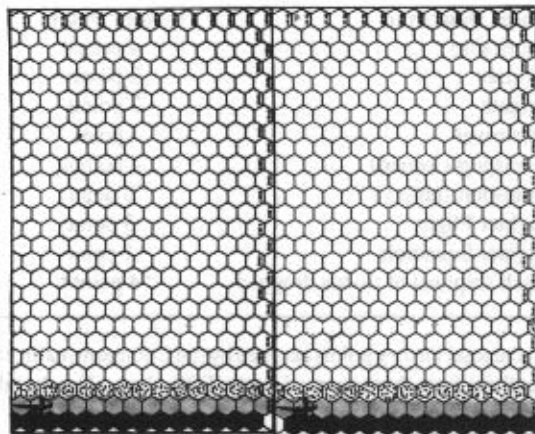




GAME SET-UP

This scenario requires the **Leviathan** rules.

Lay out the maps as illustrated. The planet surface is hex row 01xx on Map 1.



MAP 1

MAP 2

The TOG player sets up first. He places his warships on the board within five hexes of the right edge, before Turn 1. His transports enter from the same edge during the movement phase of Turn 2.

The Commonwealth player enters the top edge of Map 1, during the movement phase of Turn 1.

TOG FORCES

Task Force Temerarius, 202031st Harasser Squadron

Commodore Joseph Kuroda, Commander

Leadership Rating: 5

INS Temerarius, a *Mars* Class battleship

2 *Gladius* squadrons

2 *Spiculum* squadrons

1 *Saxum* squadron

1 *Defensor* squadron

INS Flaminus, a *Syracuse* Class cruiser

1 *Verutum* flight

1 *Pilum* flight

1 *Martiobarbulus* flight

INS Black Prince, a *Syracuse* Class cruiser

1 *Verutum* flight

1 *Martiobarbulus* flight

1 *Gladius* flight

INS Percussor, a *Bantha* Class frigate

1 *Spiculum* flight

1 *Gladius* flight

INS Firestorm, a *Bantha* Class frigate

2 *Sica* flights

INS Persecare, a *Serpens* Class destroyer

1 *Pilum* flight

INS Attis, a *Serpens* Class destroyer

1 *Saxum* flight

6 *Carrus* Class transports (See Special Rules below for specifications)

COMMONWEALTH FORCES

43120th Defense Squadron

Fleet Captain De! a'v, Commander

Leadership Rating: 5

RLS Agic, a *Vitak* Class cruiser

RLS Caringorm, a *Carthage* Class cruiser

1 *Avenger* flight

1 *Fluttering Petal* flight

1 *Guardian* flight

RLS Tasker, a *Valiant* Class frigate

2 *Cheetah* squadrons

2 *Hawk* squadrons

1 *Fluttering Petal* flight

RLS Red Tail, an *Exeter* Class destroyer

2 *Cheetah* squadrons

2 *Guardian* squadrons

RLS Seawitch, an *Exeter* Class destroyer

1 *Penetrator* flight

RLS Duchess Katherine, an *Ajax* Class destroyer

1 *Avenger* squadron

If the Commonwealth scored a Marginal Victory in Scenario 1, it had time to scramble the following additional Marine support for this battle.

1 *Defiant* flight

If the Commonwealth scored a Decisive Victory in Scenario 1, it also had time to scramble additional support from an out system *Apollo* Class carrier. Along with the *Defiant* flight, the following Interceptors appear.

1 *Gaul* flight

1 *Peacekeeper* flight

1 *Ventura* flight

Historical Force

Gustaviv's Regret received no warning or distress call, and so the additional fighters were not available.

GAME LENGTH

Combat continues until one side has fulfilled its victory conditions.

SPECIAL RULES

Transports

Use any type of one-hex, non-warship, non-fighter unit markers to represent the position and facing of the transports. (Fighter counters from **Interceptor** are well suited to this purpose.)

In order to drop its troops, a transport must enter any hex of the interface zone and decelerate to a full stop, with its bow facing the planet (direction 5 or 6). A transport must remain in that position for one full turn after it arrives, while its troops disembark. Troops are dropped following combat of the motionless turn. Dropped troops do not appear on the board and cannot be damaged in this scenario. Ships dropping troops are assumed to be using enough thrust to maintain station-keeping, and so their orbits will not decay.

Ships engaged in dropping troops may not fire their forward-facing weapons, and they must lower their forward shields.

The only way to prevent a transport from deploying its troops is to destroy the transport before it can do so.



Gravity Well

Any unpowered ship that enters the gravity well (hex row 13xx and below on Map 1) immediately will be trapped in a decaying orbit. See the *Leviathan* rules, p. 32, for details on the effects of the gravity well.

Record Keeping

Keep track of which ships are destroyed and what damage has been done to the ships that survive. Surviving units will come into play in later scenarios.

CARRUS CLASS TRANSPORT

Size: 1 hex
Thrust: 2 (3 if no weapon fires in the turn)
Shield: 1 (all sides)
Armor: 20 (all sides)
Weapons:

| Type | Location | Range | | | |
|---------------------|----------|-------|-----|-----|------|
| | | 1 | 2-3 | 4-6 | 7-20 |
| 10 7.5/25 laser bay | F | 2 | 1 | 0 | 0 |
| 10 7.5/25 laser bay | A | 2 | 1 | 0 | 0 |
| 10 15/10 laser bay | R | 1 | 1 | 1 | 0 |
| 10 15/10 laser bay | L | 1 | 1 | 1 | 0 |

VICTORY CONDITIONS

The TOG player must maneuver his transports into the interface and drop the troops.

The Commonwealth player must prevent the TOG player from dropping his fleet to the surface.

Both players should also attempt to inflict as much damage on the enemy fleet as possible.

Use the **Victory Points** table to determine how many victory points each side has accumulated.

VICTORY POINTS TABLE

| Ships Destroyed | Victory Points |
|---------------------------------|----------------|
| Battleship | 4 points |
| Cruiser | 3 points |
| Frigate | 2 points |
| Destroyer | 1 point |
| Transport (loaded) | 4 points |
| Transport (empty) | .5 point |
| Fighter Flight | .3 point |
| Fighter Squadron | .1 point |
| Each shipload of troops dropped | 4 points |

Add up the total victory points accrued by the Commonwealth player, and subtract them from those accrued by the TOG player. Use the table below to determine who won.

OUTCOME TABLE

| Victory Points | Outcome |
|----------------|----------------------------------|
| 24 | TOG Decisive Victory |
| 10 to 23.9 | TOG Substantial Victory |
| 3 to 9.9 | TOG Marginal Victory |
| -2.9 to 2.9 | Draw |
| -9.9 to -3 | Commonwealth Marginal Victory |
| -23.9 to -10 | Commonwealth Substantial Victory |
| -24 and less | Commonwealth Decisive Victory |



RODE THE SIX HUNDRED

For use with INTERCEPTOR and CENTURION

ELEVATOR TO HELL

—Excerpt from *Dust and Fire, The Battle for Gustaviv's Regret*, Captain George Anders, CAF (retired), New Janos Publishing Company, © 18 June 6825. Used by permission.

Civilians have no idea what a combat drop is like. Sure, they see them on the Tri-Dees all the time, but there is no way to show the pure terror a man experiences when he looks out of a gaping bay door and sees nothing but empty space and the planet far below.

Now, I've made combat drops on at least a dozen worlds, and I made a fair number of practice drops on Gustaviv's Regret before the Toggies arrived, so I have a fair idea what those poor devils went through when they left their transports.

The first thing that happens is all the lights in the troop bay go out and are replaced by these dim red glow-bats they call battle lanterns. That's the signal for everybody to button-up. The TCs seal up their vehicles and report to their platoon leader, who reports to the company commander, who reports to... who reports to... and so on. Eventually the report gets to the drop officer on the bridge. He reports to the ship's captain that everybody's ready to go. Then the real fun starts.

The captain aims the ship straight into the center of the planet and shuts off his drives. No words can describe the eerie feeling you get when you hear the hum of the engines quit. The ship is operating on station-keeping thrusters alone, and God help you if one of them has been hit.

Once the ship is in position, the drop officer opens the bay doors. The TCs order the tank's grays fired up, and out you go. Unless you've managed to catch the enemy by surprise (which is extremely rare, no matter what you see in Tri-Dec), that's when the fighters close in. You'd think that a 280-ton tank would have little to fear from a 125-ton fighter, but you'd be wrong. You see, a tank is larger, slower, and has shorter-ranged weapons than any fighter. Those ships have to get real close before there's a prayer of hitting them, and they're usually too smart for that. And even if you do damage them, it doesn't matter. They're going back to a nice safe carrier or base—you're going to hell. Like I said, you almost never catch the enemy by surprise. Once his fighters get done mauling you, you've got to face his tanks and peds, and that's a whole other mess.

SITUATION: 22 OCTOBER 6818, GUSTAVIV'S REGRET

Once the TOG invasion fleet ran past the Commonwealth blockade, the transports began deploying their ground troops over the north polar region of Gustaviv's Regret. Elements of the 5012th Marine Pursuit Wing engaged the descending vehicles of the 3794th Strike Legion, hoping to damage or destroy as many of the tanks and APCs as possible before the invaders hit the ground.

On the ground, Brigadier General Constance Burke had ordered her troops not to oppose the landings, fearing that the initial assault would be far too strong for the relatively small 64th Commonwealth Legion. However, because of a breakdown in communications, the Eighth Battalion, stationed north of Fog Bound, did not receive the orders and engaged the invaders.

The 3794th, supported by elements of the Fourth Close Air Support Squadron, secured a planethead, but only after fighting a sharp and bloody battle with the 8/64th.



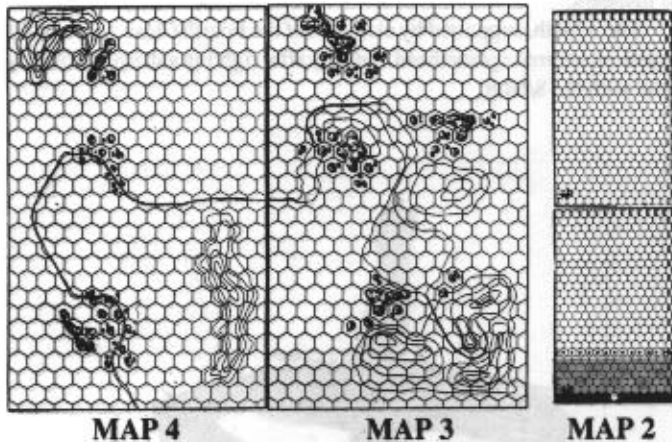


GAME SET-UP

This is the first of the integrated scenarios of **Distant Fire**, requiring both the **Interceptor** and **Centurion** rules to play.

Set up the **Centurion** and **Interceptor** boards as illustrated. The Commonwealth player secretly records the location, velocity, and facing of his tanks, APCs, and any dismounted infantry on the **Centurion** board. The TOG player secretly records in which hexes of the **Centurion** board he intends to land each of his grav units, and its facing when it reaches that board. Both TOG and Commonwealth players secretly record the location, beginning velocity, and facing of each of their Interceptors. They must each deploy two Interceptors on each of the **Interceptor** maps. No **Interceptor** may begin the game on Map 2 below hex row 09xx.

Once all locations, velocities, and facings have been recorded, the TOG player deploys his dropping grav units anywhere within the prescribed hexes. Each one is facing direction 5 or 6, and has velocity 1. (This is a controlled drop, and so they will maintain velocity 1 while on the **Interceptor** board.) When the grav units have been placed, all other units are then placed on the boards.



TOG FORCES

Third Century, 2/3794th Strike Legion

Centurion Fredrick Halstead, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Heavy Grav Armor Platoon (in Hexes 0406-0409)

3 Trajan heavy grav tanks

1st Medium Grav Armor Platoon (in Hexes 0704-0710)

3 Horatius medium grav tanks

Fourth Century, 2/3794th Strike Legion

Centurion Desius Ilusi, Commander

Leadership Rating: 3

Troop Quality: Regular

2nd Medium Grav Armor Platoon (in Hexes 0306-0308)

3 Horatius medium grav tanks

1st Armored Infantry Platoon (in Hexes 0605-0610)

3 Romulus medium grav APCs

3 bounce infantry squads w/TVLGs

2nd Armored Infantry Platoon (in Hexes 0505-0509)

3 Romulus medium grav APCs

3 bounce infantry squads w/mortars

Fourth Close Air Support Squadron

Pluiarchos Magda Nix, Commander

Gladius; Piloting 6, Gunnery 5, SOT 6 (Pluiarchos Nix)

Gladius; Piloting 5, Gunnery 4, SOT 6

Sica; Piloting 5, Gunnery 5, SOT 6

Sica; Piloting 5, Gunnery 4, SOT 6

Pilum; Piloting 5, Gunnery 4, SOT 6

Pilum; Piloting 5, Gunnery 4, SOT 6

COMMONWEALTH FORCES

Fifth Company, 8/64th Commonwealth Legion

Captain Willis Kintowski, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Medium Grav Armor Platoon

3 Liberator medium grav tanks

2nd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

3rd Armored Infantry Platoon

3 bounce infantry squads w/TVLGs (normally transported on the Liberators)

Elements of First Company, Fog Bound Militia Regiment

Sergeant Major Adarna Bheng, Commander

Leadership Rating: 3

Troop Quality: Regular

3rd Light Grav Armor Platoon

3 Wolverine light grav tanks

Elements of 5012th Marine Pursuit Wing

Wing Commander Wilson Terrel, Commander

1st Squadron, Alpha Flight

Fluttering Petal; Piloting 6, Gunnery 6, SOT 6 (Wing Commander Terrel)

Fluttering Petal; Piloting 5, Gunnery 4, SOT 5

Avenger; Piloting 5, Gunnery 4, SOT 6

Avenger; Piloting 5, Gunnery 5, SOT 6

Penetrator; Piloting 4, Gunnery 3, SOT 6

Penetrator; Piloting 5, Gunnery 4, SOT 6

GAME LENGTH

Combat continues until one side or the other has destroyed the enemy's ground forces. Once the last ground unit on one side is destroyed, the game is over at the end of that turn, regardless of how many Interceptors are left.

SPECIAL RULES

Dropping Tanks

Note **Distant Fire Special Rule: Attacking Tanks from the Interceptor Board.**

Grav tanks on the **Interceptor** board must move directly toward the **Centurion** Hex (0701). No maneuvering is possible. Grav tanks on the **Interceptor** board move during the **Interceptor** movement phase, at one hex per turn.



When a dropping grav tank moves from **Interceptor** Hex 0207 or 0208 to Hex 0107, take it from the **Interceptor** board to the **Centurion** board. Grav tanks arrive on the **Centurion** board in LAF mode, and can still be targeted by Interceptors while in that mode. When each tank arrives on the **Centurion** board, place it in the hex selected for it at the beginning of the game, then roll 1D10. If the resulting number is 7 or less, the tank has arrived in that hex; otherwise, it scatters like artillery. Tanks that scatter off the board are considered lost.

Inertia inhibitors slow a dropping tank when it nears the ground. When a dropping tank moves from the **Interceptor** board to the **Centurion** board, its velocity at the beginning of the next turn (before acceleration is applied) is 15.

Interceptor Missiles

Interceptors may carry any missile, bomb, and pod mix they choose on their hard points.

Hell, GLAD and HAFE ordnance, normally used for ground attack, may be carried by the Interceptors for use against targets on the **Centurion** board, but may not be fired at targets on the **Interceptor** board.

Vulcan anti-missile systems mounted on grav tanks function normally against Interceptor missiles.

VICTORY CONDITIONS

TOG Decisive Victory: All Commonwealth grav vehicles destroyed. Eleven or more TOG ground units survive.

TOG Substantial Victory: All Commonwealth grav vehicles destroyed. Seven to ten TOG ground units survive.

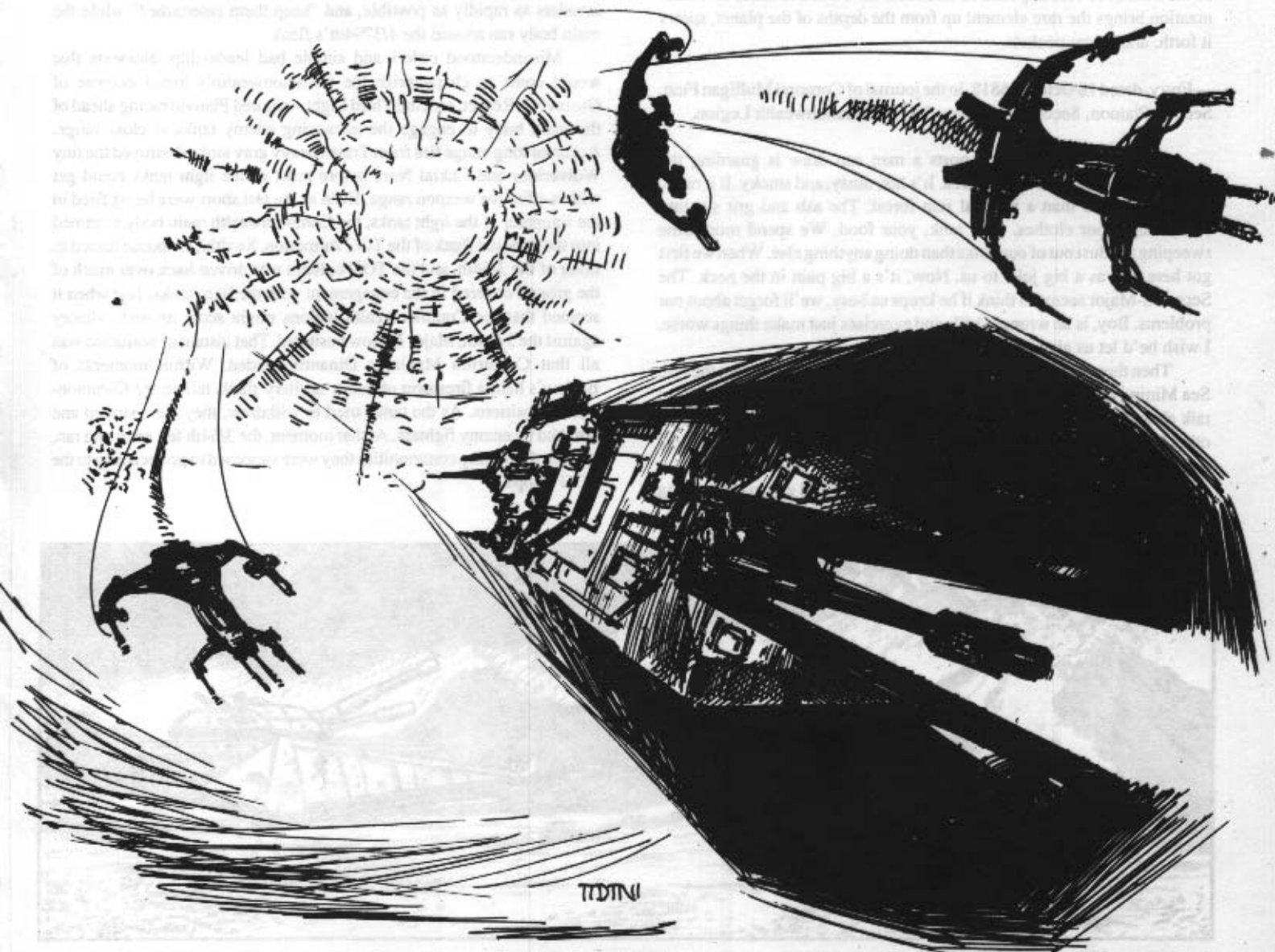
TOG Marginal Victory: All Commonwealth grav vehicles destroyed. Two to six TOG ground units survive.

Draw: All enemy ground units destroyed. One or no friendly ground units survive.

Commonwealth Marginal Victory: All TOG grav vehicles destroyed. Two to four Commonwealth ground units survive.

Commonwealth Substantial Victory: All TOG grav vehicles destroyed. Five to nine Commonwealth units survive.

Commonwealth Decisive Victory: All TOG grav vehicles destroyed. Ten or more Commonwealth ground units survive.





SHAKERS SHAKEN

For use with CENTURION. Also uses Interceptor and Leviathan.

