5101

RENEGADE LEGION™

INTERCEPTOR™

THE FIRST LINE OF DEFENSE

FASA CORPORATION

Lancea

Class: Light Fighter
Mass: 71
Cost: 1,834,300

Engines:

Right Engine Rating	700
Left Engine Rating	700

Thrust: 10
High Thrust Modification
(w/Lasers replaced) 11

Streamlining: Yes
AntiGrav: No

Shields:

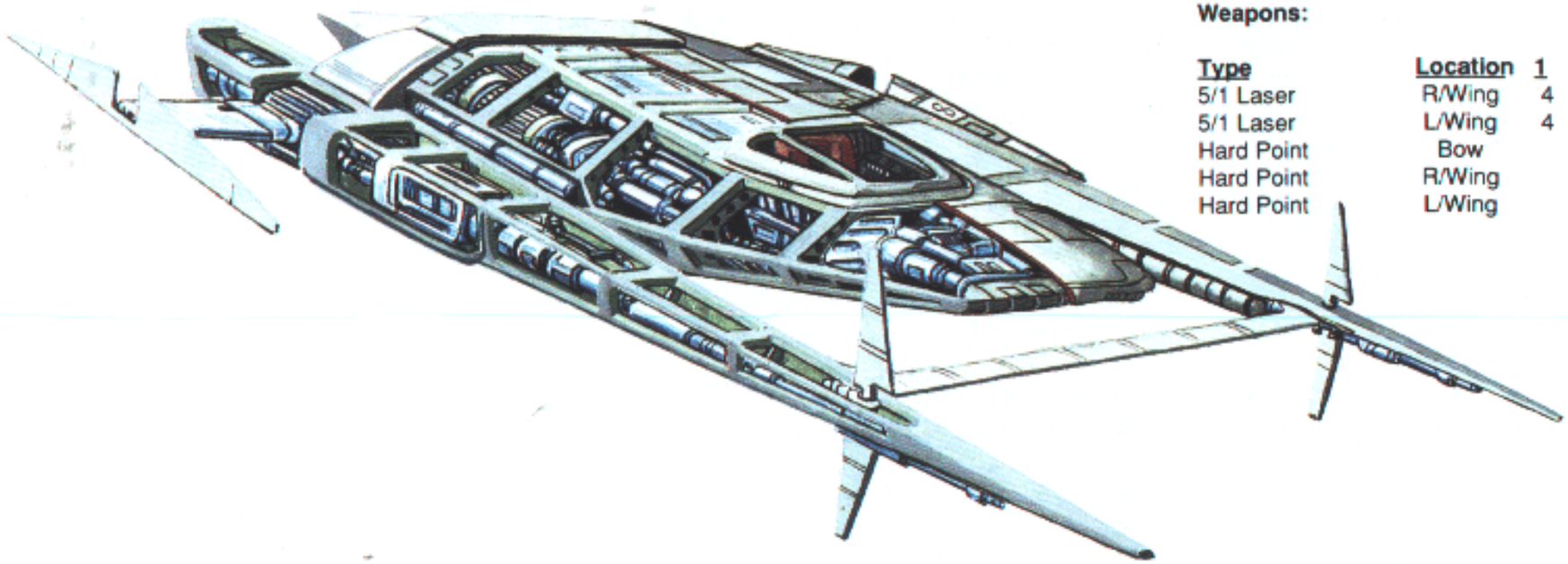
Bow	40
Right	30
Left	30
Stern	40

Armor:

Bow	50
Right	30
Left	30
Stern	50

Weapons:

			Range			
Type	**Location**	**1**	**2–3**	**4–6**	**7–10**	**11–15**
5/1 Laser	R/Wing	4	3	2	1	0
5/1 Laser	L/Wing	4	3	2	1	0
Hard Point	Bow					
Hard Point	R/Wing					
Hard Point	L/Wing					



Introduced in 6819, the *Lancea* is TOG's standard light reconnaissance and interceptor fighter. Like the Commonwealth's *Cheetah*, the *Lancea*'s main claim to fame is its speed. In a reconnaissance role, the wing lasers are replaced with hard points and mounted with a variety of ordnance or surveillance equipment. With 11 Gs of acceleration, a high-thrust *Lancea* is the one of fastest fighters in the galaxy.

Like the *Cheetah*, the *Lancea* performs reconnaissance missions by being carried into a solar system attached to an escort, making a high speed pass through the system, then rendezvousing with the escort again to be taken back to its base.

The *Lancea*'s low cost means that it can be formed into special anti-reconnaissance squadrons whose mission is to stop just such tactics. A stripped-down *Lancea* is perfect for this kind of mission: it can intercept a *Cheetah* effectively and fire up to five missiles at it. Such missions are infrequent, however, and some squadrons sit for over a year before they get a crack at a *Cheetah*.

TOG has used this inactivity in an imaginative way. Because its *Lancea* reconnaissance pilots operate alone and without direct squadron supervision, they need an uncommon mixture of self-discipline and self-reliance. The "marginally incorrigible" pilots at flight school are assigned to *Lancea* units. The first few tours are always with anti-recon squadrons, where the time spent waiting for a mission can be used for instilling the necessary discipline. After the pilot has achieved the necessary mixture of adherance to orders and creative thought, he is assigned to a recon squadron. Consequently, anti-recon squadrons have the reputation of being the strictest and dullest units in TOG, while the recon squadrons are the most flamboyant.