COBALT BLUE, BLOOD RED

—Excerpt from *Delland's Guide to the Orion Arm*, Overlord Press, Terra, 6759

Barton's Fire Sea is an unusual geologic phenomenon. Located in the mountains west of the Sea of Tears, the Fire Sea is a deep basin ringed by several large, active volcanoes. Most of the lava produced by these volcanoes flows down their slopes and into the basin, where it collects in a titanic pool until it runs off into an underground cavern some fifty kilometers to the southwest. The Fire Sea is visible from space as an angry red weal on the planet's surface.

Because of the degree and nature of the volcanic activity in the area of the Fire Sea, vast deposits of trocobolt have been formed, as vulcanization brings the rare element up from the depths of the planet, spews it forth, and forms pockets.

—Entry, dated 18 October 6818, in the journal of Corporal Mulligan Finn, Second Platoon, Second Company, 3/64th Commonwealth Legion.

One of the most dismal posts a man can draw is guarding the trocobolt mines next to the Fire Sea. It's hot, dusty, and smoky. If it rains, it's more humid than a tropical rain forest. The ash and grit get into everything: your clothes, your tank, your food. We spend more time sweeping the dust out of our tanks than doing anything else. When we first got here, it was a big joke to us. Now, it's a big pain in the neck. The Sergeant-Major seems to think if he keeps us busy, we'll forget about our problems. Boy, is he wrong! Drills and exercises just make things worse. I wish he'd let us alone.

Then there's the miners. A more boring bunch of moles than the Fire Sea Mining Company you'll never want to meet. All the diggers want to talk about is booze, down time, and their last job. The managers, on the other hand, won't talk about anything except their profit margin, and how the miners are strangling their business.

I almost wish TOG would invade us. At least it'd give us something different to do.

SITUATION: 26 OCTOBER 6818, TROCOBOLT MINING FACILITY 27, NORTH OF BARTON'S FIRE SEA

After consolidating their positions in Gustaviv's Regret's north polar region, the 3794th Strike Legion began moving south in a series of quick strikes. One of these attacks was aimed at capturing the trocobolt mines in the area northwest of Barton's Fire Sea. The task was assigned to the Fourth Cohort, under the command of Centurion Maximus Lewis Dinantti.

As the 4/3794th entered the rugged terrain surrounding the Fire Sea, they were met by elements of the 3/64th Commonwealth Legion under Major D. Gordon Barlow. Barlow ordered his light armor to close with the invaders as rapidly as possible, and "keep them entertained" while the main body ran around the 4/3794th's flank.

Misunderstood orders and simple bad leadership, elements that would come to characterize the Commonwealth's initial defense of Gustaviv's Regret, sent the Third Light Armored Platoon racing ahead of the main body to engage the advancing enemy tanks at close range. Accurate long-range fire from Trajan heavy grav tanks destroyed the tiny Wolverines and Chktal Nors before most of the light tanks could get within effective weapon range. Even as the last shots were being fired in the slaughter of the light tanks, the Commonwealth main body slammed into the exposed flank of the TOG formation. Swiftly, the battle turned in favor of the 3/64th, and the TOG column was driven back over much of the ground covered in the engagement with the light tanks. Just when it seemed that the Commonwealth legions might score an early victory against the 3794th, Major Barlow hesitated. That instant of hesitation was all that Centurion Maximus Dinantti needed. Within moments of Barlow's halt, a firestorm of heavy artillery shells fell on the Commonwealth positions. As the tanks tried to withdraw, they were strafed and bombed by enemy fighters. At that moment, the 3/64th fell apart and ran, leaving the mining communities they were supposed to protect open to the TOG troops.





GAME SET-UP

This scenario uses the **Centurion** rules. **Interceptor** and **Leviathan** rules may come into play in the event of naval or air-fire support missions.

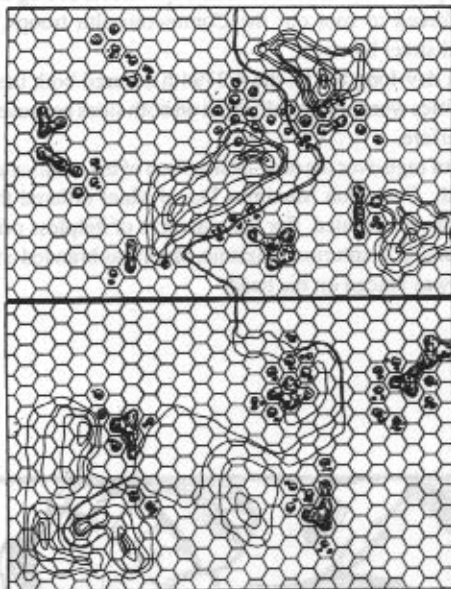
Lay out the maps as illustrated.

TOG forces enter the north edge of Map 1 during the movement phase of Turn 1.

The Commonwealth 2/3/64th enters the south edge of Map 4 during the movement phase of Turn 1.

The Commonwealth 3/3/64th enters the east edge of Map 4 during the movement phase of Turn 5.

MAP 1



MAP 4

TOG FORCES

Third Century, 4/3794th Strike Legion

Centurion Sheila Davies, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Medium Grav Armor Platoon

3 Horatius medium grav tanks

2nd Medium Grav Armor Platoon

3 Horatius medium grav tanks

3rd Armored Infantry Platoon

3 Lupis light grav APCs

3 bounce infantry squads w/TVLGs

Fifth Century, 4/3794th Strike Legion

Centurion Marco Florenz, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Heavy Grav Armor Platoon

3 Trajan heavy grav tanks

2nd Armored Infantry Platoon

3 Romulus medium grav APCs

3 bounce infantry squads w/mortars

COMMONWEALTH FORCES

Second Company, 3/64th Commonwealth Legion

Captain Elcanor Stevis, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Medium Grav Armor Platoon

3 Liberator medium grav tanks

2nd Medium Grav Armor Platoon

3 Liberator medium grav tanks

3rd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

Third Company, 3/64th Commonwealth Legion

Sergeant-Major James O'Brien, Commander

Leadership Rating: 4

Troop Quality: Elite

Elements of the 3rd Heavy Grav Armor Platoon

2 Deliverer heavy grav tanks

GAME LENGTH

The fighting continues until one side or the other is forced to withdraw.

SPECIAL RULES

Force Withdrawal

Beginning on Turn 5, either side may be forced to withdraw (see **Distant Fire Special Rule: Withdrawal: Force Withdrawal**). If so, the controlling player must move all his forces off the same edge from which he entered.

Fire Support Missions

Each side has available a total of three naval fire support missions. See **Distant Fire Special Rule: Off-Board Support: Naval Fire Support Missions**.

VICTORY CONDITIONS

Decisive Victory, either side: Enemy forced to withdraw, own force suffers up to three vehicles destroyed.

Substantial Victory, either side: Enemy forced to withdraw, own force suffers four to six vehicles destroyed.

Marginal Victory, either side: Enemy forced to withdraw, own force suffers seven or more (but not all) vehicles destroyed.

Draw: Both sides lose all vehicles or are forced to withdraw.

FOG BOUND MASSACRE

For use with CENTURION

STREET FIGHTING

—Excerpt from *Modern Warfare, A Layman's Overview*, Harry Cooper, Orion Press, 6812.

One of the most difficult types of combat faced by the modern soldier is the savage and brutal fighting that goes on in the narrow confines of city streets.

Urban combat is hard on tankers, because city streets become fire lanes and readymade tank traps, and infantrymen can hide unseen until they fire, usually at point-blank range. For the same infantrymen, streets become impossibly wide killing grounds where AP lasers and beehive Gauss rounds wait to cut them down before they've gone five meters. Buildings become mazes of death, where the enemy may be hiding in the very next room. Quarter is rarely asked, and never given. Often, the wounded are left in the comparative safety of a building, only to be killed when the building is later destroyed. The risk of a structure being set ablaze by missile or laser fire is very real. Many soldiers have lost their lives, either trapped in a burning building, or cut down by the enemy as they flee the flames.

Fighting in a city concentrates all the horrors of war into a single microcosm of blood and dying.

SITUATION: 29 OCTOBER 6818, FOG BOUND

In an attempt to capture the Commonwealth base there, the 4/3794th launched an assault on Fog Bound in the early morning hours of 29 October. They were met by elements of the 2/64th Commonwealth Legion in the open country surrounding the city. With little effort, the TOG forces pushed the 2/64th back into the streets of Fog Bound, where they were forced to root out the Commonwealth troops, building by building and street by street.

After a day-long battle, the 4/3794th secured both the city and the base. Casualties were abnormally high on both sides because of the nature of urban warfare.

In a fit of rage over the near-destruction of his command at the hands of the 2/64th, Centurion Maximus David Mnel ordered the Commonwealth prisoners executed. For the massacre of helpless prisoners, most of them wounded, Centurion Maximus Mnel was branded a war criminal, and a price was placed on his head.





GAME SET-UP

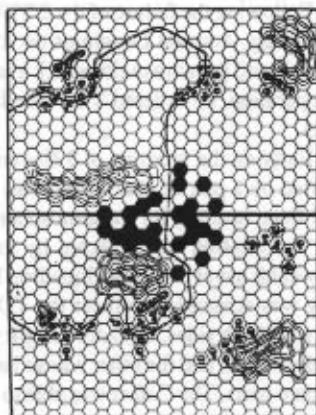
This scenario requires **Centurion** rules.

Lay out the maps as illustrated. All hill hexes are considered open terrain. All heavy woods are considered light woods. Building counters should be placed on the board as indicated in the special rules. The Commonwealth player sets up first, using **Hidden Units** (*Centurion*, p. 39). The TOG player's forces enter the north edge of Map 3 during the movement phase of Turn 1.

MAP 3

BUILDINGS

MAP 2



TOG FORCES

First Century, 4/3794th Strike Legion

Centurion Scipio Nerva, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Heavy Grav Armor Platoon

3 Trajan heavy grav tanks

2nd Medium Grav Armor Platoon

3 Horatius medium grav tanks

3rd Medium Grav Armor Platoons

3 Horatius medium grav tanks

Second Century, 4/3794th Strike Legion

Centurion Tara Urata, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Armored Infantry Platoon

3 Romulus medium grav APCs

3 bounce infantry squads w/TVLGs

2nd Armored Infantry Platoon

3 Lupis light grav APCs

3 bounce infantry squads w/TVLGs

COMMONWEALTH FORCES

Second Company, 2/64th Commonwealth Legion

Captain Andre de Payne, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Medium Grav Armor Platoon

3 Liberator medium grav tanks

2nd Light Grav Armor Platoon

3 Wolverine light grav tanks

1st Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

Second Company, Fog Bound Militia Regiment

Captain Timothy Owen, Commander

Leadership Rating: 2

Troop Quality: Green

1st Infantry Platoon

3 ground infantry squads w/TVLGs

2nd Infantry Platoon

3 ground infantry squads w/TVLGs

3rd Infantry Platoon

3 ground infantry squads w/mortars

GAME LENGTH

Combat continues for ten turns or until one side has been in uncontested possession of all five of the objective buildings, identified in the Special Rules section, for three complete turns. However, the countdown for sole possession cannot begin until Turn 3 of the game; Turns 1 and 2 do not count.

SPECIAL RULES

Buildings

Place a building counter in each of the hexes marked with a "B." All of these building hexes have three levels and 20 AP, except as noted below. (A building hex actually represents a complex of buildings.)

Map 2, Hex 1002, 5 levels, 20 AP

Map 2, Hex 1001, 5 levels, 10 AP *

Map 2, Hex 1102, 2 levels, 40 AP

Map 2, Hex 1202, 3 levels, 40 AP, City Hall Complex *

Map 2, Hex 1501, 4 levels, 20 AP *

Map 2, Hex 1502, 5 levels, 40 AP *

Map 3, Hex 1114, 2 levels, 40 AP, City Militia HQ Complex *

Map 3, Hex 1213, 3 levels, 30 AP

Map 3, Hex 1414, 4 levels, 40 AP

Sole Possession of Objective Buildings

The hexes marked with asterisks (*) represent objective building hexes. In order to have sole, uncontested possession of one of these hexes, only units from one side may occupy that hex. A destroyed building hex does not count toward either side's victory conditions.

Infantry Close Assault in Buildings

Whenever an infantry squad enters a building hex that is already occupied by an enemy squad, the moving squad may declare that it is entering the same building as the enemy and is engaging in close assault. However, the two squads must also be on the same level of the building. To resolve a close assault, apply the same-hex rules from **Fire Personal Weapons** (*Centurion*, p. 26). Elite squads add 2 to any die roll (maximum result 10) on the **Infantry Damage** table (*Centurion*, p. 27). Green troops subtract 1 from any die roll (minimum result -1) on the **Infantry Damage** table.

VICTORY CONDITIONS

Decisive Victory, either side: Sole possession of all five objective building hexes for three complete turns or at the end of Turn 10.

Substantial Victory, either side: Sole possession of four objective building hexes at the end of Turn 10.

Marginal Victory, either side: Sole possession of two objective building hexes at the end of Turn 10.

Draw: Any other result.

THOR'S CHARIOT

For use with INTERCEPTOR

JUST DOING OUR JOB

—Excerpt, dated 3 November 6818, from the private journal of Naftis Ronald Howell, gunner aboard the *Pharetra* Class corvette *Callas*

Usually, corvette duty with an invasion fleet is a pretty soft assignment. But when it gets hot, it really gets hot.

Archikeleustus Morrann came back from ops this morning and told us we had drawn a special mission. We were to take the old *Callas* out on a Thor placement mission. I'd gotten used to being aboard a *Cingulum*. The *Callas* is a *Pharetra* modified to carry Thor satellites. It only produces about half the thrust of a *Cingulum*. When I asked AK Morrann what half-wit picked us for the mission, he said that he volunteered us.

Anyhow, the deck crew got the *Callas* ready and booted us out. As we cleared the bay, I saw that old man Kuroda was nice enough to give us a couple of brand new *Martys* to run interference.

As soon as we left the fleet's CAP AO, we picked up a squadron of bandits heading our way. The Warbook said that it was 85 percent certain that at least two of the incomings were *Fluttering Petals*. AK Morrann ordered us to battle stations, and contacted our escort. The *Martys* had already spotted the hostiles and were heading out to intercept them.

Tri-Dee gives a lot of people the wrong idea about what a space battle is like. Most of the time, you can't even see the enemy ships. You just stare into a Heads-Up Display and fire when the computer tells you to. The IFF does draw little fighter icons on the HUD, but those are sometimes more of a distraction than a help. Since I'm the gunner, I usually have the best HUD on the ship, even better than the captain's. It has to be. If I make a mistake, or miss a shot, we stand a real good chance of getting punctured. Anyhow, I could see the *Martys* tangling with the incomings as the bad guys got closer. I couldn't tell, at that range, if anybody was getting real shot up. The only thing I could do was lock a Snake onto one of the icons labeled as a *Petal*.

When the Comms got about 400 clicks away from the *Callas*, I let the missile go, more for my own comfort than in hope of hitting anything. Imagine my surprise when the HUD recorded a hit. AK Morrann said it was a good shot but told me to save the missiles because we'd need them later.

He was right. By the time we got those Thors in place, we had been breached twice, and the only thing I had left in the magazine was one DFM pod. *Marty One* got flamed about halfway through the fight, and *Marty Two* was so bad off when we got back that they thought he was going to prang it during recovery. Fortunately for him, he didn't.

A while later CAG told us that we had done a helluva a job, and that he was proud of us. I really could have slugged AK Morrann for what he said next.

"Congratulations are not in order, sir. We were just doing our job."

SITUATION: 3 NOVEMBER 6818, ORBIT ABOVE GUSTAVIV'S REGRET

Following the failure of the 2/3794th to capture the Commonwealth base at Egg, Admiral Longinius decided to deviate from the invasion's timetable and launch a major attack against that facility. In preparation for this operation, he ordered Thor satellites to be placed in orbit over the planet.

Early on the morning of 3 November, a *Pharetra-T* Class corvette, escorted by a pair of *Martiobarbulus* heavy fighters, slipped out of the TOG fleet, heading for the atmosphere.

The mission was detected by tracking stations at the Alist Commonwealth naval base, and Squadron Eight of the 5012th Marine Pursuit Wing was scrambled to meet the TOG ships. The fight was short and costly for both sides. Squadron Eight was all but eliminated. One *Marty* was destroyed, and the other was so badly damaged that it was broken up for spare parts. The *Callas* was able to deploy most of its deadly payload. Four satellites remained in operation until they were destroyed by a later attack mission.

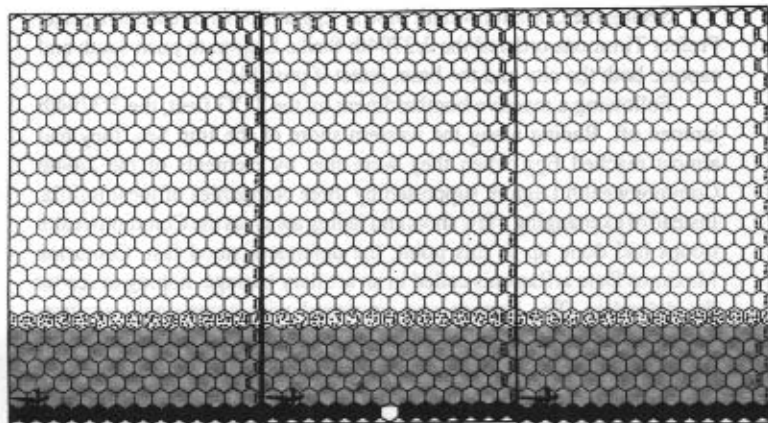




GAME SET-UP

Interceptor rules are used in this scenario.

Lay out the maps as shown. The TOG ships enter from the right edge of Map 3 during the movement phase of Turn 1. The Commonwealth Interceptors enter from the bottom left corner of Map 1, between Hexes 0106 and 0414 inclusive, during the movement phase of Turn 1.



MAP 1

MAP 2

MAP 3

TOG FORCES

INS Callas, a *Phaethra* Class corvette, Piloting 5, Gunnery 4, SOT 4
Martiobarbulus 1; Piloting 6, Gunnery 6, SOT 6
Martiobarbulus 2; Piloting 5, Gunnery 5, SOT 6

COMMONWEALTH FORCES

Squadron Eight, 5012th Marine Pursuit Wing
Penetrator 1; Piloting 5, Gunnery 4, SOT 6
Penetrator 2; Piloting 5, Gunnery 4, SOT 6
Space Gull 1; Piloting 5, Gunnery 4, SOT 6
Space Gull 2; Piloting 5, Gunnery 4, SOT 6
Fluttering Petal 1; Piloting 5, Gunnery 5, SOT 5
Fluttering Petal 2; Piloting 6, Gunnery 6, SOT 6

GAME LENGTH

The scenario lasts until the *Callas* has launched every satellite it can, or until it is destroyed or leaves the board (whichever occurs first).

SPECIAL RULES

Thor Satellites

The *Callas* is carrying 6 Thor satellites. Any time internal damage produces a "Weapon Destroyed" result, roll 1D10. If the result is 6-10, apply the damage normally. If the result is 1-5, the damage destroys one of the satellites. This means that the satellite may not be deployed.

Similarly, a "Weapons Short" result might prevent a satellite from being launched. Roll 1D10. If the result is 1-5, no satellite may be launched in the turn of the short. If the result is 6-10, apply the short normally. With a "Massive Weapons Short," a 1-5 means that no satellite may be launched in the turn of the short or in the turn following the short.

Finally, no satellites may be launched while the power coupling is damaged or destroyed.

The *Callas* may only launch its satellites at specific locations on the board, corresponding to targets on the surface of *Gustaviv's Regret*. The six locations are six triplets of hexes, 0802-0804 and 0809-0811 on each of the three maps. To launch a satellite, the *Callas* must end its movement in one of the three hexes marking a location. (It does not have to have velocity 0.) If it can launch a satellite after the combat phase, it does so. It cannot launch more than one satellite in any one triplet of hexes.

The Thor satellites may not be damaged after being deployed.

Record Keeping

The number of Thor satellites deployed during this scenario determines the number of Thor strikes available to the TOG player in Scenario 7, Lichen Plains.

VICTORY CONDITIONS

TOG Decisive Victory: All six Thor satellites are deployed.

TOG Substantial Victory: Five satellites are deployed.

TOG Marginal Victory: Four satellites are deployed.

Draw: Three satellites are deployed.

Commonwealth Marginal Victory: Two satellites are deployed.

Commonwealth Substantial Victory: One satellite is deployed.

Commonwealth Decisive Victory: No satellites are deployed.