Verutum

Class: Light Fighter
Mass: 99
Cost: 1,951,500

Engines:

Right Engine Rating	600
Left Engine Rating	600

Thrust: 6
High Thrust Modification (w/Lasers Replaced) 7

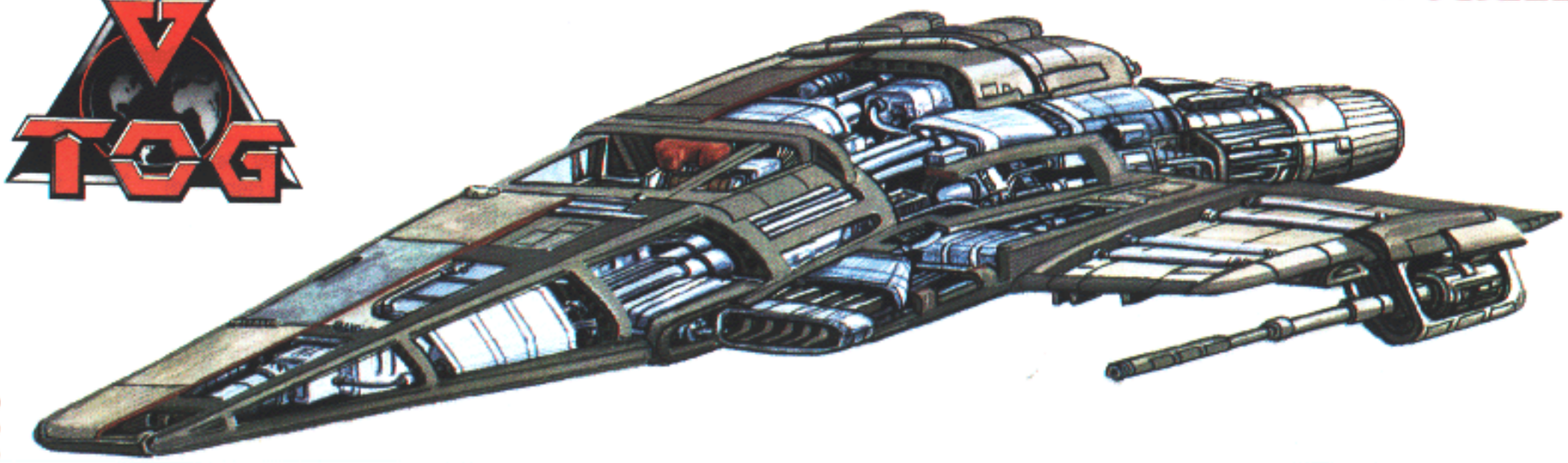
Streamlining: Yes
AntiGrav: No

Shields:

Bow	50
Right	30
Left	30
Stern	50

Armor:

Bow	60
Right	50
Left	50
Stern	60



Weapons:

Type	Location	1	Range 2–3	4–6	7–10	11–15
5/1 Laser	R/Wing	4	3	2	1	0
5/1 Laser	L/Wing	4	3	2	1	0
EPC 14	Bow	14	7	3	1	0
NPC 16	Bow	1	4	9	16	0
Hard Point	Bow					

The *Verutum* is an older light fighter that entered service in 6775 during the final stages of the TOG campaign against the KessRith Empire. Its design parameters called for a fighter that could perform missions similar to the *Penetrator*'s: interceptions and standing off strike missions. Many companies bid for the project, but one radical design, from the Almach Shipyards, won out. Illustrus Senator Lewis had championed it. The Almach design utilized a novel concept of combining an EPC and an NPC into one weapon system, with lower power and tonnage requirements than two separate systems. Almach claimed this allowed the *Vertuum* to carry more armor and to attain greater accelerations than any fighter of its class. Additionally, the price Almach was quoting for the ship was very attractive. Separate weapons, engine, and survivability tests of the prototype seemed to support all of Almach's claims. At the strong urging of Illustrus Senator Lewis, the normal field testing requirements were waived, and the *Vertuum* went into full production. Tens of thousands were delivered to newly activated squadrons.

Reports started to filter back that the *Verutum*'s top acceleration was not up to specifications, but this anomaly was put down to the inexperience of the green pilots. More disturbing reports came in as the *Verutums* began to enter combat. The ships started to explode unexplainably during sustained combat. Hits that the armor should have absorbed easily would rip through the fighters like lightning bolts.

The *Verutums* were grounded. An Imperial Investigation Board, under the charismatic leadership of Illustrus Senator Lewis, found that the explosions were caused by sloppy and faulty maintenance by the ground crews, and that the rumor of insufficient armor protection was unfounded. Several officers commanding the affected units protested vigorously at the Board's findings, and called into question Illustrus Senator Lewis' impartiality. These officers were immediately sacked. One of these sacked commanders, Commodore Reginald Walroma, began an investigation of his own. Over a period of two years he talked to, bribed, and intimidated people who were involved with the *Verutum*'s design. Always one step ahead of the ISS, Commodorer Walroma finally walked into the ISS Overlord's office and dropped three pounds of confessions and tapes on his desk.