LICHEN PLAINS

For use with LEVIATHAN, INTERCEPTOR, and CENTURION

A THREE-PART BATTLE

—Excerpt from *Dust and Fire, The Battle for Gustaviv's Regret*, Captain George Anders CAF (retired), New Janos Publishing Company, © 18 June 6825. Used by permission.

The battle of Lichen Plains was the first major battle of what the Toggies called Operation Distant Fire. The naval action during the invasion was just a warm-up for the intense fighting of 8 November.

Rufio Timmons, Prefect of the 3794th Strike Legion, had ordered his troops to launch a number of probing actions all along the front. Most of these actions were seen by our relatively green troops as full-scale attacks, and the untried soldiers simply folded up and ran. When Timmons ordered a real attack on our bases outside of Egg, for some reason the 2/64th stood and fought. After a very short battle, some accounts say no more than 45 minutes, the TOG units withdrew. That was on 31 October.

From the few accounts I've been able to glean from prisoners, the repulse of the 2/3794th north of Egg sent Timmons into a perfect rage. One story is that he shot the communications officer who brought him the report. What really happened in the TOG invasion headquarters that day is academic. Timmons drew up a plan of attack that he felt couldn't fail. The remaining elements of the 2/3794th, backed up by artillery, air, and naval support, would lash out southward, bypassing the Commonwealth positions west of the Imp Sea, and strike at Egg from the south. Given Brigadier General Burke's reluctance to bring on a general engagement, the plan had merit.

In the early morning hours of 8 November, the TOG fleet took up a geostationary orbit above Lichen Plains, and started hammering at the last known positions of the 2/64th Commonwealth Legion. Fortunately for the 2/64th, their commander had ordered a move during the night of 3 November. The barrage fell on empty craters.

When at last the guns fell silent, the 2/3794th swept out of their concealed positions and began racing southward. They hadn't even gone fifteen clicks when they ran into the 2/64th, whom they had thought destroyed.

Brigadier General Burke made the decision to meet the attack on the Lichen Plains, rather than allowing the 3794th to capture the bases at Egg without a fight. In space, Fleet Captain De! a'v brought his fleet out of hiding and attacked the TOG ships.

The battle lasted eighteen hours. During that time, more than two thousand men lost their lives. More Defender of the Alliance decorations were awarded for acts of valor during Lichen Plains than during the rest of the Gustaviv's Regret campaign combined. In the end, the Commonwealth was forced to retire with heavy losses, and the 2/3794th rolled into Egg, bloodied but triumphant.

SITUATION: 8 NOVEMBER 6818, LICHEN PLAINS, 550 KM NORTHWEST OF EGG

Seeing the Commonwealth base at Egg as both a threat and a prize, Prefect Timmons ordered the 2/3794th Strike Legion to push south and capture both the city and the base, intact if possible.

Following a massive bombardment by the TOG fleet, the 2/3794th jumped off. Racing along the western shore of the Imp Sea, they had almost reached Egg when they were met by elements of the 2/64th Commonwealth Legion, supported by three companies of local militia. Instead of exchanging a few shots and fading away, as the Commonwealth troops had done up to this point, the defenders stood fast. Centurion Maximus Dale arRammis called in an artillery barrage, hoping to scatter the defenders. The barrage was answered with surprisingly accurate counter-battery fire. Centurion Maximus arRammis was shocked to see the Commonwealth vehicles not only standing fast, but attacking.

In space, Admiral Longinius and Commodore Kuroda were equally shocked to see the battered Commonwealth fleet bearing down on the TOG ships orbiting Gustaviv's Regret.

The battle of Lichen Plains had begun.

When it was over, the TOG forces had nearly destroyed the second battalion of the 64th Commonwealth Legion. The victorious TOG forces swept into Egg with no further resistance. The fleet action above Lichen Plains had shattered the Commonwealth fleet, forcing it to withdraw from Gustaviv's Regret and granting the TOG ships superiority in space.

Though other battles would have greater military significance in the campaign for Gustaviv's Regret, none would have the impact on discipline and morale that the battle of Lichen Plains had on the 64th. To them, it seemed that even when their generals did decide to fight, they still could not win against TOG.





GAME SET-UP

This scenario uses all three **Renegade Legion** board games, **Interceptor**, **Leviathan**, and **Centurion**.

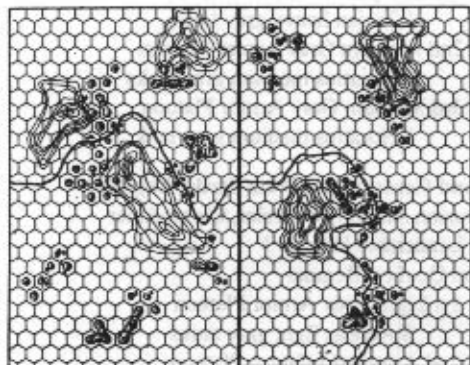
Lay out the maps as illustrated in **Distant Fire Special Rule: Integrating Leviathan, Centurion, and Interceptor**. Note which pair of space maps is the **Interceptor** board and which is the **Leviathan** board. The forces set up as follows:

Leviathan board: The TOG player sets up first. He deploys his forces along the left edge of the **Leviathan** board, within six hexes of the edge. The Commonwealth forces enter the right edge of the board during the movement phase of **Leviathan** Turn 2.

Interceptor board: Neither side begins the game with fighters deployed on the **Interceptor** board. **Integrating Leviathan, Centurion, and Interceptor** describes fighter launching.

Centurion board: The Commonwealth player sets up first. He deploys his forces anywhere he chooses on **Centurion** Map 1. Units may begin the game grounded in craters. For every crater placed on the board prior to Turn 1, be sure to mark off one digging charge from a vehicle record sheet. The TOG forces enter the board during the movement phase of **Centurion/Interceptor** Turn 1.

MAP 1



MAP 2

TOG FORCES

Leviathan Units

All naval units that survived Scenario 2, except the transports.

Historical Force

Task Force Temerarius, 202031st Harasser Squadron

Commodore Joseph Kuroda, Commander

Leadership Rating: 5

All ships and fighters are fully repaired.

INS Temerarius, a Mars Class battleship

2 *Gladius* squadrons

2 *Spiculum* squadrons

1 *Saxum* squadron

1 *Defensor* squadron

INS Black Prince, a Syracuse Class cruiser

1 *Verutum* flight

1 *Martiobarbulus* flight

1 *Gladius* flight

INS Percussor, a Bantha Class frigate

1 *Spiculum* flight

1 *Gladius* flight

INS Firestorm, a Bantha Class frigate

2 *Sica* flights

INS Attis, a *Serpens* Class destroyer

1 *Saxum* flight

Interceptor Units

Units as available from the **Leviathan** board.

Centurion Units

To determine the composition of the TOG **Centurion** force, roll 1D10 and subtract the number of transport ships destroyed during Scenario 2. Consult the **TOG Centurion Forces** table for the result.

TOG CENTURION FORCES TABLE

| Die Roll | Force Used |
|-----------|------------|
| 2 or less | D |
| 3-5 | C |
| 6-8 | B |
| 9-10 | A |

Force A

First Century, 2/3794th Strike Legion

Centurion Maximus Dale arRammis, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Heavy Grav Armor Platoon

3 Trajan heavy grav tanks

2nd Medium Grav Armor Platoon

3 Horatius medium grav tanks

3rd Medium Grav Armor Platoon

3 Horatius medium grav tanks

Second Century, 2/3794th Strike Legion

Centurion Anthony Wheeler, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Aeneas light grav tanks

2nd Armored Infantry Platoon

3 Romulus medium grav APCs

3 bounce infantry squads w/TVLGs

3rd Armored Infantry Platoon

3 Romulus medium grav APCs

3 bounce infantry squads w/TVLGs

3 Artillery Fire Missions

Force B

First Century, 2/3794th Strike Legion

Centurion Maximus Dale arRammis, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Heavy Grav Armor Platoon

2 Trajan heavy grav tanks

2nd Medium Grav Armor Platoon

3 Horatius medium grav tanks

3rd Medium Grav Armor Platoon

2 Horatius medium grav tanks



Second Century, 2/3794th Strike Legion

Centurion Anthony Wheeler, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Aeneas light grav tanks

2nd Armored Infantry Platoon

3 Romulus medium grav APCs

3 bounce infantry squads w/TVLGs

3rd Armored Infantry Platoon

2 Romulus medium grav APCs

2 bounce infantry squads w/TVLGs

3 Artillery Fire Missions

Force C

First Century, 2/3794th Strike Legion

Optio Ellen Boyce, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Heavy Grav Armor Platoon

1 Trajan heavy grav tank

2nd Medium Grav Armor Platoon

3 Horatius medium grav tanks

3rd Medium Grav Armor Platoon

1 Horatius medium grav tank

Second Century, 2/3794th Strike Legion

Centurion Anthony Wheeler, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Aeneas light grav tanks

2nd Armored Infantry Platoon

2 bounce infantry squads w/TVLGs

1 bounce infantry squad w/mortars

2 Artillery Fire Missions

Force D

Elements of First Century, 2/3794th Strike Legion

Optio Ellen Boyce, Commander

Leadership Rating: 3

Troop Quality: Regular

2nd Medium Grav Armor Platoon

3 Horatius medium grav tanks

Elements of Second Century, 2/3794th Strike Legion

Centurion Anthony Wheeler, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Aeneas light grav tanks

2nd Armored Infantry Platoon

3 Romulus medium grav APCs

3 bounce infantry squads w/TVLGs

1 Artillery Fire Mission



Historical Force

Force B was the historical force for TOG in this battle. Four Thor satellites were in orbit at the time.

COMMONWEALTH FORCES

Leviathan Units

All ships that survived Scenario 2.

Historical Force

43120th Defense Squadron

Fleet Captain De! a'v, Commander

Leadership Rating: 5

All ships and fighters are fully repaired.

RLS Agic, a *Vitak* Class cruiser

RLS Caringorm, a *Carthage* Class cruiser

1 *Avenger* flight

1 *Fluttering Petal* flight

1 *Guardian* flight

RLS Red Tail, an *Exeter* Class destroyer

2 *Cheetah* squadrons

2 *Guardian* squadrons

RLS Duchess Katherine, an *Ajax* Class destroyer

1 *Avenger* squadron

Interceptor Units

Units as available from the *Leviathan* board.

Centurion Units

Elements of First Company, 7/64th Commonwealth Legion

Captain Lin Fael, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Heavy Grav Armor Platoon

1 Deliverer heavy grav tank

2nd Medium Grav Armor Platoon

3 Liberator medium grav tanks

Fourth Company, 7/64th Commonwealth Legion

Captain Thadeus Nediolkowisk, Commander

Leadership Rating: 2

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Wolverine light grav tanks

2nd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

3rd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/mortars

3 Artillery Fire Missions

2 Hidden Minefields

GAME LENGTH

Combat continues for two full *Leviathan* turns after the last ground unit on one side or the other (but not both) has been cleared from the *Centurion* board.

SPECIAL RULES

Capital Ship Repair

Sixteen days have elapsed since Scenario 2. However, only two days (48 hours) of maintenance time has been available in that time for either side. Each player may make a total of 48 hours' worth of repairs to each of his ships. Damage to armor may not be repaired. A player may declare that he has sent one or more of his capital ships back to the nearest shipyard for repairs. This must be done prior to the set-up for this scenario. If a player chooses this option, ships sent back will not be available during this scenario, but will be fully repaired for Scenario 13.

Minefields

The Commonwealth player begins the game with two hidden minefields. Before play begins, he secretly records their locations.

Off-Board Support

Both *Centurion* forces may request artillery support. If a side has capital ships near enough, it may request naval fire support. In addition, the TOG commander might be able to request one or more Thor missions. Each side's *Centurion* commander may only make one request per turn. See *Thor Missions* (below) and *Distant Fire Special Rule: Off-Board Support* for details.

Thor Missions

If any Thor satellites were successfully deployed in Scenario 6, the TOG player may be able to call in a Thor strike. These satellites are not on the board and neither they nor their strikes may be attacked. A Thor strike arrives three turns after it is called, as per the *Thor Satellite System* rules in *Centurion*, p. 36. See the *Thor Mission Availability* table for how many strikes can be called during the scenario.

THOR MISSION AVAILABILITY TABLE

| Satellites Deployed | Missions Available |
|---------------------|--------------------|
| 4-6 | 4 |
| 3 | 3 |
| 2 | 2 |
| 1 | 1 |
| 0 | 0 |

Individual Withdrawal

Use the *Distant Fire Special Rule: Withdrawal: Individual Withdrawal* in this scenario. If a unit fails its morale roll, it must withdraw off the edge of the map from which it entered.

VICTORY CONDITIONS

Decisive Victory, either side: All enemy units destroyed or forced to withdraw from all three boards, and at least one friendly unit still on the *Centurion* board.

Substantial Victory, either side: All enemy units destroyed or forced to withdraw from the *Leviathan* and *Centurion* boards, and at least one friendly unit still on the *Centurion* board.

Marginal Victory, either side: All enemy units destroyed or forced to withdraw from the *Centurion* board, and at least one friendly unit still on the *Centurion* board.

Draw: All units from both sides destroyed or forced to withdraw from the *Centurion* board.



INTO THE FRYING PAN

For use with CENTURION

AN INDECISIVE BATTLE

—Excerpt from the personal diary of Mastati Harold Steiner, Third Platoon 118th MSCC

Our team was called up to run a raid on a Commonwealth base located on Frying Pan, the second planet in the Gustaviv system. Legatus Drake said that some of the Commonwealth fighters harassing the fleet were operating out of a base hidden in the craggy mountains near the south polar region.

Drake wanted us to hit the base, destroy the fighters stationed there, and hold the facility until a garrison could be moved in. Though that seems simple enough in planning, the execution of such an operation can be a real nightmare.

Frying Pan has virtually no atmosphere and an extremely low surface gravity. The absence of an atmosphere isn't that much of a problem, given the high-tech combat suits we use. Only a solid hit from a big weapon, like a laser or an assault rifle, will breach the suit badly enough to cause trouble. It's the lack of gravity that worries me in situations like that. The absence of gravity, or low gravity, limits the use of grav units like APCs or bounce packs. In fact, the grav drives on most vehicles can't be adjusted to operate in a micro-G environment. Bounce packs can be adjusted to low-G, but it takes a great deal of training to operate one under those conditions. One wrong move, and a man can land badly, overshoot his bounce, or escape the planet's low gravity.

The difficulties in low-G vacuum ops notwithstanding, we went in. Intelligence found us a secure LZ about three clicks from the base. We dropped in there and humped it the short hike to the base.

Everything was going according to plan. We took down the sentries and planted charges in some of the revetment bubbles with no trouble, then reached the main hangar dome. That's when they hit us.

Somehow the Comm garrison must have spotted us, because as soon as we started into the main dome, they ambushed us. I mean, they threw everything they had at us. Optio Lewiss got burned down by a laser during the first few minutes of the fighting. Sergeant Kline took over, but he caught a heavy slug in the shoulder that breached his suit. Lucky for him, Patterson slapped a sealpatch over the hole before he lost too much of his atmosphere.

About that time we got a call from second platoon. The base's fighters were trying to launch. Our platoon wasn't in much of a position to stop them. Neither was first platoon, and so stopping the fighters was up to second. Most of the birds got away, but at least our fighters kept them from linking up with their FTL transport. We concentrated on the shuttles carrying their technical and support crews. The garrison stayed behind, buying time for the escaping fighters and covering the support crews.

In the end, we did secure the base, but we had to kill every last Comm trooper to do it. The fighters got away, and I understand that most of them made it to Gustaviv's Regret and landed at one of the Comm bases there. The cost to our side was enormous. Out of 90 men, 75 were killed or severely wounded.

Tactically, the battle was a draw. We chased the Comms out of their hole, but their ships got away. The brass is calling it a strategic victory, because we got the base and stopped the harassment. I imagine the Commonwealth brass is claiming the same thing.

SITUATION: 4 DECEMBER 6818, FRYING PAN

On 4 December, the TOG 118th Marine Special Combat Century was assigned to capture the Commonwealth 5012th Marine Pursuit Wing's group base on Frying Pan. The mission would have been routine were it not for the low gravity and lack of atmosphere on that small planet.

Using two *Phaethra* Class corvettes, escorted by a squadron of *Gladius* fighters, the 118th MSCC dropped into a small, sheltered valley slightly more than three kilometers from the base. When the Marines arrived at the base, the 5012th's fighters suddenly launched, closely pursued by the TOG *Phaethras* and *Gladii*.

At the installation's main hangar dome, the Commonwealth garrison engaged the attacking Marines in a battle that spilled out of the dome and onto the base's launch and landing strip. During the fighting, most of the 5012th's support crews were able to escape in shuttles to Gustaviv's Regret. On the ground, the Commonwealth soldiers sold their lives as dearly as possible to allow their comrades to escape.

In the end, the garrison was wiped out, leaving only six badly wounded survivors to be taken prisoner by the TOG Marines. The 118th MSCC had 48 dead and 27 severely injured, which effectively destroyed it as a fighting force. These were the highest casualty rates of any unit on either side during the entire Gustaviv's Regret campaign.



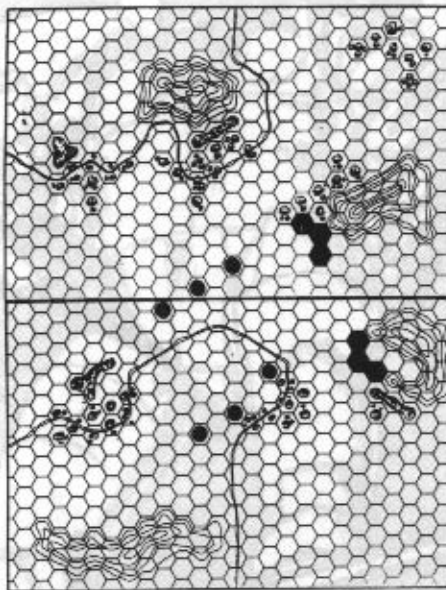


GAME SET-UP

This scenario uses the **Centurion** infantry combat rules.

Lay out the maps as shown. The Commonwealth player sets up first, using **Hidden Units** (Centurion, p. 39). Six **Interceptor** counters are placed on the board to represent the 5012th's support crew shuttles. Each building is two levels high and has 40 AP. No more than 8 of the Commonwealth's 15 squads may be placed inside the main hangar dome. The TOG forces enter the board from the top of Map 2.

All woods and stream hexes are to be considered as clear terrain for this scenario.



MAP 2

MAP 3



BUILDINGS

INTERCEPTOR COUNTER

TOG FORCES

118th Marine Special Combat Century, attached to the 3794th Strike Legion

Centurion Michael Eadmonds, Commander

Leadership Rating: 6

Troop Quality: Elite

1st Marine Combat Platoon

3 bounce infantry squads w/TVLGs

2nd Marine Combat Platoon

3 bounce infantry squads w/TVLGs

3rd Marine Combat Platoon

3 bounce infantry squads w/TVLGs

COMMONWEALTH FORCES

Security Detachment, 5012th Marine Pursuit Wing

Major Allan Chu, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Security Platoon

3 ground infantry squads

2nd Security Platoon

3 ground infantry squads

1st Combat Platoon

3 ground infantry squads w/mortars

2nd Combat Platoon

3 ground infantry squads w/TVLGs

3rd Combat Platoon

3 ground infantry squads

Support Crews, 5012th Marine Pursuit Wing

6 support crews

GAME LENGTH

Combat continues until one side achieves its victory conditions.

SPECIAL RULES

Elite Squads

The elite squads receive a +1 modifier when rolling on the **Infantry Damage Table**.

TVLGs

TVLGs inflict damage as IWF 5.

Vacuum To-Hit Modifier

To simulate the effects of vacuum, all infantry fire gets a +1 modifier.

Bounce Infantry Scatter

Because of the low gravity, any bounce infantry squad that moves more than two hexes per turn may lose control. Roll 1D10. Elite squads (the only type of bounce infantry in this scenario) subtract one from this roll. If the result is 9 or 10, the unit has lost control and must roll on the **Low Gravity Scatter** table.

LOW GRAVITY SCATTER TABLE

| Die Roll | Result |
|----------|---|
| 1-6 | Unit scatters from the hex as a thrown grenade, as described in Scatter of Thrown Objects in Legionnaire (p. 104). |
| 7-8 | Unit scatters and is disrupted. It may not fire this turn, nor move, nor fire the next turn. |
| 9 | As 7-8 above, and takes 1 casualty. |
| 10 | As 7-8 above, and takes 3 casualties. |



Ground Infantry and Support Crew Movement

Ground squads are not equipped with bounce packs; therefore, they may only move one hex per turn.

Support Crews

The support crews are indicated by vehicle crew counters. Each support crew has eight unarmed personnel. These crews start the game in the main hangar dome (Map 2, Hex 1711). On the turn following the first turn of combat, each support crew may move at a rate of one hex per turn to a shuttle.

On the turn a crew reaches a shuttle, the crew can still be attacked. During movement of the next turn, the crew enters the shuttle, but the shuttle itself can still be attacked. During movement of the third turn, the shuttle is powered and launches. It may be attacked with Opportunity Fire (in the launching hex), but it is out of range and cannot be attacked during the combat phase.

Attacking Shuttles

Shuttles may be attacked normally by infantry squads as though they were vehicles. Use a Patrol Craft Record Sheet for each shuttle. A shuttle has no shields, but it does have 30 points of armor on each facing. It has no weapons.

An infantry squad that is in the same hex as an unpowered shuttle and that is not attacked this turn may choose in which defense column to apply its damage. The only way to disable a shuttle is to reach a heavy black circle on the record sheet: "Plant Destroyed," "SLD Destroyed," or "Structural Collapse."

VICTORY CONDITIONS

TOG has secured the base (and the Commonwealth has lost it) if there are no active Security Detachment troops within five hexes of any building or ship. TOG has failed to secure the base if there are no active Marines within five hexes of any building or ship after Turn 6.

Decisive TOG Victory: The base is secured and no shuttles escape.

Substantial TOG Victory: The base is secured, and 1-24 support crew escape.

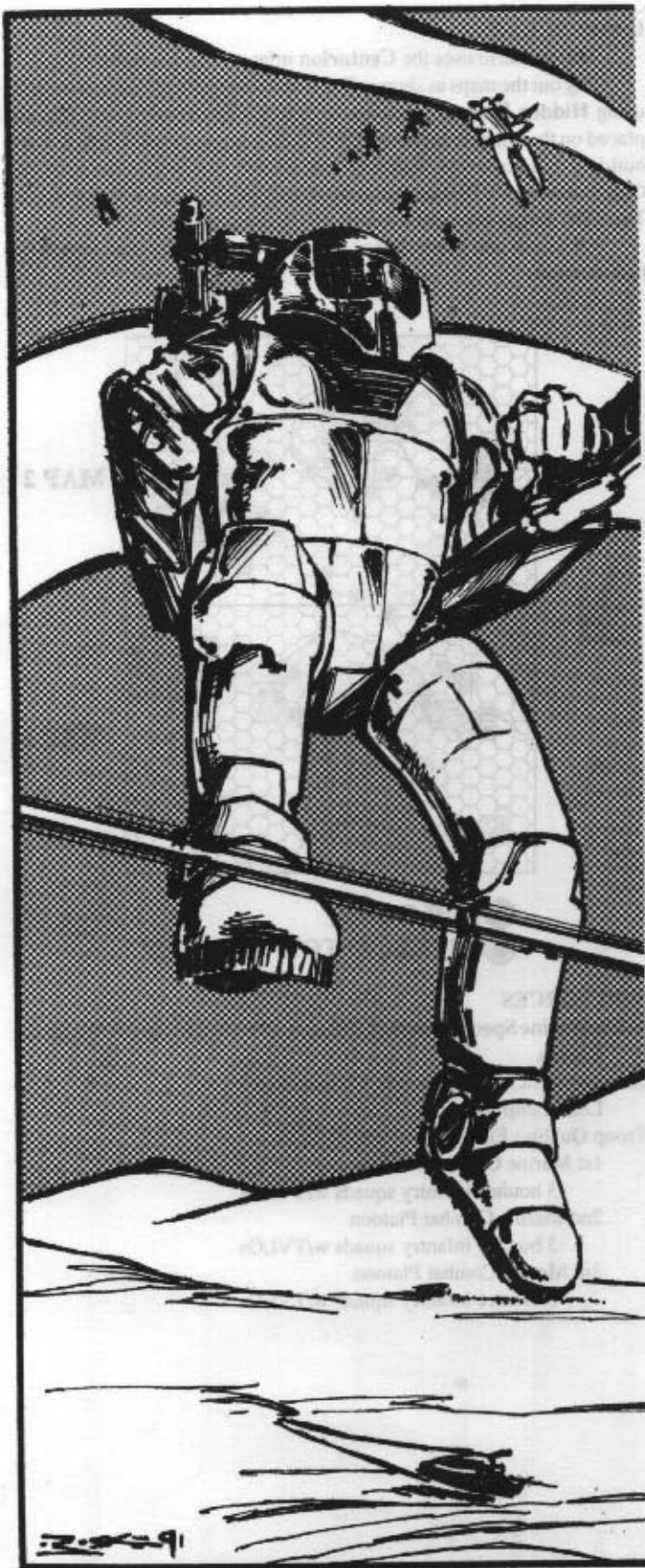
Marginal TOG Victory: Either the base is secured or no more than 24 crew escape.

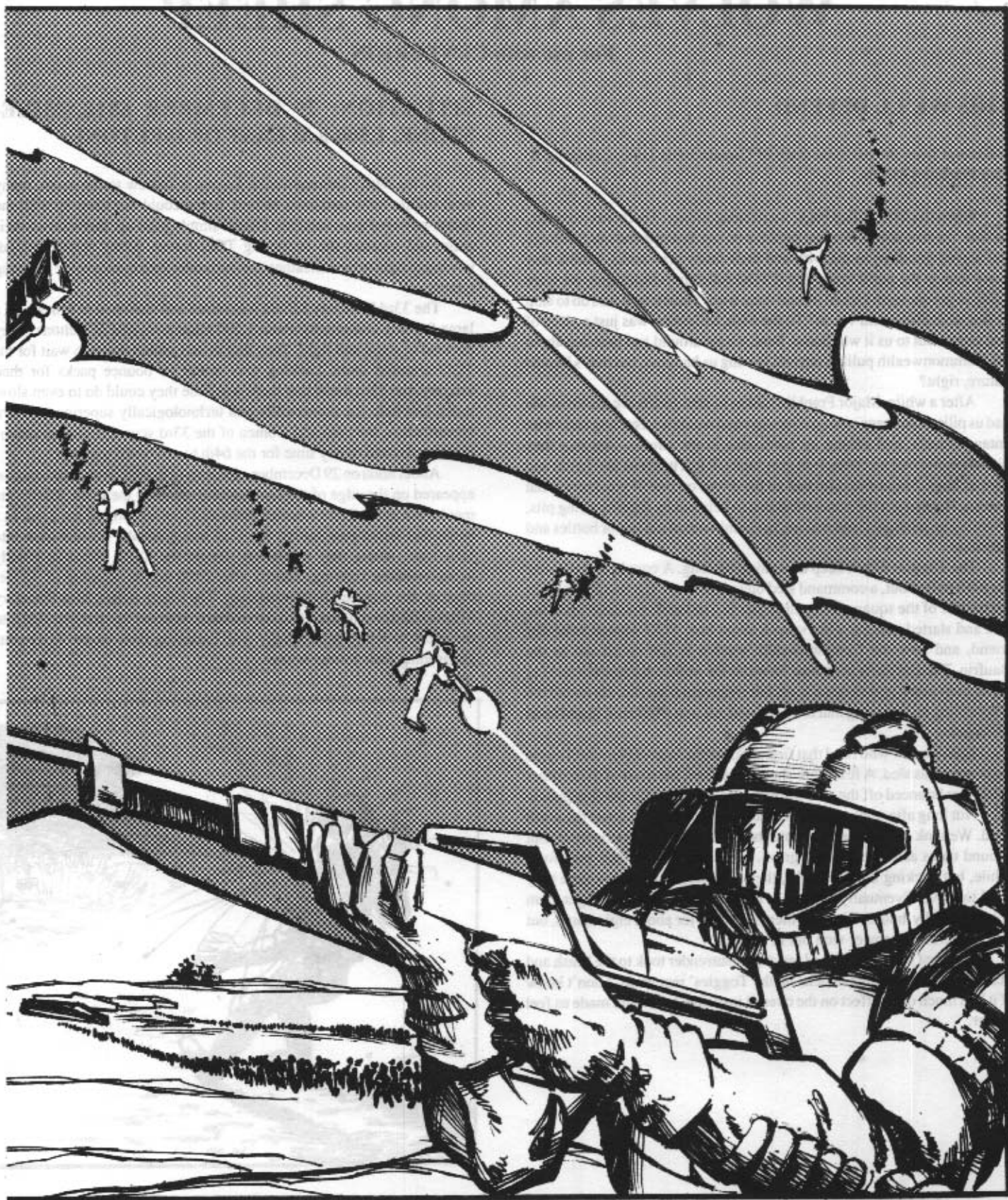
Marginal Commonwealth Victory: Either the base is not lost or at least 16 crew escape.

Substantial Commonwealth Victory: The base is not lost and no more than 24 crew are killed.

Decisive Commonwealth Victory: The base is not lost and no more than eight crew are killed.

Draw: Any other result.







WOLVES AMONG SHEEP

For use with CENTURION

THIS WE'LL DEFEND

—Excerpt from the personal diary of Captain Irene Javic, Company B, 33rd Planetary Militia

When the 64th pulled back, we decided to stay. There was no order, no vote, no discussion. We just sat there on our Scamps and our Sterlings and waved goodbye to the 64th and their fancy grav tanks. I think that every man in the outfit knew that if TOG rolled into Milestone, we were going to get our teeth kicked in, and there wasn't much we could do to stop it. But what else could we do? To the 64th, Milestone was just a piece of real estate, but to us it was home. Sure, we sat around and brooded about the Commonwealth pulling out and leaving us hanging, but that's human nature, right?

After a while, Major Franklin told us to start fortifying the town. He had us piling sandbags around doorways and windows, erecting razorwire entanglements, and setting up barricades in the streets—not that they would be much of an obstacle to grav tanks. It just made us feel better and kept us busy. Major Franklin had all his drives on line, if you know what I mean. He also got the noncombatants to help out by digging firing pits, boarding up windows, and making firebombs out of old liquor bottles and petrofuel.

The Toggies didn't keep us waiting for long. A couple of days after the 64th pulled out, a command sled blew into town. It grounded right in the middle of the square. Some little guy in a red uniform stood up in the seat and started making a big speech about how TOG wanted to be our friend, and how the Commonwealth wanted to sell us all out to the Baufrin. Then he starts in on how he wants the militia to come out and lay down their arms, and says we'd get fair treatment if we did. He ended the whole thing up by saying that if we resisted, his unit would roll in and level Milestone.

I don't know who fired that first shot, but the impact blew the Toggie right out of his sled. A few more shots were fired, but most of them either missed or bounced off the sled's armor. At least we got in the first punch.

Not long after that, a TOG grav armor column came down the north road. We took our crawlers out into the fields and tried to stop them, but ground tanks are no match for gravs. Our infantry held their own for a while, but, lacking bounce packs, they got slaughtered every time they tried to move. Eventually, we had to retreat into the town and fight them for it house-by-house. We gave them holy hell for about eight hours, but their superior firepower won out in the end.

Those of us who survived but didn't surrender took to the brush and started making guerrilla attacks on the Toggies' rear areas. I don't know if it had much of an effect on the overall invasion, but it sure made us feel better.

SITUATION: 29 DECEMBER 6818, MILESTONE, 1,500 KM EAST OF ISELSTONE

As the 64th Commonwealth Legion withdrew to the south, many local militia units remained behind. Some could not keep up with the fusion-powered grav vehicles. Others simply gave up, threw down their arms, and awaited the oncoming TOG forces. Many stayed behind, vowing to fight to the last rather than surrender their homes to the invading tyrants.

The 33rd Planetary Militia was raised and stationed in Milestone, a large farming community about 1,500 kilometers east of Iseltone. They decided to stand and fight. They dug in and settled down to wait for the TOG armored units. Lacking grav armor or bounce packs for their infantry, the 33rd knew that there was little they could do to even slow, much less halt, the numerically and technologically superior invaders. Nevertheless, the men and women of the 33rd stayed behind to defend their homes and to buy time for the 64th to pull itself together.

About noon on 29 December, elements of the 6/3794th Strike Legion appeared on the edge of the farmland surrounding the town. They were met by the tracked and wheeled tanks and foot infantry of the 33rd. In a battle that lasted past sunset, the 33rd was gradually pushed back into Milestone, where they stubbornly fought the TOG troops in bloody house-to-house fighting. Shortly after 0100 on the morning of 30 December, the lopsided battle was over. The overmatched 33rd Planetary Militia laid down its arms and surrendered. Many of its members fled into the night, to return occasionally with harassing raids on the TOG units garrisoning their former homes.

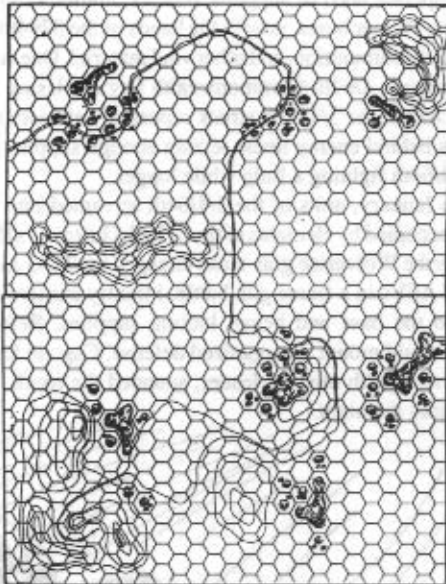




GAME SET-UP

Centurion rules are needed for this scenario.

Lay out the maps as illustrated. The Commonwealth player sets up first. He may deploy his forces anywhere on Map 4 within ten hexes of the bottom edge. The TOG forces enter the board from the top edge of Map 3, during the movement phase of Turn 1.*



MAP 3

MAP 4

TOG FORCES

First Century, 6/3794th Strike Legion

Centurion Paul Phillips, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Medium Grav Armor Platoon

3 Horatius medium grav tanks

2nd Light Grav Armor Platoon

3 Aencas light grav tanks

3rd Armored Infantry Platoon

3 Lupis light grav APCs

3 bounce infantry squads w/TVLGs

COMMONWEALTH FORCES

Company A, 33rd Planetary Militia

Major Simon Franklin, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Heavy Ground Armor Platoon

3 Sterling heavy ground tanks

2nd Heavy Ground Armor Platoon

3 Sterling heavy ground tanks

3rd Infantry Platoon

3 Halberd heavy ground APCs

3 ground infantry squads w/TVLGs

Company B, 33rd Planetary Militia

Captain Irene Javic, Commander

Leadership Rating: 2

Troop Quality: Green

1st Light Ground Armor Platoon

3 Scamp light ground tanks

2nd Light Ground Armor Platoon

3 Scamp light ground tanks

3rd Infantry Platoon

3 Harasser medium ground APCs

3 ground infantry squads w/mortars

GAME LENGTH

Combat continues until all units on one side have been destroyed or withdrawn off the board.

SPECIAL RULES

Withdrawal

Both sides use the **Distant Fire Special Rule: Withdrawal** in this scenario. However, the TOG units use **Individual Withdrawal**, while the Commonwealth militia use **Force Withdrawal**.

VICTORY CONDITIONS

The militia knows it has little chance against TOG's might, and is just trying to cause as much damage as possible, in the hopes of driving TOG around, rather than through, Milestone. Making a vehicle withdraw is good, but destroying one is even better. The victory conditions are given in terms of vehicle withdrawals. However, destroying a TOG vehicle is worth twice as much as causing one to withdraw. Every destroyed TOG vehicle counts as *two* withdrawn TOG vehicles.

Decisive TOG Victory: No TOG vehicles withdrawn.

Substantial TOG Victory: One TOG vehicle withdrawn.

Marginal TOG Victory: Two TOG vehicles withdrawn.

Draw: Three to four TOG vehicles withdrawn.

Marginal Commonwealth Victory: Five TOG vehicles withdrawn.

Substantial Commonwealth Victory: Six TOG vehicles withdrawn.

Decisive Commonwealth Victory: Seven or more TOG vehicles withdrawn.



SMASH AND GRAB

For use with CENTURION

LIVING HIGH ON THE TOG

—Excerpted from *Molemen and Earth Shakers, The Invasion of Gustaviv's Regret*, Robert F. Bales, Commonwealth Publishing, 6822

As the Commonwealth forces withdrew southward under light but steady TOG pressure, many units found themselves cut off from their supply trains. In other cases, the supply lines were intact, but there were no supplies to be had. Some critics have laid the blame squarely at the feet of Brigadier General Burke; other historians feel that the rapidly eroding front lines made it impossible to resupply every unit in the legion. Add the fact that several major Commonwealth bases had fallen into TOG hands, forcing the Commonwealth to rely on dwindling supply stockpiles, and a more reasonable picture emerges to explain why some Commonwealth units went off on independent foraging expeditions.

These supply raids are undoubtedly partly to blame for the wild rumors that some Commonwealth units were deserting en masse to TOG. What is a unit commander to think when he wakes up one morning to find half the men in his command missing? If only as much attention had been given to the men when they returned later that day with truckloads of badly needed supplies.

One of the more notorious raiding parties was the Third Medium Armored Platoon of the Iseltone Militia. In four separate incidents, they disguised themselves as TOG legionnaires and calmly drove in through the front gate of their old base north of the city. On the last of these occasions, their truck broke down inside the base compound. Their commander, Lieutenant Gunnar Hrolfsson, coolly requisitioned a TOG armored grav carrier to transport the loot back to Commonwealth lines.

Not all raids were so bloodless as those staged by the Third Iseltone. Many relied on attacks by grav tanks on the installation's defenders, while carriers moved in to hurriedly load anything the infantry could get their hands on. At times, the raid cost almost as much in terms of ammunition expended as it gained the raiders in supplies.

SITUATION: 6 JANUARY 6819, A SUPPLY BASE 550 KM EAST OF WESTFIELD

In desperate need of supplies, many Commonwealth units took to raiding their former bases, now in the hands of the 3794th Strike Legion, for food, fuel, ammunition, and other vital materiel. One such unit was the Third Company, 4/64th Commonwealth Legion. Using light, fast grav tanks and APCs, the 3/4/64th struck repeatedly at bases as much as 200 kilometers behind enemy lines, seizing enough supplies in each raid to keep the 4/64th fighting a little while longer.

On 6 January, units of the 3/4/64th screamed into a supply depot formerly occupied by elements of the 3129th Gustaviv's Regret Planetary Militia. As the Wolverine grav tanks engaged the TOG Aeneas and Lupis light grav AFVs in a fierce gun battle, infantry carriers and grav trucks swept into the base and began looting supplies. Before the stunned defenders could mount an organized defense, Captain Levi Traupmann, the Commonwealth mission leader, sounded the recall, and the raiders vanished into the night.



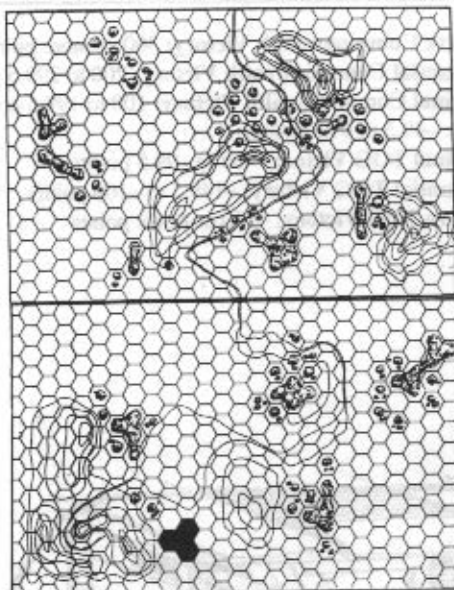
GAME SET-UP

The **Centurion** rules are used for this scenario.

Lay out the maps as illustrated. Place buildings in the hexes marked "B." These are the buildings of the supply depot. Each is one level high and has 30 AP.

The TOG player sets up first. His grav tanks and APCs must be placed on the board, but his infantry squads may set up using **Hidden Units** (*Centurion*, p. 39). They may set up in buildings. The TOG vehicles are grounded on the surface, but none may be in craters. (This is an exception to **Distant Fire Special Rule: Initial Velocities**.)