The evidence exposed a massive level of corruption, fraud, and collusion between Almach and Illustrus Senator Lewis. The ISS was quick to act. It quietly executed Illustrus Senator Lewis two weeks later, and gave his estates to Commodore Walroma as a reward. TOG seized Almach's assets and sold them to other defense firms. All executives of Almach went to the laser crystal mines

TOG stripped the thousands of *Verutums* already built, and readapted the airframes to carry more conventional armament. While slated to be phased out of service, *Vertums* are still to be found in many second- and even front-line squadrons.

Spiculum

Class: Medium Fighter
Mass: 127
Cost 2,708,600

Engines:

Right Engine Rating	1000
Left Engine Rating	1000

Thrust: 8
High Thrust Modification
(w/Lasers Replaced) 11

Streamlining: Yes
AntiGrav: No

Shields:

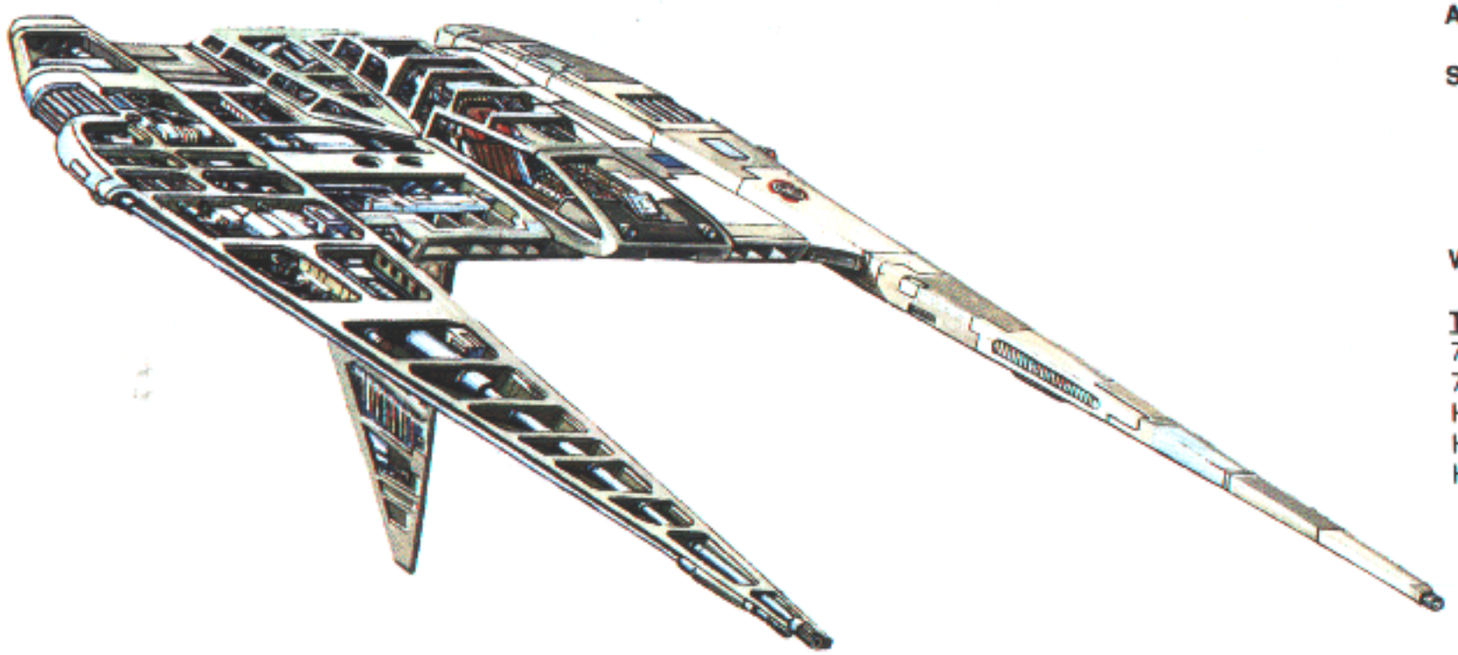
Bow	50
Right	40
Left	40
Stern	50

Armor:

Bow	100
Right	80
Left	80
Stern	100

Weapons:

		Range				
Type	**Location**	**1**	**2–3**	**4–6**	**7–10**	**11–15**
7.5/4 Laser	R/Wing	8	7	6	5	4
7.5/4 Laser	L/Wing	8	7	6	5	4
Hard Point	Bow					
Hard Point	R/Wing					
Hard Point	L/Wing					



Say "fighter" to any TOG citizen and the image that immediately comes to mind is the *Spiculum*. Sleek and deadly looking, the *Spiculum* is a publicist's dream. Any telecast of a battle has the obligatory shot of a *Spiculum* flying through the fiery debris of an exploding Commonwealth ship.

With all of this hype, cynics would automatically assume that the *Spiculum* is a mediocre fighter, but the reverse is true. The *Spiculum* has tremendous acceleration, good defensive systems, good secondary armament, and carries a considerable punch in the form of missiles. The high speed, light secondary armament, and heavy missile load is the result of current TOG tactical doctrine and fighter deployment.