The Commonwealth forces enter from the top of Map 1 during the movement phase of Turn 1.



MAP 1

MAP 4

BUILDINGS

TOG FORCES

Elements of Third Century, 3/3794th Strike Legion

Optio Kevin Arianus, Commander

Leadership Rating: 3

Troop Quality: Regular

2nd Light Armor Platoon

3 Aeneas light grav tanks

3rd Armored Infantry Platoon

3 Lupis light grav APCs

3 bounce infantry squads w/TVLGs

Elements of Second Century, 4/7281st Security Auxilia

Optio Jak Darin, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Security Platoon

3 ground infantry squads

COMMONWEALTH FORCES

Third Company, 4/64th Commonwealth Legion

Captain Levi Traupmann, Commander

Leadership Rating: 5

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Wolverine light grav tanks

2nd Armored Infantry Platoon

3 Viper light grav APCs

3 bounce infantry squads w/TVLGs

3rd Armored Infantry Platoon

3 Viper light grav APCs

3 bounce infantry squads w/mortars

Elements of Fourth Grav Transport Company,

4/64th Commonwealth Legion

Sergeant Ira Robertson, Commander

Leadership Rating: 3

Troop Quality: Regular

2nd Grav Transport Platoon

3 grav trucks

GAME LENGTH

Combat continues until there are no functioning Commonwealth units on the board.

SPECIAL RULES

Ground Infantry Movement

Ground infantry squads may only move one hex per turn.

Damaging Supplies

When a building is struck by weapons fire, and the damages reaches the Infantry Casualties blocks, roll one die. If the result is 1-7, the infantry units inside (if any) take damage normally. If the result is 8-10, supply factors equal to the amount of damage for that weapon on the **Infantry Damage Table** (*Centurion*, p. 27) are lost.

Loading Supplies

An infantry squad may load a number of supply factors onto a vehicle equal to the number of active men it has at the end of that turn. A squad that is loading supplies may neither move nor fire during that turn.

Each building in the depot holds 200 factors of supplies. A vehicle must be in the same hex as a building to have supplies loaded into it.

Each truck holds 32 factors of supplies. Each Viper holds ten, in addition to its infantry. Each Wolverine holds two. Vehicles must be grounded in order to be loaded.



Destroying Loaded Supplies

Use a normal **Centurion** vehicle record sheet for each grav truck. Supplies are stowed in the 32 "Infantry" boxes. Every Infantry box destroyed on a grav truck destroys its ability to carry one factor of supplies (and destroys a supply factor, if any have already been stored there).

Similarly, every Infantry box destroyed on a **Wolverine** destroys its ability to carry one supply factor (maximum two). APC supplies are not destroyed unless their ammunition explodes.

GRAV TRUCK

Thrust: 4
Scenario Points: 2
Infantry Squad: Yes (None available for this scenario)
Digging Cannons: No
Shields: None
Armor: 10 on all facings
Weapons:

| Type | Location | Damage | Range |
|----------|----------|--------|-------|
| AP laser | Turret | S | 3 |

VICTORY CONDITIONS

Use the **Victory Point** table below to determine the victor.

VICTORY POINT TABLE

| Condition | Victory Points Earned |
|--|-----------------------|
| Each TOG grav tank destroyed | +20 points |
| Each TOG APC destroyed | +10 points |
| Each TOG bounce infantry casualty | +1 point |
| Each TOG ground infantry casualty | +5 point |
| Each supply factor captured and safely transported off the board | +2 points |
| Each Commonwealth grav tank destroyed | -20 points |
| Each Commonwealth APC or grav truck destroyed | -10 points |
| Each Commonwealth bounce infantry casualty | 1 point |

Decisive Commonwealth Victory: 300 or more points

Substantial Commonwealth Victory: 200 to 299.5 points

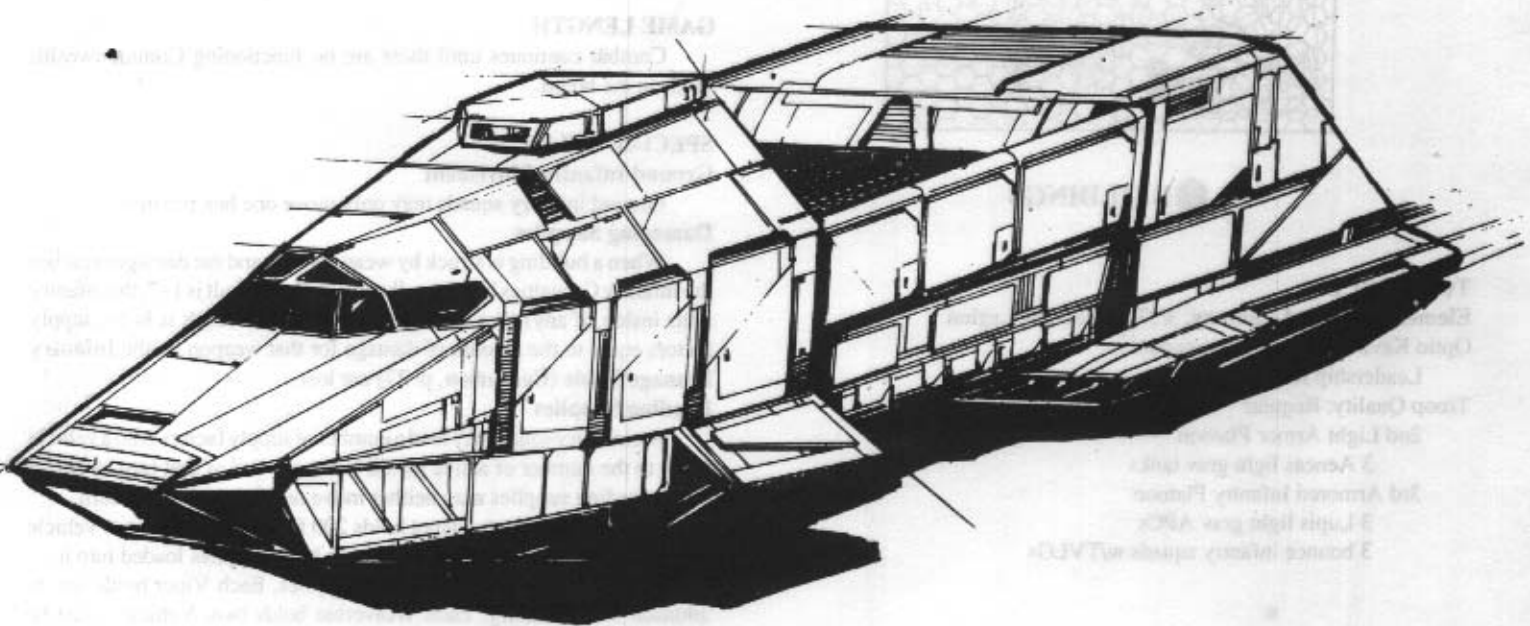
Marginal Commonwealth Victory: 100 to 199.5 points

Draw: -49.5 to 99.5 points

Marginal TOG Victory: -50 to -99.5 points

Substantial TOG Victory: -149.5 to -100 points

Decisive TOG Victory: -150 or fewer points





ON THE WINGS OF ANGELS

For use with INTERCEPTOR

LONG FLIGHT, LONGER ODDS

—Operational Order #21557, 2 February 6819

As of this date, First and Second Companies, Eighth Battalion, 64th Commonwealth Legion, will report to the 71st Aerospace Transport Wing. Two *Angel* Class transport corvettes will deliver 1 and 2, 8/64 to point Able 6 where they will deploy and commence Operation Gabriel. See Operational Order #21548.

Signed: Gunn, General David F.
Commander, 64th Commonwealth Legion

—Excerpt from *Dust and Fire, The Battle for Gustaviv's Regret*, Captain George Anders, CAF (retired), New Janos Publishing Co. © 18 June 6825. Used by permission.

Operation Gabriel, as it was called, was the first real offensive on the part of the 64th Commonwealth Legion since the invasion of Gustaviv's Regret. Strong evidence exists to support the premise that General Gunn had to browbeat Brigadier General Burke into letting him initiate the Gabriel raids. Burke had hesitated so far to bring on a general engagement, preferring to fall back and consolidate her forces. Gunn, on the other hand, was a young firebrand. He maintained that a few properly delivered blows would bring the TOG advance up short, rather like a street fighter bloodying his opponent's nose. He further believed that if a few elite units were inserted behind enemy lines, they could make such a nuisance of themselves that TOG would be forced to pull troops out of the front line to guard captured facilities and search for the raiders.

When word arrived of the relief fleet's impending arrival, Gunn ordered the Gabriel units into action without consulting Burke. In a letter he later wrote to his wife, Gunn said, "I knew that I was putting my career on the line by ordering those raids. Had my men failed to carry out their objectives, Brigadier General Burke would have at the very least relieved me of my command. At the worst, she could have had me shot." Fortunately for Gunn, the Gabriel raids had exactly the effect they were intended to have.

Six captured facilities, including three space defense installations, were destroyed. One Interceptor base was so badly damaged that TOG abandoned it rather than trying to repair it. Five full cohorts were pulled out of the TOG front line to search for the Gabriel units, most of which, by that time, had quietly slipped back across the front to rejoin their comrades.

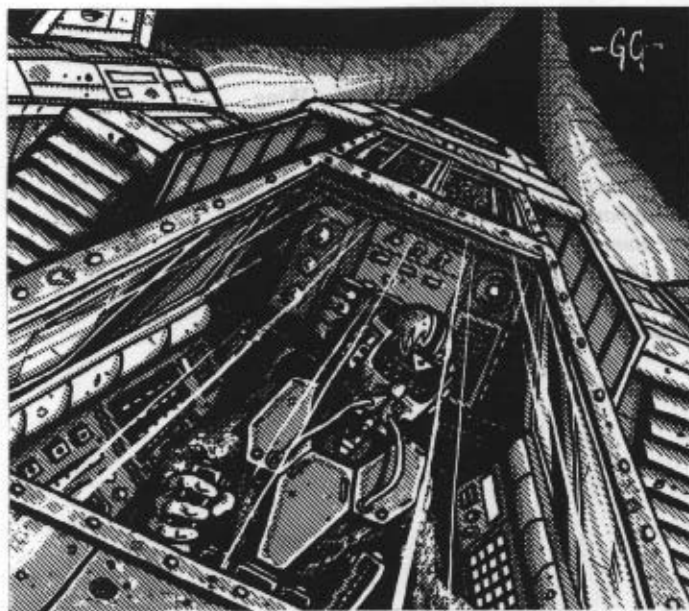
Some accounts name Operation Gabriel as the turning point of the Gustaviv's Regret campaign.

SITUATION: 2 FEBRUARY 6819, GUSTAVIV'S REGRET

When word came down that a Commonwealth relief fleet was on its way, General David Gunn set a long-planned operation into motion. Several elite units of grav armor and infantry were inserted behind enemy lines by transport corvettes. These detachments, called "Gabriel Units," were ordered to cause havoc and confusion in the TOG's rear areas. In so doing, the 3794th would be forced to pull increasing numbers of units out of the advance to search for the guerrillas.

One of these units, codenamed Cat's Paw, was intercepted by elements of the 314th Heavy Carrier Wing before they reached their drop point. Eight heavy and medium TOG fighters swarmed over the two *Angel* Class corvettes and their fighter escort. By the time the last TOG ship was destroyed, three of the four escort fighters had been downed, and both of the corvettes had been badly damaged.

Despite the fact that most of Cat's Paw's vehicles had been shaken up during the dogfight, nine were delivered to their drop zone, and they began their assigned mission.

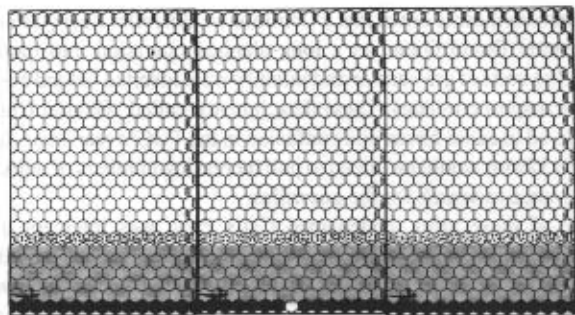




GAME SET-UP

The **Interceptor** rules are used for this scenario.

Lay out the maps as illustrated. The Commonwealth player enters the board from the right edge of Map 3, during the movement phase of Turn 1. The TOG forces enter the board from the left edge of Map 1, between hex rows 04xx and 10xx, during the movement phase of Turn 1.



MAP 1

MAP 2

MAP 3

TOG FORCES

Elements of the 314th Heavy Carrier Wing

Gladius 1; Piloting 5, Gunnery 4, SOT 6
Gladius 2; Piloting 3, Gunnery 2, SOT 5
Martiobarbulus 1; Piloting 5, Gunnery 4, SOT 6
Martiobarbulus 2; Piloting 5, Gunnery 4, SOT 6
Spiculum 1; Piloting 5, Gunnery 4, SOT 7
Spiculum 2; Piloting 5, Gunnery 5, SOT 7
Pilum 1; Piloting 5, Gunnery 4, SOT 6
Pilum 2; Piloting 5, Gunnery 4, SOT 6

COMMONWEALTH FORCES

Elements of the 71st Aerospace Transport Wing

Angel 1; Piloting 6, Gunnery 6, SOT 4
Angel 2; Piloting 5, Gunnery 5, SOT 4

Elements of the 43120th Defense Squadron

Penetrator 1; Piloting 5, Gunnery 4, SOT 6
Penetrator 2; Piloting 3, Gunnery 2, SOT 5
Peacekeeper 1; Piloting 5, Gunnery 4, SOT 6
Peacekeeper 2; Piloting 5, Gunnery 5, SOT 6

Gabriel Unit Cat's Paw

First Company, 8/64th Commonwealth Legion

Captain James Seward, Commander

Leadership Rating: 5

Troop Quality: Elite

1st Medium Grav Armor Platoon

3 Liberator medium grav tanks

2nd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

3rd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

Elements of Second Company, 8/64th Commonwealth Legion

Sergeant Uruaa Klin, Commander

Leadership Rating: 4

Troop Quality: Elite

3rd Light Grav Armor Platoon

3 Wolverine light grav tanks

GAME LENGTH

Combat continues until the Commonwealth corvettes are destroyed or exit the left edge of Map 1.

SPECIAL RULES

Grav Vehicles

The grav vehicles take no active part in this scenario. However, six of the twelve vehicles must be listed on each of the corvettes' record sheets. Enter the vehicles being carried in the weapons sections of each ship's damage grid. Any time internal damage produces a "Weapon Destroyed" result, roll 1D10. If the result is 6-10, apply the damage normally. If the result is 1-5, the damage destroys one of the grav vehicles. Of course, if a corvette is destroyed, all vehicles it is carrying are also destroyed. Keep a record of which grav vehicles have been destroyed, as the survivors of this scenario will be the Commonwealth force in Scenario 12.

VICTORY CONDITIONS

TOG Decisive Victory: No grav vehicles exit the board.

TOG Substantial Victory: One to four grav vehicles exit the board.

TOG Marginal Victory: Five grav vehicles exit the board.

Draw: Six grav vehicles exit the board.

Commonwealth Marginal Victory: Seven to nine grav vehicles exit the board.

Commonwealth Substantial Victory: Ten to eleven grav vehicles exit the board.

Commonwealth Decisive Victory: All twelve grav vehicles exit the board.



ANGEL CLASS TRANSPORT CORVETTE

Class: Corvette
Mass: 3,417 tons
Cost: 24,058,000

Engines:

Center Engine Rating 5,000
Left Engine Rating 5,000
Right Engine Rating 5,000

Thrust:

2

Allocatable Power:

859

Streamlining:

Yes

Anti-Grav:

No

Tank Bay:

6 275-ton tanks

Crew:

6

Passengers:

18 (6 three-man tank crews)

FTL Capable:

Yes

Cargo:

20 tons

Turret Hex:

Front

Shields:

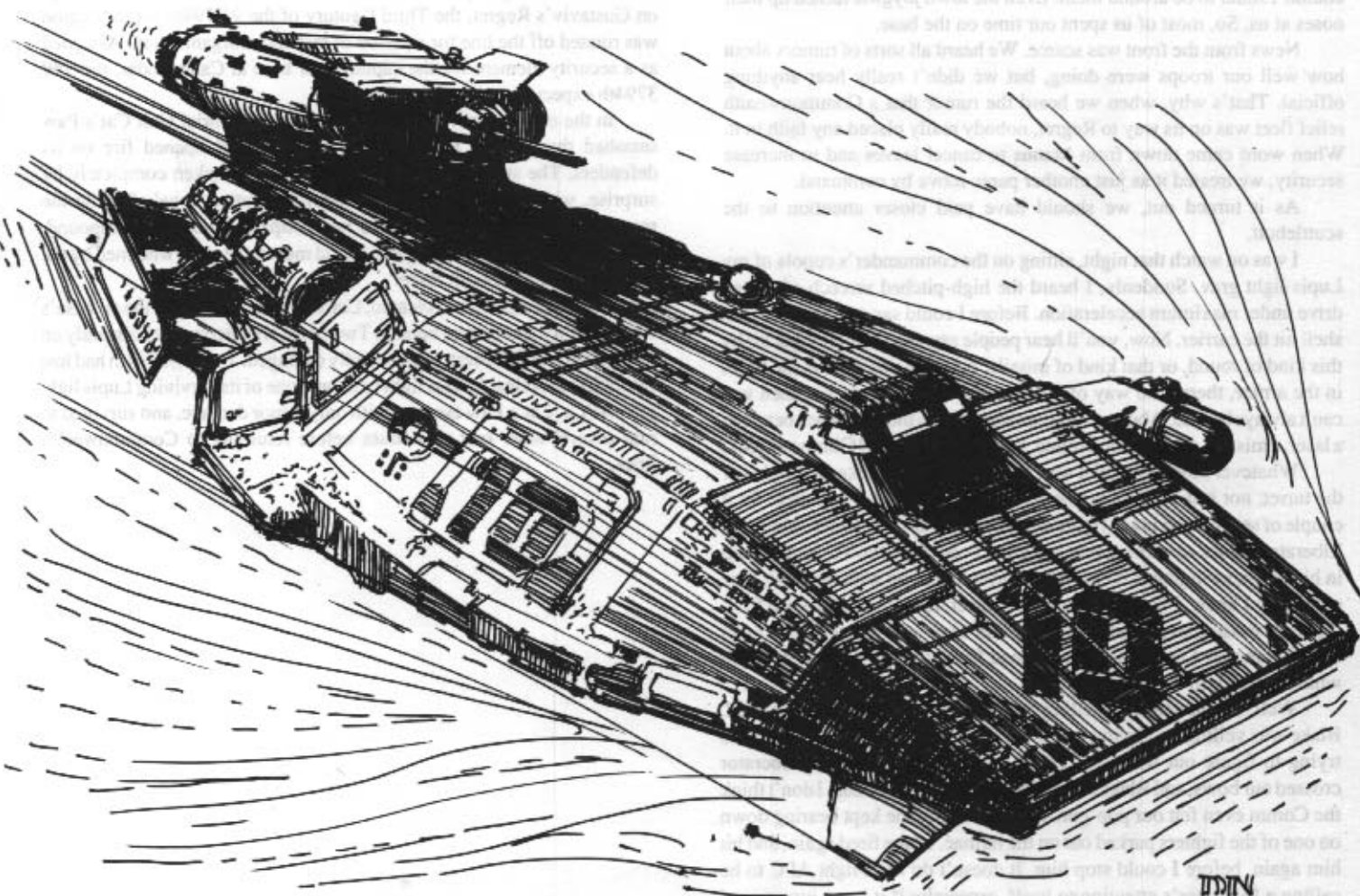
Bow Variable
Right Front Variable
Right Rear Variable
Left Front Variable
Left Rear Variable
Stern Variable

Armor:

Bow 110
Right Front 80
Right Rear 90
Left Front 80
Left Rear 90
Stern 100

Weapons:

| Type | Location/ Turret # | Range | | | | |
|------------------------|-----------------------|-------|-----|-----|------|-------|
| | | 1 | 2-3 | 4-6 | 7-10 | 11-15 |
| MDC 10 | 1 | 10 | 10 | 10 | 10 | 0 |
| MDC 10 | 1 | 10 | 10 | 10 | 10 | 0 |
| MDC 10 | 1 | 10 | 10 | 10 | 10 | 0 |
| Autoloading Hard Point | 1 | | | | | |
| Safeguard-3 | Bow | | | | | |





TO RAISE THE DEVIL

For use with CENTURION. Also uses Interceptor.

SNEAK ATTACK

—Excerpt from letter written by Sergeant Karl Uhl, 3rd Century, 9/3794th Strike Legion

I know that I can get into trouble for saying this, but don't ever let anyone tell you how glorious life is in the TOG armed forces. In particular, don't let them tell you how safe and easy garrison duty is. There's nothing safe or easy about it. Our outfit had been at the broken end of a bottle since we landed. The brass thought it'd be nice if they pulled us out of the line and gave us a nice quiet garrison detail for awhile. And, for awhile, it was.

We sat around the fighter base east of Rose Thorn, patching up the tanks, rooting gremlins out of the systems, and taking life nice and easy. Centurion Levine even let us go into town once in awhile. That wasn't too much fun, though. The locals were really hostile, and most of the ones who would have anything to do with us were such boot-licking toadies that we couldn't stand to be around them. Even the town joygirls turned up their noses at us. So, most of us spent our time on the base.

News from the front was scarce. We heard all sorts of rumors about how well our troops were doing, but we didn't really hear anything official. That's why, when we heard the rumor that a Commonwealth relief fleet was on its way to Regret, nobody really placed any faith in it. When word came down from Manus to cancel leaves and to increase security, we treated it as just another panic move by command.

As it turned out, we should have paid closer attention to the scuttlebutt.

I was on watch that night, sitting on the commander's cupola of my Lupis light grav. Suddenly, I heard the high-pitched screech of a grav drive under maximum acceleration. Before I could say or do anything, a shell hit the carrier. Now, you'll hear people say that their tank got hit by this kind of round, or that kind of missile, but until you look at the holes in the armor, there's no way of telling what hit you, and even then you can't always be sure. About all you can really tell is the difference between a laser, a missile, and a cannon round, but the kind of slug? Gimme a break.

Whatever kind of round it was, the concussion knocked me right off the turret; not just the cupola, the whole blasted turret. I laid there for a couple of seconds, trying to figure out if I had any broken bones, when this Liberator comes screaming past my grav. I could see the TC standing up in his hatch, swinging this enormous turret to line up with my nose. The next thing I knew, I was inside my own turret, listening to the snap from the shots passing overhead. I honestly don't know how I got there. I can only figure that I must have dived, head first, through the cupola hatch while he was still lining up on me.

Well, Johanssen was yelling and trying to get the drives started. Blake was yelling and trying to get the shields up, and I was yelling and trying to figure out what was going on. Right then another Liberator crossed our bows, and Blake clipped him with a Gauss round. I don't think the Comm even felt our pop-gun hit him, because he kept bearing down on one of the fighters parked out on the tarmac. Blake fired again, and hit him again, before I could stop him. It doesn't do for a light APC to be calling a Liberator's attention to itself, especially if it has a jury-rigged patch in its hull.

The rest of that battle is kind of a blur. I know we started shooting up the Comm carriers and peds, but they didn't really stick around for long. Only long enough to set fire to the repair sheds and shoot up a couple of the fighters. By the time we got organized, the Comms pulled a disappearing act. An Aeneas from First Platoon tried to follow them. We picked up his wreck the next morning.

I found out later that there were a half dozen raids like that all over our AO that night. It must have really honked off the brass to have an active armored unit operating behind our lines, because that was the end of our cushy garrison detail. Three days after the raid, we were back out beating the bushes for the Comms.

SITUATION: 7 FEBRUARY 6819, CALAMANDER AIRBASE, 25 KILOMETERS EAST OF ROSE THORN

After serving as point unit for their manus since the initial landings on Gustaviv's Regret, the Third Century of the 9/3794th Strike Legion was rotated off the line for a period of rest and reorganization. Assigned as a security element for the captured air base at Calamander, the 3/9/3794th expected no major trouble.

In the early morning hours of 7 February, Gabriel Unit Cat's Paw smashed through the base's perimeter fence and opened fire on its defenders. The stunned TOG vehicle crews were taken completely by surprise, wasting valuable minutes staring in utter disbelief while the marauding Commonwealth tanks ran rampant inside the compound. What little defense the TOG garrison did muster was overwhelmed by the heavier Commonwealth force.

When the smoke had cleared, Cat's Paw had destroyed the air base's repair facility and control bunker. Two of the six Interceptors currently on the ground had been destroyed or badly damaged. The 3/9/3794th had lost two of its surviving Aeneas light tanks and one of its surviving Lupis light grav APCs. Cat's Paw escaped with only minor damage, and survived to raid several other rear-area bases before returning to Commonwealth lines.

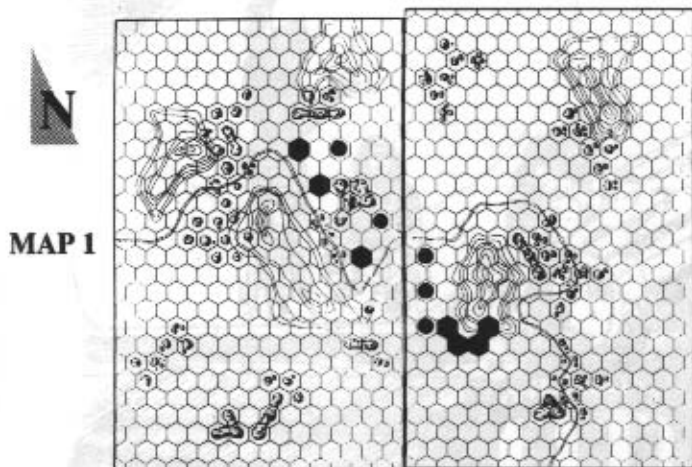


GAME SET-UP

The **Centurion** rules are used for this scenario. **Interceptor** rules are used when applying damage to the base's fighters.

Lay out the maps as illustrated. Place a building counter in each of the hexes marked "B." These buildings are all three levels high and have 40 AP. Place *Spiculum* fighter counters in each of the hexes marked "F." These represent the fighters parked on the runway apron when the raid began. The TOG player sets up first. He places his units in any non-building, non-fighter hex anywhere within the square defined by Hexes 2007 (Map 1), 0507 (Map 1), 0506 (Map 2), and 2006 (Map 2).

The Commonwealth forces enter the right edge of Map 2 during the movement phase of Turn 1. The Commonwealth player automatically has initiative on Turn 1.



TOG FORCES

Elements of Third Century, 9/3794th Strike Legion

Sergeant Michos Aniensis, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Aeneas light grav tanks

3rd Armored Infantry Platoon

2 Lupis light grav APCs

2 bounce infantry squads w/TVLGs

Calamander Airbase Security Detachment

Centurion Gerry Levine, Commander

Leadership Rating: 3

Troop Quality: Regular

4 bounce infantry squads w/TVLGs

2 bounce infantry squads w/mortars

COMMONWEALTH FORCES

All units of Gabriel Unit Cat's Paw that survived Scenario 11.

Historical Force

Gabriel Unit Cat's Paw

First Company, 8/64th Commonwealth Legion

Captain James Seward, Commander

Leadership Rating: 5

Troop Quality: Elite

1st Medium Grav Armor Platoon

2 Liberator medium grav tanks

2nd Armored Infantry Platoon

2 Spartius medium grav APCs

2 bounce infantry squads w/TVLGs

3rd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

Elements of Second Company, 8/64th Commonwealth Legion

Sergeant Uruua Klin, Commander

Leadership Rating: 4

Troop Quality: Elite

3rd Light Grav Armor Platoon

2 Wolverine light grav tanks

In the actual engagement, Cat's Paw was short on ammunition (see **Special Rule: Ammunition Shortage**).

GAME LENGTH

Combat continues until the Commonwealth units have left the board or have been destroyed.

SPECIAL RULES

Ammunition Shortage

If the Commonwealth player failed to achieve at least a marginal victory in Scenario 10, the Commonwealth forces in this scenario will be short on ammunition. Roll 1D10 for each gun or missile launcher on each Commonwealth vehicle in this scenario, and consult the **Available Ammunition** table to determine how many rounds of each type are available for each ballistic weapon and missile launcher. Note: A vehicle may not carry more missiles than its launchers can hold. Extra missiles may not be transferred to other vehicles.



AVAILABLE AMMUNITION TABLE

| Die Roll | Ammo Type | | | | | |
|----------|-----------|------|------|----------------|------|------|
| | APDS | HEAP | H.H. | Anti-Personnel | SMLM | TVLG |
| 1 | 10 | 9 | 5 | 15 | 4 | 8 |
| 2-3 | 7 | 7 | 3 | 12 | 2 | 6 |
| 4-6 | 6 | 5 | 0 | 8 | 1 | 3 |
| 7-9 | 5 | 6 | 2 | 9 | 3 | 4 |
| 0 | 8 | 8 | 4 | 11 | 4 | 7 |

Fighters

All of the Interceptors on the runway are *Spiculum* medium fighters. Fill out **Interceptor** Record Sheets for each of them, and record damage there. These Interceptors are shut down (shields inactive), and may not attack during this scenario.

A grav vehicle may inflict damage on a fighter by ramming it. In this case, the fighter takes damage equal to ten times the tank's current velocity. The ramming vehicle suffers damage equal to ten times its current velocity. Damage is applied to the side of the fighter struck and is divided between the front and bottom of the grav unit. Apply the damage straight across the rows until all the damage points have been applied.

A fighter is destroyed if one of the heavy black circles ("Plant Destroyed," "SLD Destroyed," or "Structural Collapse") is crossed out.

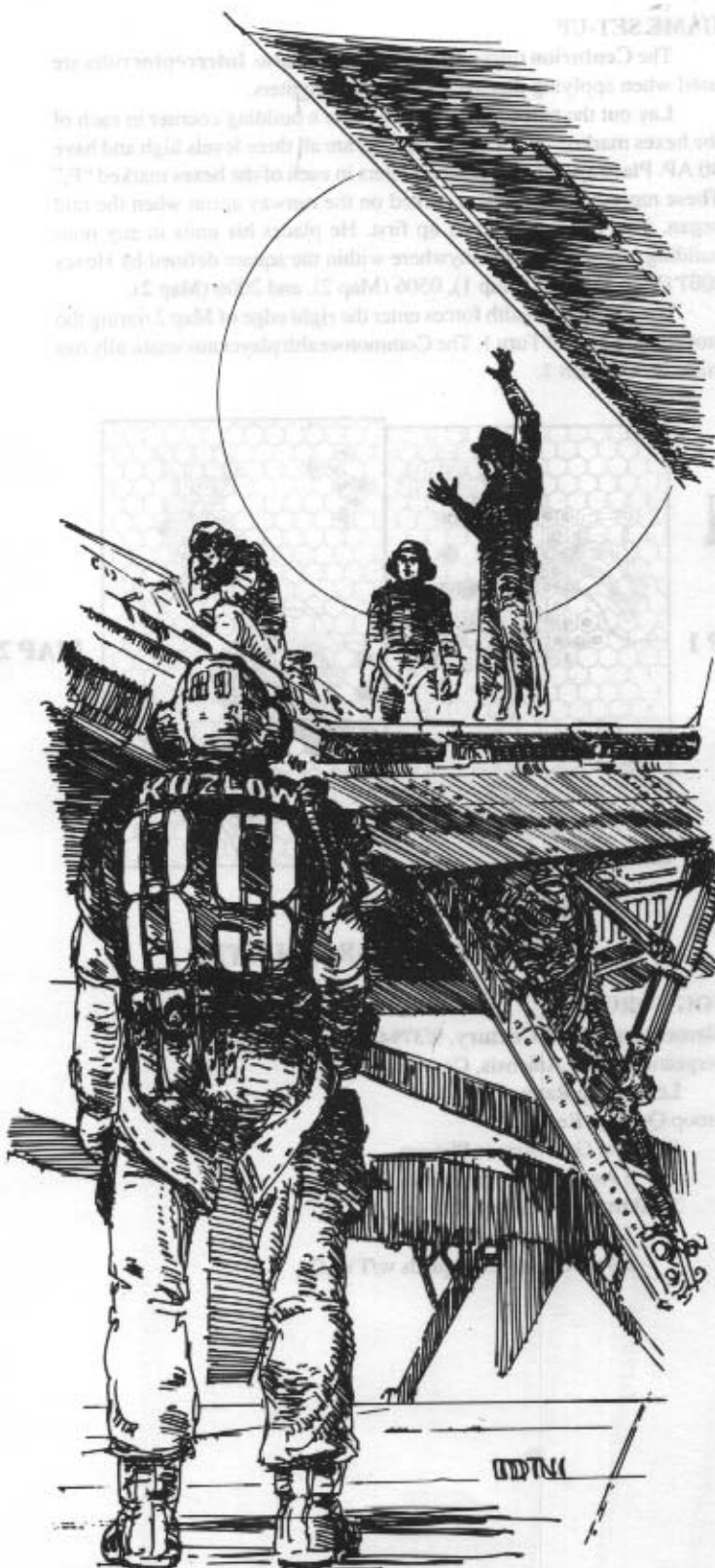
VICTORY CONDITIONS

Consult the **Victory Point** table below to determine the victor.

VICTORY POINT TABLE

| Condition | Victory Points Earned |
|--|-----------------------|
| Each destroyed Interceptor | +40 points |
| Each undestroyed Interceptor that took any internal damage | +10 points |
| Each base building destroyed | +30 points |
| Each TOG tank destroyed | +20 points |
| Each TOG APC destroyed | +10 points |
| Each TOG infantry casualty | +1 point |
| Each surviving Interceptor without internal damage | -40 points |
| Each surviving base building | -30 points |
| Each Commonwealth medium tank destroyed | -25 points |
| Each Commonwealth light tank destroyed | -20 points |
| Each Commonwealth APC destroyed | -10 points |
| Each Commonwealth infantry casualty | -1 point |

Decisive Commonwealth Victory: 400 or more points
Substantial Commonwealth Victory: 250 to 399 points
Marginal Commonwealth Victory: 100 to 249 points
Draw: -99 to 99 points
Marginal TOG Victory: -249 to -100 points
Substantial TOG Victory: -399 to -250 points
Decisive TOG Victory: -400 or fewer points





RELIEF FLEET

For use with LEVIATHAN

RUNNING THE BLOCKADE

—Excerpt from the personal journal of Captain Jennette Forre, Commanding Officer of the *RLS Antietam*

As soon as the word came down that TOG had invaded Gustaviv's Regret, CAF command started throwing together a relief force. They knew that the 64th was a green legion made up of training cadres, bits and pieces of shattered units, and local recruits. General Gunn himself was untried as a legion commander, and Constance Burke hadn't fully recovered mentally from the loss of her arm. The only reliable commanding officer we had at Gustaviv's Regret was Commodore De! a'v, and there is only so much one can do with naval assets.

It took a while to assemble the reinforcements for the 64th. We knew we had to hurry, or the only thing we'd succeed in doing would be breaking up the TOG victory celebration.

Commodore Douglass made the decision to go in hot. He wanted to arrive deep in the Gustaviv system and make as fast a run through the TOG blockade as possible. That called for some pretty tricky navigation, not only for the individual ships, but for the entire fleet. If just one ship arrived off-target, it could be a real disaster. Assuming that we all made it intact, we'd have to dump speed like crazy, or we'd overshoot the transport's drop points and have to swing around for another try. I told Douglass at the time that he'd be lucky if a quarter of his command didn't crash into each other during the in-run. Doug just laughed and said that he'd take the cost of the repairs out of the pay of any captain who had a collision.

We phased in just outside Frost Locker's orbit and fired up the sub-light drives. The Toggies came out to meet us. I have to give those boys credit. They really know how to fight their ships. They should—look how long they've been doing it.

The *Antietam* was assigned to cover the transports' starboard flank. The Toggies hit us from the port flank, and so we were one of the last ships engaged. As a result, I had a little more time to think about what I was

planning to do when we came under fire. When a TOG *Bantha* Class frigate swung across our bows, we treated it to a spinal-mount round. The hit showed up on the tactical as a brief red pulse, but what we saw on vismag was more impressive. The nickel-iron projectile hit the *Bantha* just abaft the bridge, shattering the armor plates where her name, *Percussor*, was painted. At the time, I had a private chuckle at the irony of it. *Percussor* is Galatin for "one who strikes or beats." The striker struck. Well, it was funny at the time.

That hit seemed to make the TOG captain a little angry. He swung around and charged us like an enraged KessRith. We pumped two more spinal-mount rounds into him before we were forced to maneuver or be rammed. As we passed him, we gave the Toggie a full broadside. He replied in kind. I imagine that it looked like a Tri-Dee battle between ancient sailing ships. We hammered at each other for twenty minutes before the *Pride of Orion* came to our assistance. Together, we poured enough fire into the *Percussor* to destroy any two ships, but he returned fire like our guns weren't even there. Eventually, we crippled his drives so badly that he could barely maintain control. He lost his main engines and had to switch over to emergency power. That's when he switched off his maneuvering lights and turned on his white flashers. The *Pride* was in better shape than we were, and so they left us to accept the TOG frigate's surrender. There's no way to describe the feeling I got when the TOG captain came aboard and handed me his sword.

As soon as we put a contingent of Marines aboard the *Percussor*, we turned back to the fight, but it was almost over by then. I looked at the IFF display on the tactical and saw that we had lost two transports and two other ships. I later found out that the *N' Cath Co M'mn* sacrificed herself to save our flagship. The *Co M'mn*'s captain, a KessRith named Sakh' Marrarh, ordered his little destroyer to ram the TOG flagship.

The landing operation was fairly smooth. A few fighters kept us busy, but they didn't amount to much. Meanwhile, I've just mounted that TOG captain's sword over the desk in my quarters.

SITUATION: 27 FEBRUARY 6819, GUSTAVIV'S REGRET SYSTEM

The arrival of the Commonwealth relief fleet came as no great surprise to the TOG naval units operating in the Gustaviv's Regret system. Its arrival point, however, did. The Commonwealth fleet appeared outside the orbit of Frost Locker (sixth planet in the Gustaviv system) and immediately began driving toward Gustaviv's Regret. The surviving ships of Task Force *Temerarius* immediately scrambled to engage the new arrivals.

In what seemed to be a replay of the TOG fleet's arrival, the Commonwealth fleet sent its heavy ships to engage the defenders, leaving protection of the transports to its destroyers. This time, the tactic paid off. The TOG ships slowed to engage the Commonwealth warships, allowing the transports to go unmolested for long minutes. Eventually, a few TOG destroyers and frigates broke away from the battle to go after the transports. They were met by the Commonwealth ships that had stayed with the lightly armed troopships. In a series of brief, sharp scuffles, the Commonwealth destroyers and frigates turned back the TOG ships, allowing the transports to proceed to the drop points without further harassment.

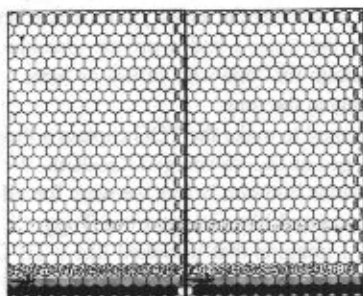


GAME SET-UP

The *Leviathan* rules are used for this scenario.

Lay out the maps as illustrated. The 3032nd Carrier Patrol Squadron enters the board from the right edge of Map 2 during the movement phase of Turn 1. The 43120th enters the top edge of Map 2 during the movement phase of Turn 4. The TOG forces enter the board from the left edge of Map 1, during the movement phase of Turn 1.

MAP 1



MAP 2

TOG FORCES

All TOG ships that survived Scenarios 2 and 7.

Possible TOG Reinforcements

If fewer than one TOG cruiser or battleship and three smaller ships are still available for the battle, the *Varro* has been sent as a reinforcement. If more than three ships of the 43120th survived Scenarios 2 and 7, (including the *Ashbourne* and the *Essex*), add the *Star Killer* to the TOG fleet. If both conditions are met, add both ships.

INS Varro, a *Syracuse* Class cruiser

- 1 *Gladius* flight
- 1 *Spiculum* flight
- 1 *Verutum* flight

INS Star Killer, a *Fulgur* Class destroyer

- 2 *Spiculum* squadrons
- 1 *Defensor* squadron
- 1 *Onagri* squadron

Historical Force

Task Force *Temerarius*, 202031st Harasser Squadron

Commodore Joseph Kuroda, Commander

Leadership Rating: 5

All ships and fighters are fully repaired.