TOG assigns the majority of all fighters to planetary system defense forces. Intercepting incoming raiders and stopping smuggling operations are these ships' primary tasks. To achieve an interception, high acceleration is necessary to react to course changes by the incoming target. Even then, more often than not, the interceptor ends up in a stern chase with its target.

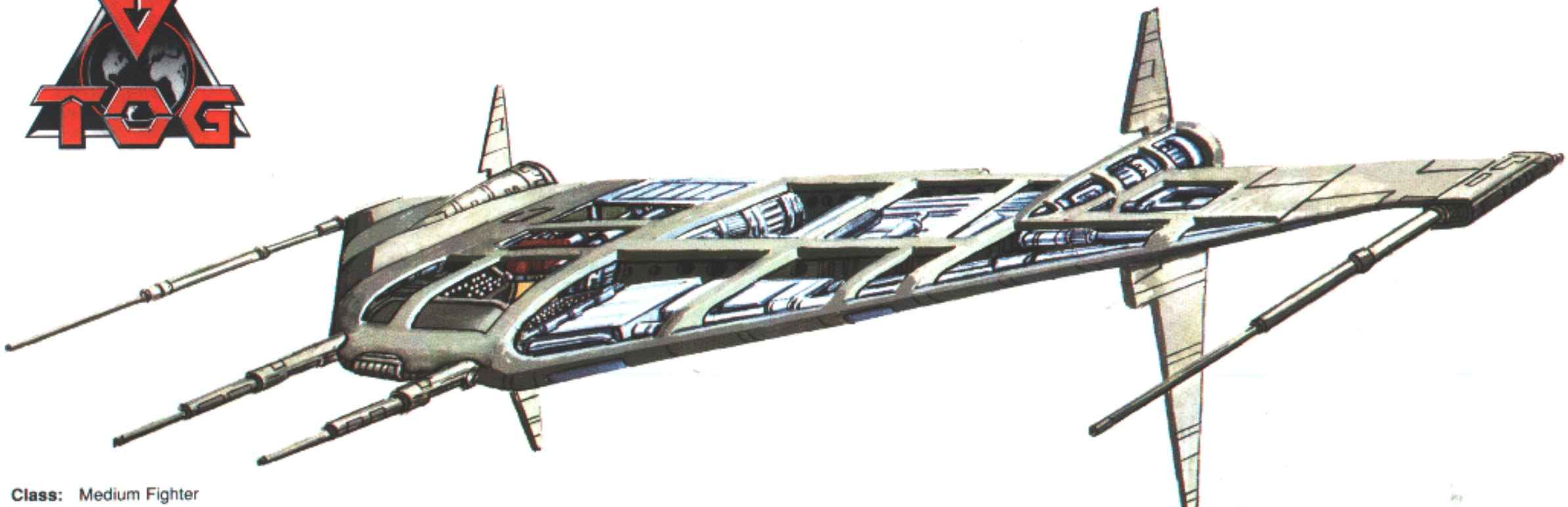
New TOG fighters replace conventional weaponry with numerous hard points to achieve the necessary acceleration. Once a target is intercepted, a salvo of three to five missiles is fired at long range in hopes of crippling the target. Once the intruder is crippled, the fighter can finish it off with its secondary armament.

Fighters can destroy heavily defended Commonwealth installations effectively at long ranges with salvos of multiple missiles, rather than by closing to the shorter range of other weapons systems or by carrying NPCs.

TOG point defense doctrine calls for a fighter to engage an enemy well away from its own installation, to fire a salvo of missiles, to return to its installation to rearm, and then to go back and hit the enemy again. High acceleration with a large missile load allows this tactic to work.

One of the main drawbacks to this doctrine is that a *Spiculum* is unable to engage in sustained dogfights with other fighters. The TOG High Command has weighed this factor into its calculations, however, and still feels that the fighter's advantages outweigh its disadvantages.

Pilum



Class: Medium Fighter
Mass: 148
Cost: 3,145,700

Engines:

Center Engine Rating	800
Right Engine Rating	600
Left Engine Rating	600

Thrust: 7
High Thrust Modification (w/Lasers Replaced) 8

Streamlining: Yes
AntiGrav: No

Shields:

Bow	40
Right	30
Left	30
Stern	40

Armor:

Bow	80
Right	60
Left	60
Stern	80

Weapons:

		Range				
Type	Location	1	2–3	4–6	7–10	11–15
7.5/3 Laser	R/Wing	7	6	5	4	3
7.5/3 Laser	L/Wing	7	6	5	4	3
MDC 8	Bow	8	8	8	0	0
MDC 8	Bow	8	8	8	0	0
Hard Point	Bow					

The *Pilum*, or *Flying Wing*, is a classic medium TOG fighter introduced during the KessRith campaign in 6779. During the closing stages of that war, many KessRith pilots attempted to slow the TOG onslaught by ramming their targets. They hoped that if they each took one ship with them, the cost would be too great for TOG to bear, and KessRith could sue for peace on favorable terms. When TOG first introduced the *Pilum*, many believed that it was under-armed for a medium fighter. But its agility quickly endeared it to the pilots facing KessRithian suicide attacks.