INS Temerarius, a *Mars* Class battleship

- 2 *Gladius* squadrons
- 2 *Spiculum* squadrons
- 1 *Saxum* squadron
- 1 *Defensor* squadron

INS Percussor, a *Bantha* Class frigate

- 1 *Spiculum* flight
- 1 *Gladius* flight

INS Firestorm, a *Bantha* Class frigate

- 2 *Sica* flights

INS Varro, a *Syracuse* Class cruiser

- 1 *Gladius* flight
- 1 *Spiculum* flight
- 1 *Verutum* flight

COMMONWEALTH FORCES

Ships of the 43120th Defense squadron that survived Scenarios 2 and 7, plus elements of the 3032nd Carrier Patrol Squadron.

3032nd Carrier Patrol Squadron

Commodore Archibald Douglass, Commander

Leadership Rating: 3

RLS Connor, a *Carthage* Class cruiser

- 1 *Fluttering Petal* flight
- 1 *Avenger* flight
- 1 *Penetrator* flight

RLS Pride of Orion, a *Valiant* Class frigate

- 1 *Guardian* flight
- 1 *Penetrator* flight

RLS Fearsome, a *Valiant* Class frigate

- 1 *Cheetah* flight
- 1 *Space Gull* flight

RLS N' Cath Co M' mn (Shining Fury), an *Ajax* Class destroyer

- 1 *Cheetah* squadron

RLS Antietam, an *Ajax* Class destroyer

- 1 *Ventura* squadron

6 *Mound* Class transports

Possible Commonwealth Reinforcements

If the Commonwealth player won Scenario 8, he might receive as reinforcements ships not occupied with Marine strikes elsewhere. If he won a Substantial Victory, add the *Ashbourne* to the 43120th. If he won a Decisive Victory, also add the *Essex* to the 43120th.

RLS Ashbourne, a *Valiant* Class frigate

- 1 *Guardian* flight
- 1 *Penetrator* flight

RLS Essex, a *Lexington* Class destroyer carrier

- 1 *Avenger* group
- 1 *Gaul* flight
- 1 *Space Gull* flight
- 1 *Cheetah* flight

Historical Force

43120th Defense Squadron

Fleet Captain De! a'v, Commander

Leadership Rating: 5

All ships and fighters are fully repaired.

RLS Agic, a *Vitak* Class cruiser

RLS Red Tail, an *Exeter* Class destroyer

- 2 *Cheetah* squadrons
- 2 *Guardian* squadrons

RLS Duchess Katherine, an *Ajax* Class Destroyer

- 1 *Avenger* squadron

3032nd Carrier Patrol Squadron

Listed above.

GAME LENGTH

Combat continues until all the transports have either dropped their troops or been destroyed.



SPECIAL RULES

Capital Ship Repair

Enough time has passed that surviving ships from the two original squadrons may repair any damage to internal components that does not require the use of a repair facility (that is, anything but "Bay Destroyed," "Turret Factor Destroyed," "Spinal Mount Destroyed," "Spine Crack," or "Structural Collapse"). Roll 1D10 for each section of damaged armor. That many points of armor may be jury-repaired in each section.

Any ships that were sent back for repairs immediately after Scenario 2 are fully repaired and available for this scenario. Note: "Spine Cracks" and "Structural Collapse" damage results cannot be repaired in time for this scenario. Any ship sent back for repair of this type of damage is not available.

Transports

The *Mound* Class transports are equivalent to the *Carrus* Class transports in Scenario 2. Use the statistics of those vessels when filling out Vessel Record Sheets on the *Mounds*.

In order to drop its troops, a transport must enter any hex of the interface zone and decelerate to a full stop, with its bow facing the planet (direction 5 or 6). A transport must remain in that position for one full turn after it arrives, while its troops disembark. Troops are dropped following combat of the motionless turn. Dropped troops do not appear on the board and cannot be damaged in this scenario. Ships dropping troops are assumed to be using enough thrust to maintain station-keeping, and so their orbits will not decay.

Ships engaged in dropping troops may not fire their forward-facing weapons, and they must lower their forward shields.

The only way to prevent a transport from deploying its troops is to destroy the transport before it can do so.

Gravity Well

As per normal rules, any unpowered ship that enters the gravity well (hex row 13xx and below on Map 1) will be immediately trapped in a decaying orbit. See the *Leviathan* rules, p. 32, for details on the effects of the gravity well.

VICTORY CONDITIONS

The Commonwealth player must maneuver his transports to the Interface and drop their payloads.

The TOG player must prevent the Commonwealth player from achieving his victory conditions.

Both sides should inflict as much damage on the opposing fleet as possible.

Use the **Victory Points** table to determine how many victory points each side has accumulated.

VICTORY POINTS TABLE

| Ships Destroyed | Victory Points Earned |
|---------------------------------|-----------------------|
| Battleship | 4 points |
| Cruiser | 3 points |
| Frigate | 2 points |
| Destroyer | 1 point |
| Transport (loaded) | 4 points |
| Transport (empty) | .5 point |
| Fighter Group | .6 point |
| Fighter Flight | .3 point |
| Fighter Squadron | .1 point |
| Each shipload of troops dropped | 4 points |

Total the victory points earned by each side. Subtract the TOG player's total from the Commonwealth player's total, then use the following table to determine the victor.

Commonwealth Decisive Victory: 24 or more points

Commonwealth Substantial Victory: 10 to 23.9 points

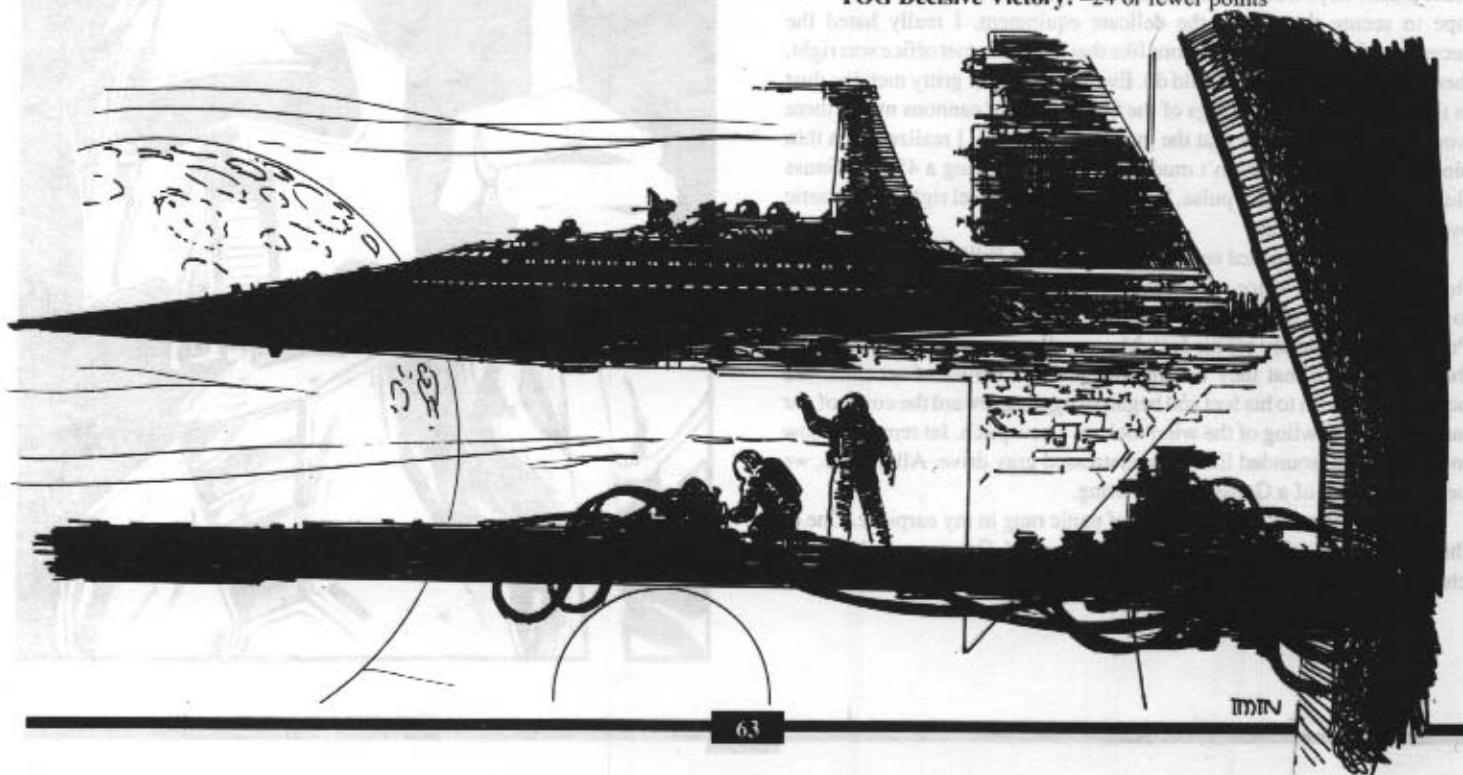
Commonwealth Marginal Victory: 3 to 9.9 points

Draw: -2.9 to 2.9 points

TOG Marginal Victory: -9.9 to -3 points

TOG Substantial Victory: -23.9 to -10 points

TOG Decisive Victory: -24 or fewer points





DUST CLOUDS

For use with CENTURION

UNDER THE WEATHER

—Excerpt from a letter dated 5 March 6819, written by Optio Dobson Gayle, First Century, 3/3794th Strike Legion

Gustaviv's Regret is a pretty mixed-up planet. The most unusual feature of a rather unusual world is a place the locals call Barton's Fire Sea. The Fire Sea is actually a shallow valley into which flows the lava of several surrounding volcanoes. I didn't have a window seat on the in-run, but they tell me you can see it from orbit.

As you might expect, that much volcanic activity in one place has brought up large deposits of G-A ore and trocoblut, which makes the area very attractive to mining operations. Unfortunately, that much volcanic activity also produces immense quantities of fine, gritty dust.

This dust is the most insidious substance it has ever been my misfortune to encounter. It gets into everything. Your clothing, your hair, your nose. You can't leave your shelter without a dust mask and goggles over your face, because the dust will choke and blind you within minutes. The mess halls are equipped with static-charge doors, but the dust still manages to get into your food. If I ever get off this forsaken dust-ball, I'll probably be twenty kilos heavier just from the dirt I've swallowed.

We had only been in our new post for a few weeks when we were told to secure all our vehicles for bad weather. The meteorological officers were predicting a severe wind storm that would carry with it great clouds of—you guessed it—blowing dust. We worked frantically, trying get all our fragile gear under cover. The muzzle and tube covers that we usually used to protect the Gauss and laser cannons were all but useless against the type of dust that we had to contend with. We managed to scavenge some plastic tarps from the miners and used thousand-kilometer-per-hour tape to secure them over the delicate equipment. I really hated the necessity of covering our weapons like that, but if the met office was right, there was nothing else we could do. Even one grain of gritty metallic dust in the delicate inner workings of the Gauss or laser cannons meant there would be a good chance that the guns wouldn't fire. I realize that a thin piece of polypropylene isn't much of a barrier to firing a 45-kilo Gauss slug or a megajoule laser pulse, but it simply didn't feel right to tie plastic over our guns like that.

We had just finished securing the covers on Billings' tank when the storm hit. The met office said to expect high winds, but there was no way to anticipate the sheer ferocity of the storm. The force of the wind knocked Petrowski completely off his feet. My goggles were scoured so badly by the blowing grit that they became opaque in a matter of seconds. We hoisted Petrowski to his feet and began struggling toward the cover of our hut when the howling of the wind took on a new pitch. Jat remarked how much the wind sounded like an overstressed grav drive. All at once, we heard the crack of a Gauss cannon firing.

Suddenly, a static-laden shout of panic rang in my earpiece. One of the sentries on our southern flank had spotted Commonwealth tanks charging out of the blowing dust. We were under attack.

SITUATION: 02 MARCH 6819, TROSOS, WEST OF BARTON'S FIRE SEA

Along with the reinforcements brought in by the relief fleet, Brigadier General Burke seemed to receive a new will to fight. After a quick, intense planning session, Burke ordered an attack, the first since the initial TOG landings.

The plan was a simple one. Severe winds and thunderstorms were being predicted for the area west of Barton's Fire Sea, storms that would pick up great quantities of the fine gritty soil of the area and push it forward in dense clouds. Burke's plan called for the 1/64th Commonwealth Legion, supported by elements of the 219th B'ekkal Infantry Regiment, to move under the cover of these storms to Trosos, a large mining and refining community on the western shores of the Fire Sea. There they would attack the TOG garrison in hopes of driving them out of the area. The storm would keep the TOG air support fighters grounded, while the blowing volcanic dust would blind and confuse sensors.

In the early morning of 2 March, the 1/64th was in position to attack Trosos. Before they could launch their assault, the task force was spotted by a TOG sentry, who sounded the alarm. Instead of a surprise assault, the 1/64th was faced with a deadly game of hide-and-seek in the billowing dust clouds.

After several hours of confused fighting, the TOG garrison withdrew northward, leaving resource-rich Trosos to the Commonwealth.





GAME SET-UP

The **Centurion** rules are used for this scenario.

Lay out the maps as illustrated. Place building counters in the hexes marked "B." These buildings all have two levels and 30 AP. The TOG player sets up first, on Map 4, using **Hidden Units** (*Centurion*, p. 39). Infantry squads may set up inside the buildings. The Commonwealth forces enter the left edge of Map 1 during the movement phase of Turn 1.



MAP 1

BUILDINGS

TOG FORCES

First Century, 3/3794th Strike Legion

Centurion Yip Myl Sen, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Heavy Grav Armor Platoon

1 Trajan heavy grav tank

2nd Medium Grav Armor Platoon

3 Horatius medium grav tanks

3rd Light Grav Armor Platoon

3 Aeneas light grav tanks

Second Century, 3/3794th Strike Legion

Centurion Alice Varre, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Armored Infantry Platoon

3 Lupis light grav APCs

3 bounce infantry squads w/TVLGs

2nd Armored Infantry Platoon

1 Romulus medium grav APC

1 bounce infantry squad w/TVLGs

COMMONWEALTH FORCES

Roll 1D10 and subtract the number of transports destroyed in Scenario 13, then consult the **Commonwealth Forces** table to determine the exact nature of the Commonwealth force.

COMMONWEALTH FORCES TABLE

| Die Roll | Force Used |
|----------|------------|
| 0-2 | D |
| 3-5 | C |
| 6-8 | B |
| 9-10 | A |

MAP 4

Force A

First Company, 1/64th Commonwealth Legion

Major Joseph T. Wilson, Commander

Leadership Rating: 5

Troop Quality: Elite

1st Heavy Grav Armor Platoon

3 Deliverer heavy grav tanks

2nd Medium Grav Armor Platoon

3 Liberator medium grav tanks

3rd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

Second Company, 1/64th Commonwealth Legion

Captain Fletcher Waterson, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Wolverine light grav tanks

2nd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/mortars

Force B

First Company, 1/64th Commonwealth Legion

Major Joseph T. Wilson, Commander

Leadership Rating: 5

Troop Quality: Elite

1st Heavy Grav Armor Platoon

2 Deliverer heavy grav tanks

2nd Medium Grav Armor Platoon

3 Liberator medium grav tanks

3rd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

Second Company, 1/64th Commonwealth Legion

Captain Fletcher Waterson, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Wolverine light grav tanks

2nd Armored Infantry Platoon

2 Spartius medium grav APCs

2 bounce infantry squads w/mortars

Force C

First Company, 1/64th Commonwealth Legion

Major Joseph T. Wilson, Commander

Leadership Rating: 5

Troop Quality: Elite

1st Heavy Grav Armor Platoon

1 Deliverer heavy grav tank

2nd Medium Grav Armor Platoon

3 Liberator medium grav tanks

3rd Armored Infantry Platoon

2 Spartius medium grav APCs

2 bounce infantry squads w/TVLGs



Second Company, 1/64th Commonwealth Legion

Captain Fletcher Waterson, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Light Armored Platoon

3 Wolverine light grav tanks

2nd Armored Infantry Platoon

2 Spartius medium grav APCs

2 bounce infantry squads w/mortars

Force D

Elements of First Company, 1/64th Commonwealth Legion

Captain William Harriman, Commander

Leadership Rating: 4

Troop Quality: Regular

2nd Medium Armor Platoon

3 Liberator medium grav tanks

3rd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

Elements of Second Company, 1/64th Commonwealth Legion

Captain Fletcher Waterson, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Wolverine light grav tanks

2nd Squad, 2nd Armored Infantry Platoon

1 Spartius medium grav APC

1 bounce infantry squad w/mortars

Historical Force

Force B was the historical force for the Commonwealth in this battle.

GAME LENGTH

Combat continues until all units of one side have been destroyed or are forced to withdraw.

SPECIAL RULES

Withdrawal

Units on both sides use the **Distant Fire Special Rule: Withdrawal: Individual Withdrawal**. If a Commonwealth vehicle is forced to withdraw, it must exit over the left edge of Map 1. If a TOG vehicle is forced to withdraw, it must exit over the right edge of Map 4.

Dust and Wind Effects

Because of the dense clouds of dust, vehicles are limited to a ten-hex line-of-sight. Infantry are limited to a six-hex line-of-sight.

All To-Hit Numbers receive an automatic -1 modifier. This modifier affects painting lasers as well as weapons.

The speed limit of all terrain is reduced by 50 percent because of the dust storm's blinding effect on TS&R radar systems. All *Piloting* skill rolls are made with an automatic -1 modifier to the Target Number.

Smoke is dispersed almost immediately by the high winds. Therefore, only apply a -1 modifier for firing through smoke. There is no speed limit modifier because of smoke during this scenario.

VICTORY CONDITIONS

Decisive Commonwealth Victory: All TOG units destroyed or forced to withdraw. No more than five Commonwealth tanks, APCs, and squads lost.

Substantial Commonwealth Victory: All TOG units destroyed or forced to withdraw. Six to nine Commonwealth units are lost.

Marginal Commonwealth Victory: All TOG units destroyed or forced to withdraw. At least four active Commonwealth units remain on the board.

Draw: Neither side has four active units on the board.

Marginal TOG Victory: All Commonwealth units destroyed or forced to withdraw. At least four active TOG units remain on the board.

Substantial TOG Victory: All Commonwealth units destroyed or forced to withdraw. Six to nine TOG units are lost.

Decisive TOG Victory: All Commonwealth units destroyed or forced to withdraw. No more than five TOG tanks, APCs, and squads lost.



BACKBONE AT LAST

For use with LEVIATHAN, INTERCEPTOR, and CENTURION

AN OUT-OF-CONTROL BATTLE

—Excerpt of a letter dated 22 March 6819, written by Sergeant-Major Catherine Parks

Dear —

Things here on Regret have been very busy and confused.

For two weeks following the arrival of the relief fleet, we didn't see a single Toggie. It looked like they'd packed up and gone home. Of course, we knew better. We ran into the occasional straggler or refugee who gave us the impression that the Praetorian Guard and Caesar himself were right behind him. That put everyone into a panic, but it turned out to be nothing more than a rumor, probably just a couple of locals turned bandit, so everyone calmed down again.

Then, one bright, sunny morning, Captain Moretti announced that we were going to be sending out patrols. I tried to explain to him that if we sent out patrols, and if those patrols ran into anything, whatever they ran into was going to get mad and shoot at us. Moretti lost his temper at me and told me that since I was such a military genius, I got to lead the first patrol. He said that the orders had come from Battalion, who got them from Brigade, who got them from Legion, and if I wanted to argue with anyone, I should go and see Brigadier General Burke. The whole time his face was changing from pink, to red, to almost purple. I was afraid that he was going to have a stroke. I figured that if I wanted to keep him out of sick bay and myself out of the stockade, I'd better back off and take out the patrol like he said.

Our assigned AO took us about fifty clicks beyond where the front lines were supposed to be. We were halfway to Alist and still hadn't seen a blasted thing except burned tanks, ruined farms, and smashed-up houses. Fritz was getting antsy. He started spouting some nonsense about walking into a trap. I decided to extend our sweep a little more to see if we could find anything, but there was no trace of the enemy. I was starting to get a little spooked myself. That's when the call came in.

Battalion was recalling all its patrols and sending every available unit to the Kamar Forest. A patrol had run into a heavy TOG unit and things started escalating from there.

We got to the fighting about half an hour after we got the call. By then, the whole thing was so far out of control, it's a wonder that we linked up with our own side, rather than hooking up with a TOG unit. Don't laugh. I heard that a couple of those new Horatius tanks swung into line with one of our Liberator units. The Horatius has both of its Gauss cannons mounted in the turret, just like the Liberator, and so it took awhile for anyone to figure out what was wrong with that picture. The way I heard it, our boys noticed the mistake first and proceeded to hammer the living daylight out of the Toggies. I don't know if the story is true or not, especially since the battle computers should have been screaming bloody murder, but I guess it could have happened in all that mess.

By the time the TOG forces withdrew, everybody had gotten in on the fun. About twenty minutes after we arrived, a TOG fighter strafed our position, only to collect a tailfull of mass-driver rounds from an Avenger that he didn't see. I understand that even the black-water boys got into the act. Lieutenant Lentz said that our ships moved in to support what was rapidly becoming an offensive, only to run into the TOG fleet. He said that

the comm-tech he talked to told him that our boys managed to push the Toggie Navy back into the asteroid field after some pretty intense fighting. That seems only fair. They did the same for our guys back in October.

When the fighting subsided, we had gained back a lot of the ground we lost in January and February. Some of the reporters here are saying that it was a stroke of genius on Burke's part to disguise a major offensive as a series of patrols. Well, don't let them fool you. That offensive was nothing but an accident.

SITUATION: 17 MARCH 6819, EAST OF THE KAMAR FOREST, 1,000 KILOMETERS FROM ALIST

Heartened by the success of the 1/64th in the Battle of Trosos, the Commonwealth commanders on Gustaviv's Regret began planning an all-out offensive. Several patrols were sent into the area around Alist and the Kamar Forest. Instructed to gather information on the disposition and strength of the TOG forces in the area, most of these patrols returned empty-handed. Little trace of the enemy could be found.

Then, at about noon on 17 March, a patrol of Wolverine light grav tanks picked up unidentified sensor readings. They had found most of a heavy grav century grounded in a clearing. The Commonwealth patrol leader quickly radioed for artillery support and reinforcements. Centurion Maximus Eric Sykes sent out his own call for help, believing the Wolverines to be the point unit of a Commonwealth counter-offensive.

Both sides rushed reinforcements into the area. What began as a minor skirmish became a major battle.

When the fight was over, the TOG legion had been forced to withdraw to the positions it held in January, and the 64th rolled victoriously into a liberated Alist.





MAP 2

GAME SET-UP

This scenario uses all three board game systems: **Interceptor**, **Centurion**, and **Leviathan**.

Lay out the maps as illustrated in **Distant Fire Special Rule: Integrating Leviathan, Centurion, and Interceptor**. Note which pair of space maps is the **Interceptor** board and which is the **Leviathan** board. The forces set up as follows:

Leviathan board: The Commonwealth naval units enter the top left edge of **Leviathan** Map 1 between Hexes 1601 and 2601 (inclusive) during the movement phase of **Leviathan** Turn 1. The TOG naval units enter the middle edge of **Leviathan** Map 2 between Hexes 1014 and 2214 (inclusive), during the movement phase of **Leviathan** Turn 2.

Interceptor board: Neither side begins the game with fighters deployed on the **Interceptor** board. **Integrating Interceptor, Centurion, and Leviathan** describes fighter launching.

Centurion board: The TOG player sets up his 1/1/3794th before the scenario begins. He may place these units anywhere he chooses on **Centurion** Map 2. All of its grav tanks are grounded on the surface (but not in craters). His APCs may be grounded in craters if they wish, but one digging charge must be expended for each unit so grounded. Infantry units may begin the game either mounted or dismounted, as the TOG player chooses.

The Commonwealth 2/10/64th enters the bottom edge of **Centurion** Map 1 during the **Centurion** movement phase of **Centurion/Interceptor** Turn 1.

The Commonwealth 1/10/64th enters the left edge of **Centurion** Map 1 during the **Centurion** movement phase of **Centurion/Interceptor** Turn 2.

The TOG 2/1/3794th enters the top edge of **Centurion** Map 2 during the **Centurion** movement phase of **Centurion/Interceptor** Turn 3. ■

The TOG 3/1/3794th enters the right edge of **Centurion** Map 2 during the **Centurion** movement phase of **Centurion/Interceptor** Turn 6.

The Commonwealth 3/10/64th enters the bottom edge of **Centurion** Map 1 during the **Centurion** movement phase of **Centurion/Interceptor** Turn 8.

TOG FORCES

Leviathan Units

All naval units that survived Scenario 13.

Historical Force

Task Force Temerarius, 202031st Harasser Squadron

Navarchos Phim Kilby, Commander

Leadership Rating: 4

All ships and fighters are fully repaired.

INS Percussor, a *Bantha* Class frigate

1 *Spiculum* flight

1 *Gladius* flight

INS Firestorm, a *Bantha* Class frigate

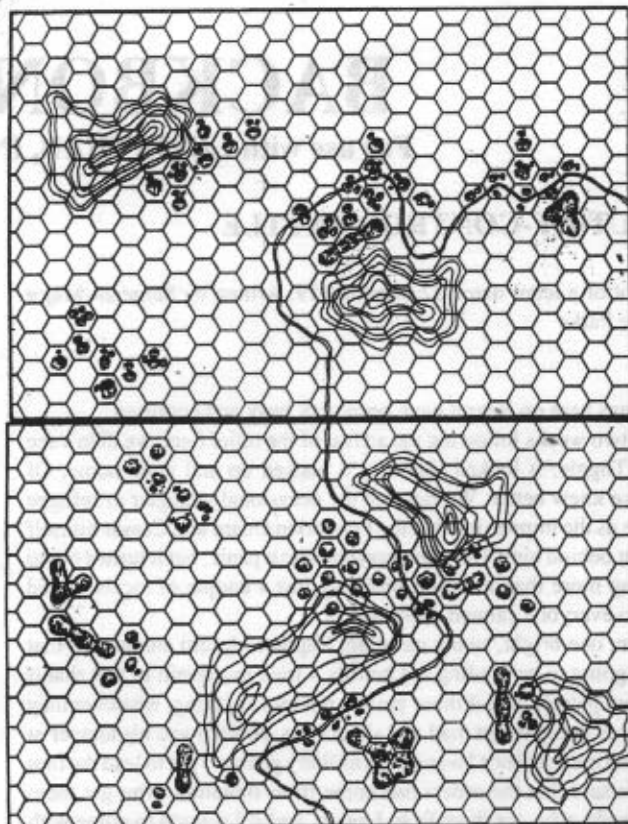
2 *Sica* flights

INS Varro, a *Syracuse* Class cruiser

1 *Gladius* flight

1 *Spiculum* flight

1 *Verutum* flight



MAP 1

Interceptor Units

Units as available from the **Leviathan** board.

Centurion Units

First Century, 1/3794th Strike Legion

Centurion Maximus Eric Sykes, Commander

Leadership Rating: 5

Troop Quality: Elite

1st Heavy Grav Armor Platoon

3 Trajan heavy grav tanks

3rd Armored Infantry Platoon

3 Romulus medium grav APCs

3 bounce infantry squads w/TVLGs

Second Century, 1/3794th Strike Legion

Centurion Willis Nilsson, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Medium Grav Armor Platoon

3 Horatius medium grav tanks

2nd Light Grav Armored Platoon

3 Aeneas light grav tanks

Elements of Third Century, 1/3794th Strike Legion

Optio Irvin Price, Commander

Leadership Rating: 3

Troop Quality: Regular

3rd Armored Infantry Platoon

3 Lupis light grav APCs

3 bounce infantry squads w/TVLGs

3 Artillery Fire Missions



COMMONWEALTH FORCES

Leviathan Units

All ships that survived Scenario 13, except the *Mound* Class transports.

Historical Force

All ships and fighters are fully repaired.

43120th Defense Squadron

Fleet Captain De! a'v, Commander

Leadership Rating: 5

RLS Agic, a *Vitak* Class cruiser

3032nd Carrier Patrol Squadron

Commodore Archibald Douglass, Commander

Leadership Rating: 3

RLS Connor, a *Carthage* Class cruiser

1 *Fluttering Petal* flight

1 *Avenger* flight

1 *Penetrator* flight

RLS Pride of Orion, a *Valiant* Class frigate

1 *Guardian* flight

1 *Penetrator* flight

RLS Fearsome, a *Valiant* Class frigate

1 *Cheetah* flight

1 *Space Gull* flight

RLS Antietam, an *Ajax* Class destroyer

1 *Ventura* squadron

Interceptor Units

Units as available from the *Leviathan* board.

Centurion Units

Elements of Second Company, 10/64th Commonwealth Legion

Master Sergeant Hazard Connel, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Light Grav Armor Platoon

3 Wolverine light grav tanks

First Company, 10/64th Commonwealth Legion

Captain W. S. Hanlon, Commander

Leadership Rating: 5

Troop Quality: Regular

1st Heavy Grav Armor Platoon

3 Deliverer heavy grav tanks

2nd Medium Grav Armor Platoon

3 Liberator medium grav tanks

3rd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

Elements of Third Company, 10/64th Commonwealth Legion

Captain Marshall Brucker, Commander

Leadership Rating: 3

Troop Quality: Green

1st Medium Grav Armored Platoon

3 Liberator medium grav tanks

3 Artillery Fire Missions

GAME LENGTH

Combat continues until all units from one side have been destroyed or forced to withdraw.

SPECIAL RULES

Capital Ship Repair

Eighteen days have passed since Scenario 13. All capital ships may repair any internal damage that does not require the services of a shipyard or repair facility. Armor damage may not be repaired.

Off-Board Support

Both *Centurion* forces may request artillery support. In addition, if a side has capital ships near enough, it may request naval fire support. Remember that each side's *Centurion* commander may only make one request per turn. See **Distant Fire Special Rule: Off-Board Support** for details.

Thor Satellites

The Thor satellites in Scenarios 6 and 7 are destroyed and are no longer available by the time this battle takes place.

Individual Withdrawal

Use the **Distant Fire Special Rule: Withdrawal: Individual Withdrawal** in this scenario. If a unit fails its morale roll, it must withdraw off the edge of the map from which it entered.

VICTORY CONDITIONS

Decisive Victory, either side: All enemy units destroyed or forced to withdraw from all three boards, and at least one friendly unit still on the *Centurion* board.

Substantial Victory, either side: All enemy units destroyed or forced to withdraw from the *Leviathan* and *Centurion* boards, and at least one friendly unit still on the *Centurion* board.

Marginal Victory, either side: All enemy units destroyed or forced to withdraw from the *Centurion* board, and at least one friendly unit still on the *Centurion* board.

Draw: All units from both sides destroyed or forced to withdraw from the *Centurion* board.



STALEMATE

For use with CENTURION

THIS FAR AND NO FARTHER

—Excerpt from *Molemen and Earth Shakers, The Invasion of Gustaviv's Regret*, Robert F. Bales, Commonwealth Publishing, 6822

After the battle of Kamar, the Commonwealth forces under Brigadier General Burke drove the 3794th back on every front, until the lines reached the positions TOG had achieved in early January. There, the TOG forces wheeled on their pursuers. The 2/64th reached Iseltone before the force of their advance was blunted by the 3/3794th. West of Barton's Fire Sea, the 1/64th reached Trosos and Srinne before being halted by the sudden TOG counteroffensive. In the eastern hemisphere, the Commonwealth legions re-took Egg. The 4/64th drove to within eight kilometers of Rose Thorn, but a staunch defense mustered by the TOG 2/3794th prevented the Commonwealth forces from liberating the planetary capital. Some Commonwealth units even managed to link up with stragglers and militia units that had been trapped behind the lines during the rapid TOG advances in November and December 6818. These recombined units pushed deep into TOG-held territory, in one case as far north as the northern shores of the Imp Sea, before being halted by the 1/3794th.

When the Commonwealth advance ran out of impetus, Prefect Timmons ordered his legion to regain the territory lost in the counterattack. The 3794th launched counteroffensives on every front, but the unexpected happened. The 64th refused to give way. Only in the region south of the Fire Sea and on the shores of Lake Shoe did the Commonwealth forces retreat. However, instead of the pell-mell flight that had characterized their earlier actions, the battered troops gave ground grudgingly, in some cases defending a position to the last man.

The lines stabilized in late March 6819, when Brigadier General Burke and General Gunn realized that they did not have the strength to throw the TOG invasion force off the planet, and decided to dig in along naturally defensible points and force the 3794th to spend its strength trying to root them out.

SITUATION: 25 MARCH 6819, 2,500 KILOMETERS EAST OF THE IMP SEA

When Brigadier General Burke ordered the 64th to halt its advance and dig in at natural defenses, the 3/64th, in the company of a number of militia regiments, found itself in the Alrose Highlands east of the Imp Sea. Viewing the craggy hills and deep valleys as perfect terrain for a defensive position, the Commonwealth units set about locating the best natural strong points in the area. Once located, the 3/64th and its militia counterparts built reinforced revetments, pillboxes, and other static defenses, all commanding natural choke-points, which would channel the attackers into deadly crossfires. In addition, thousands of mines were planted, both by hand and by artillery. Ground sensors were placed along approach routes that the Commonwealth forces could not cover, either because the terrain made such coverage impossible, or from lack of sufficient forces.

Once the preparations were complete, the Commonwealth troops settled down to wait.

On 25 March, a TOG armored century attempted to push its way through the defenses. The 7/1/3794th lashed out at the defenses held by the 91st Commonwealth Provisional Militia, an ad hoc unit assembled out of the remnants of three militia companies that had been decimated in earlier battles with TOG. Even though the TOG forces had better equipment and a higher level of training, the 91st CPM held their line long enough for elements of the Third Battalion, 64th Commonwealth Legion, to come to their aid. The sudden onslaught of grav tanks, where only militia infantry and ground vehicles had been expected, forced the TOG armor to withdraw. Toward the end of the fighting, a TOG heavy armored unit arrived, hoping to turn the tide of battle. The 4/1/3794th charged into the fray. Their assault was cut short when their heavy grav tanks stumbled across one of the minefields dotting the area. Centurion Cassius Zancles' Trajan lost its drives to a mine, and the crippled tank was reduced to smoldering junk by the foot soldiers of the 91st.

Tactically, the Battle of the Alrose Highlands was a marginal victory for the Commonwealth. The invaders had been repulsed, but the 91st CPM had lost over two-thirds of its strength. Even so, Alrose provided a boost to the morale of the entire Commonwealth presence on Gustaviv's Regret. Instead of pulling back under fire, the 91st and the 3/64th had stood firm and had driven off the attacking TOG legion.



GAME SET-UP

The **Centurion** rules are used for this scenario.

Lay out the maps as illustrated. All heavy woods hexes are treated as light woods. All light woods hexes are treated as rubble. The Commonwealth player sets up the 91st CPM anywhere on Map 1 before the scenario begins. All militia units begin the game in revetments or foxholes.

The TOG 7/1/3794th enters at the top of Map 4 during the movement phase of Turn 1.

The Commonwealth 1/3/64th enters at the bottom of Map 1 during the movement phase of Turn 4.

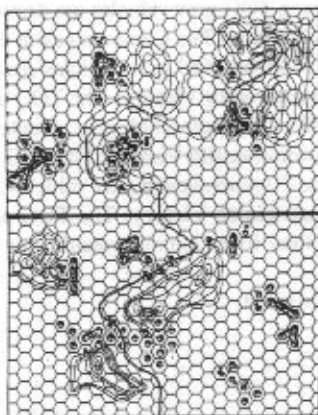
The Commonwealth 4/3/64th enters at the right edge of Map 1 during the movement phase of Turn 5.

The TOG 4/1/3794th enters at the top of Map 4 during the movement phase of Turn 7.

MAP 4



MAP 1



TOG FORCES

Seventh Century, 1/3794th Strike Legion

Optio Samuel Alvarez, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Medium Grav Armor Platoon

3 Horatius medium grav tanks

2nd Light Grav Armor Platoon

3 Aeneas light grav tanks

3rd Armored Infantry Platoon

3 Romulus medium grav APCs

3 bounce infantry squads w/TVLGs

Fourth Century, 1/3794th Strike Legion

Centurion Cassius Zances, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Heavy Grav Armor Platoon

3 Trajan heavy grav tanks

2nd Heavy Grav Armor Platoon

2 Trajan heavy grav tanks

1 Horatius medium grav tank

3rd Armored Infantry Platoon

3 Romulus medium grav APCs

2 bounce infantry squads w/TVLGs

1 bounce infantry squad w/mortars

COMMONWEALTH FORCES

Elements of the 91st Commonwealth Provisional Militia

Lieutenant Julie Hope, Commander

Leadership Rating: 2

Troop Quality: Regular

1st Heavy Ground Armor Platoon

3 Sterling heavy ground tanks (Hexes 0905, 1204, 2205)

2nd Armored Infantry Platoon

2 Activator medium ground APCs (Hexes 0402, 2404)

2 ground infantry squads w/TVLGs (Hexes 0502, 2504)

4th Infantry Platoon

3 ground infantry squads (Hexes 1703, 1803, 1903)

3 Hidden Minefields

First Company, 3/64th Commonwealth Legion

Captain Dyffyd Glendower, Commander

Leadership Rating: 4

Troop Quality: Regular

1st Heavy Grav Armor Platoon

3 Deliverer heavy grav tanks

2nd Medium Grav Armor Platoon

3 Liberator medium grav tanks

3rd Light Grav Armor Platoon

3 Wolverine light grav tanks





Elements of Fourth Company, 3/64th Commonwealth Legion

Master Sergeant Kim Duc, Commander

Leadership Rating: 3

Troop Quality: Green

1st Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/TVLGs

2nd Armored Infantry Platoon

3 Spartius medium grav APCs

3 bounce infantry squads w/mortars

GAME LENGTH

Combat continues until one side is forced to withdraw.

SPECIAL RULES

Revetments and Foxholes

The Commonwealth 91st CPM sets up in pre-prepared revetments and foxholes. Treat these fortifications as craters, allowing units to achieve "hull-down" status without using digging cannons. Revetments provide full protection only to the front facing of a vehicle. All revetments face north and will only give "hull-down" status against fire from that direction. Fire striking the flanks of a vehicle in a revetment receives only a -1 penalty rather than the usual -2 for being "hull-down," because of the low sides of a revetment. Fire striking the stern of a vehicle in a revetment is not penalized.

Foxholes are treated like ordinary infantry craters. Grav vehicles may ground in any empty revetment, thus gaining the revetment's To-Hit modifiers. Unlike craters, it only costs 1 VP to move out of a revetment.

Minefields

The Commonwealth player begins the game with three hidden minefields. Before play begins, he secretly records their locations.

Force Withdrawal

Either side may be forced to withdraw (see **Distant Fire Special Rule: Withdrawal: Force Withdrawal**). However, when calculating Commonwealth units lost, ignore the ground vehicles. Only count the Commonwealth's grav vehicles. If TOG is forced to withdraw, it exits over the top or right edge of Map 4. If the Commonwealth is forced to withdraw, it exits over the bottom or left edge of Map 1.

VICTORY CONDITIONS

Decisive TOG Victory: The Commonwealth units are forced to withdraw. No more than four TOG grav vehicles are destroyed.

Substantial TOG Victory: The Commonwealth units are forced to withdraw. Five to eleven TOG grav vehicles are destroyed.

Marginal TOG Victory: The Commonwealth units are forced to withdraw. Twelve to fourteen TOG grav vehicles are destroyed.

Marginal Commonwealth Victory: The TOG units are forced to withdraw. Ten to twelve Commonwealth grav vehicles are destroyed.

Substantial Commonwealth Victory: The TOG units are forced to withdraw. Five to nine Commonwealth grav vehicles are destroyed.

Decisive Commonwealth Victory: The TOG units are forced to withdraw. No more than four Commonwealth grav vehicles are destroyed.

Draw: Any other result.



Fall: 6818

A TOG task force suddenly emerged from T-space around Gustaviv's Regret.

Their mission:
seize Gustaviv's Regret
for the Empire & crush
any opposition. The invasion,
code-named Distant Fire,
signaled the beginning of one
of TOG'S longest and
bloodiest campaigns.

Distant Fire, a Renegade Legion scenario pack for use with all four Renegade Legion game systems, covers the key battles of the invasion of Gustaviv's Regret.

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ANOTHER SCAN FROM
The Dragon Princess

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