Currently, the *Pilum* is assigned to second-line interception and attack squadrons throughout the Empire. While the *Spiculum* has replaced it in many front-line squadrons, the *Pilum* will continue to see service with the Empire for a long time to come.

Martiobarbulus

Class: Heavy Fighter
Mass: 193
Cost: 3,306,400

Engines:

Right Engine Rating	1100
Left Engine Rating	1100

Thrust: 6
High Thrust Modification
(w/Lasers Replaced) 6

Streamlining: Yes
AntiGrav: No

Shields:

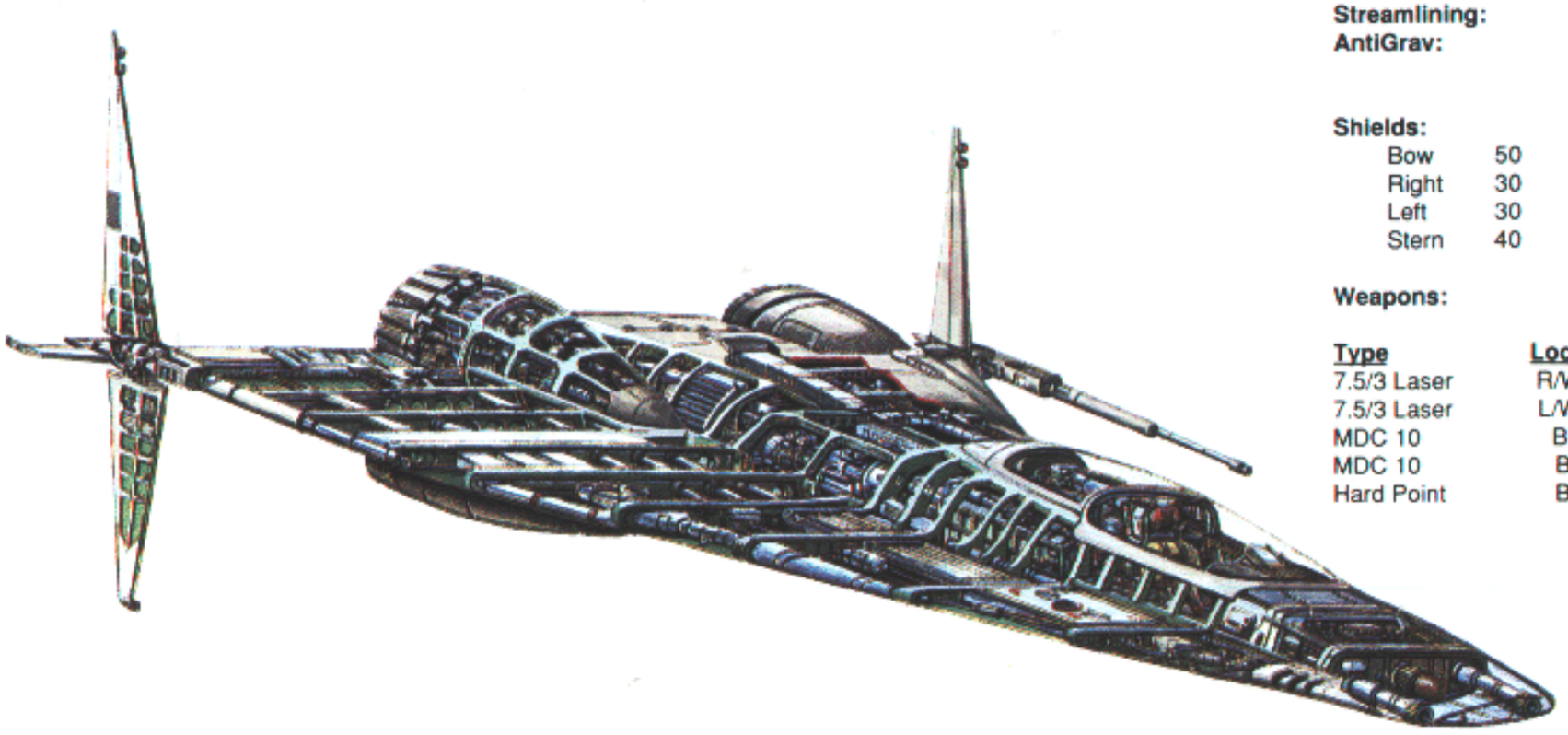
Bow	50
Right	30
Left	30
Stern	40

Armor:

Bow	60
Right	50
Left	50
Stern	60

Weapons:

				Range		
Type	Location	1	2–3	4–6	7–10	11–15
7.5/3 Laser	R/Wing	7	6	5	4	3
7.5/3 Laser	L/Wing	7	6	5	4	3
MDC 10	Bow	10	10	10	10	0
MDC 10	Bow	10	10	10	10	0
Hard Point	Bow					



The *Martiobarbulus*, or Marty, as it is known by its pilots, is the result of an attempt by a committee to design a light fighter. The result was that TOG got a reasonable jack-of-all-trades heavy fighter, and the Commonwealth got one of its most devastating intelligence failures.

The initial specifications, released in 6826, called for a single-seat light fighter built around a small mass driver cannon. As called for in the regulations, this fighter's name was to derive from a missile weapon carried by the ancient Romans. The Roman martiobarbulus was a small lead dart with feathers as stabilizers that Legionnaires could throw with great accuracy. This image fitted in well with the fighter's intended weaponry and weight, and so the fighter became the *Martiobarbulus*.

Commonwealth Intelligence was aware of this pattern of naming one-man fighters. They also noticed that the relative weights of TOG fighters tended to conform with the relative weights of the Roman weapons from which they took their names. In 6819, after finding out the name and studying past TOG designs, Commonwealth Intelligence had predicted accurately that the *Lancea* would be a light fighter, armed with two small lasers and three hard points. When the Intelligence service found out the operational name for the new fighter project, and discovered that the design committee was looking at mass drivers, they expected a fighter lighter than the *Lancea*, armed with one or two small mass drivers and three to four hard points.

Commonwealth Intelligence's initial prediction was accurate for the ship the committee was supposed to design. As new mission requirements were added to the *Marty*'s specifications, however, the ship began to grow in size. After prototype testing, the *Marty* was sent for field testing to a Flight patrolling a quiet system.

Commonwealth Intelligence officers discovered where the new *Martiobarbulus* was being field tested. Although they had not yet penetrated TOG security sufficiently to confirm their predictions about the *Marty*'s capabilities, they were confident enough to plan a daring and elaborate raid aimed at wiping out the newly equipped Flight. Suffice it to say that the hunters became the hunted. Of the 30 Commonwealth fighters sent on the mission, only five made it back to tell the tale.

Gladius

Class: Heavy Fighter
Mass: 210
Cost: 4029,500

Engines:

Center Engine Rating	800
Right Engine Rating	850
Left Engine Rating	850

Thrust: 6
No High Thrust Modification

Streamlining: No
AntiGrav: Yes

Shields:

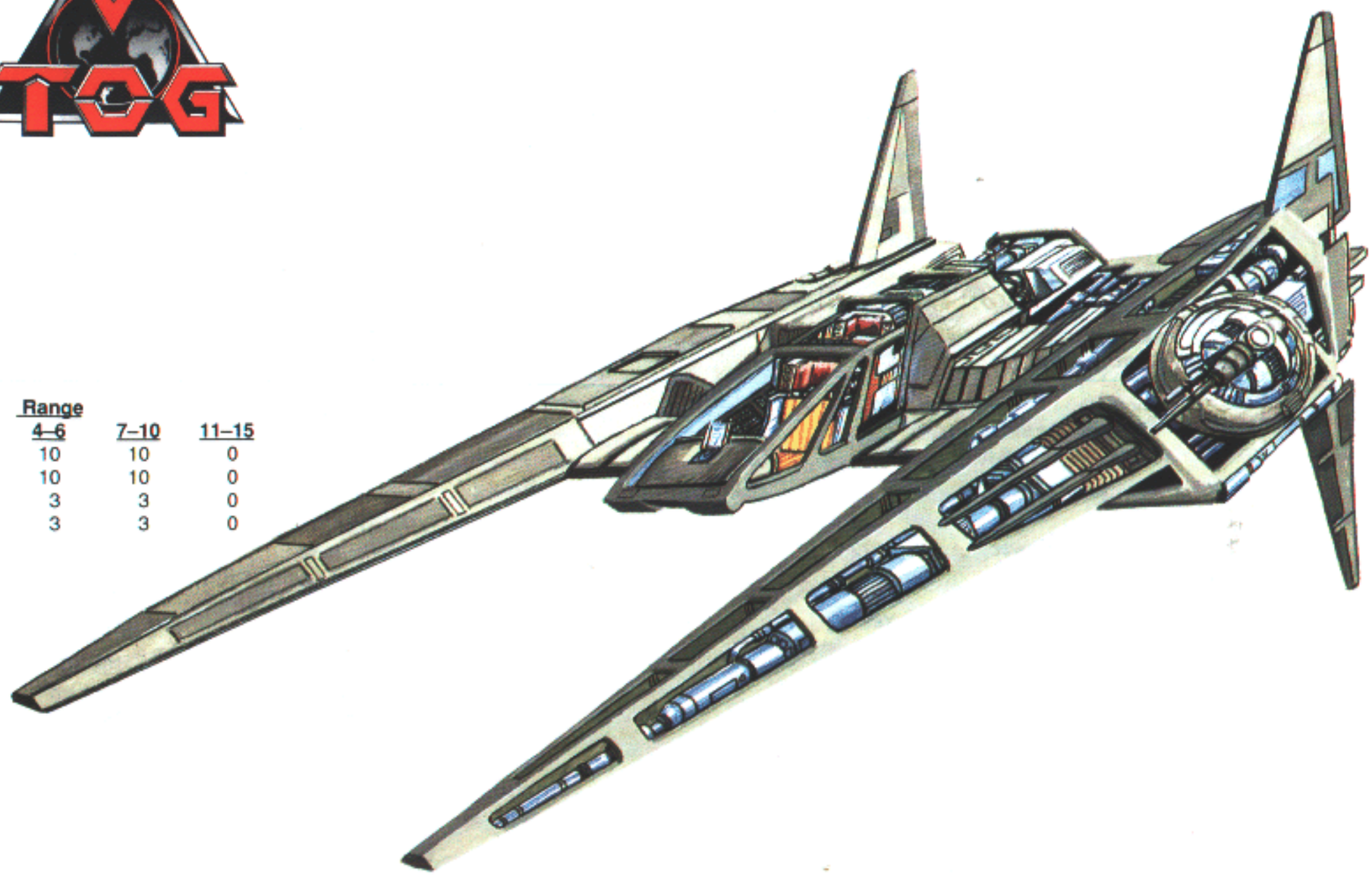
Bow	60
Right	40
Left	40
Stern	50

Armor:

Bow	100
Right	70
Left	70
Stern	100

Weapons:

	Location/		Range			
Type	Turret#	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
EPC 18	L/Wing	18	9	3	3	0
EPC 18	R/Wing	18	9	3	3	0
Hard Point	L/Wing					
Hard Point	R/wing					
Hard Point	Bow					
Hard Point	1					
Hard Point	1					

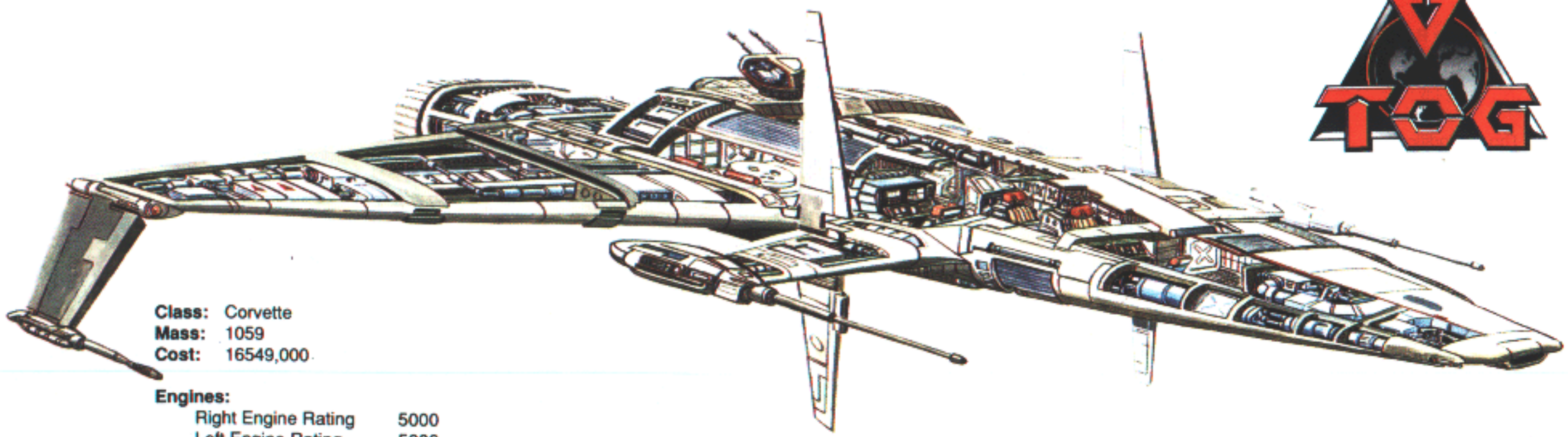


The *Gladius* is a two-man TOG fighter found in many attack squadrons. Its name is derived from the short sword carried by most ancient Roman Legionnaires, following the TOG tradition of naming all two-man fighters after ancient Roman hand-wielded weapons.

The *Gladius* is a newer design that was introduced in 6820. Its weapons mix, along with its acceleration and defensive equipment, reflects current TOG tactical doctrine. Although the *Gladius* has less survivability in combat than the Commonwealth's *Fluttering Petal,* it does project excellent firepower over a long range, can carry an impressive array of missiles, and has a high acceleration for its weight class.

Standard TOG doctrine calls for rotation of crew members within a *Gladius* squadron, so that no pilot flies multiple missions with the same weapons operator. According to the official explanation, this is meant to spread expertise evenly throughout the squadron and discourage unseemly familiarity between enlisted weapons operators and flight officers. A rumor has been traveling through many border *Gladius* squadrons that each squadron has an ISS agent posing as a weapons operator, and that the rotation policy was created to give him the opportunity to check periodically on the loyalty of each pilot. The ISS, which normally refuses to discuss its operations, emphatically denies that it is conducting such a program.

Cingulum



Class: Corvette
Mass: 1059
Cost: 16549,000

Engines:

Right Engine Rating	5000
Left Engine Rating	5000

Thrust: 5

Allocatable Power 1272

Streamlining: No
AntiGrav: Yes
Crew: 7
Passengers: 2
FTL Capable: Yes
Cargo: 4
Turret Hex: Rear

Shields:

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

Armor:

Bow	200
Right Front	160
Right Rear	170
Left Front	165
Left Rear	175
Stern	200

Weapons:

Type	Usage	Power Turret #	Location/ 1	2–3	4–6	Range 7–10	11–15
7.5/5 Laser	22	Forward	9	8	7	6	5
7.5/5 Laser	22	Forward	9	8	7	6	5
5/6 Laser	20	Rear	9	8	7	6	0
5/6 Laser	20	Rear	9	8	7	6	0
7.5/6 Laser	25	Forward	10	9	8	7	6
7.5/6 Laser	25	Forward	10	9	8	7	6
MDC 12	15	Forward	12	12	12	12	0
MDC 12	15	Forward	12	12	12	12	0
5/4 Laser	14	1	7	6	5	4	0
5/4 Laser	14	1	7	6	5	4	0
MDC 12	15	1	12	12	12	12	0
MDC 12	15	1	12	12	12	12	0
MDC 12	15	1	12	12	12	12	0
Hard Point	0	Bow					
Hard Point	0	Bow					

The *Cingulum* is the most common TOG Corvette in service. First commissioned over 75 years ago, the *Cingulums* are assigned traditionally to escort small interstellar convoys or to provide courier service in border areas. Operating alone or in pairs, these ships shuttle back and forth endlessly between systems, stopping only long enough to rotate crews and take on supplies. Duty aboard a *Cingulum* has been described as long stretches of boredom punctuated by intense periods of tedium.

While the majority of *Cingulum* crews will never fire a shot in anger, some are unfortunate enough to have their ships requisitioned by the ISS or by an Overlor wishing to travel without attracting attention. These missions are never boring or safe.

An ISS mission might call for a deep penetration of Commonwealth space to pick up an agent and his equipment from a planet. The *Cingulum*'s FTL ability, firepower, and ability to absorb damage make it an excellent ship for this type of mission.

For an Overlord, the fact that *Cingulums* are so common throughout TOG means that he can travel throughout the Empire without ever attracting attention. The *Cingulum*'s durability and firepower also serve it well in this type of mission, for many a corrupt official, making a last desperate attempt to save himself, has actually attacked an Overlord.

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GAME SET-VP

COMPONENTS

Following are the components needed to play **Renegade Legion: Interceptor.**

COUNTERS

This game includes 24 small counters representing fighters and two larger counters representing patrol ships. Also included is a sheet of flat counters that represent asteroids, pilots, direction arrows, and two damage templates. How to use these pieces is described further on in the rules.

FIGHTER RECORD SHEETS

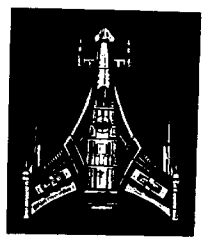
The Fighter Record Sheet shown in the diagram is for keeping track of damage done to the individual fighters during combat. The Wiring Diagram represents the internal systems of the fighter via a series of lines, damage locations (circles), decision points (triangles), and other reference boxes. The use and effects of each of these areas is explained in the **Combat Damage** section of the rules.

The other section of the Record Sheet provides space to list weapon systems, their To-Hit numbers at specified ranges, and the amount of damage they do at those ranges. In addition, there is space to record the craft's power status (how much thrust is available), vector status, velocity, shield factor, and status of the fighter's outer armor. The Record Sheet also provides space for the pilot's *Gunnery* and *Piloting* Skill Levels, and any other modifiers.

MAPSHEETS

Interceptor is played on two 22 x 34 mapsheets. They show the emptiness of space. To help regulate movement and combat, the map is divided into a grid of six-sided areas called hexes. Hex maps provide more flexibility than square grid maps, as they offer possibilities for movement in six directions instead of four.

Each hex on the map is roughly 15 kilometers (about 9 miles) wide, and each game turn lasts one minute.

A. 

B. 

C. 

D. 

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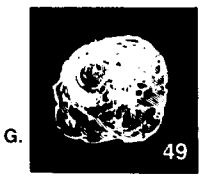
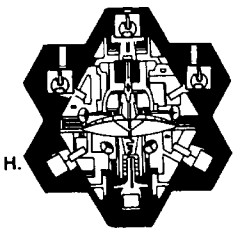
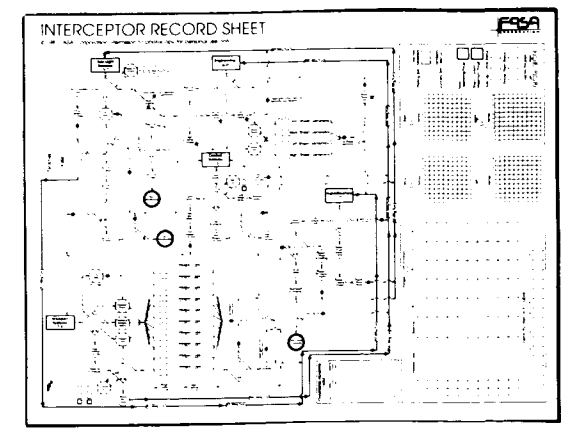
G. 

H. 

I. 

A. Interceptor Fighter Counter **B.** Pilot Counter **C.** Pilot and Gunner Counter **D.** Missile Counter **E.** Turret Counter **F.** Direction Arrow Counter **G.** Asteroid Counter **H.** Installation Multi-Hex Counter **I.** Interceptor Record Sheet

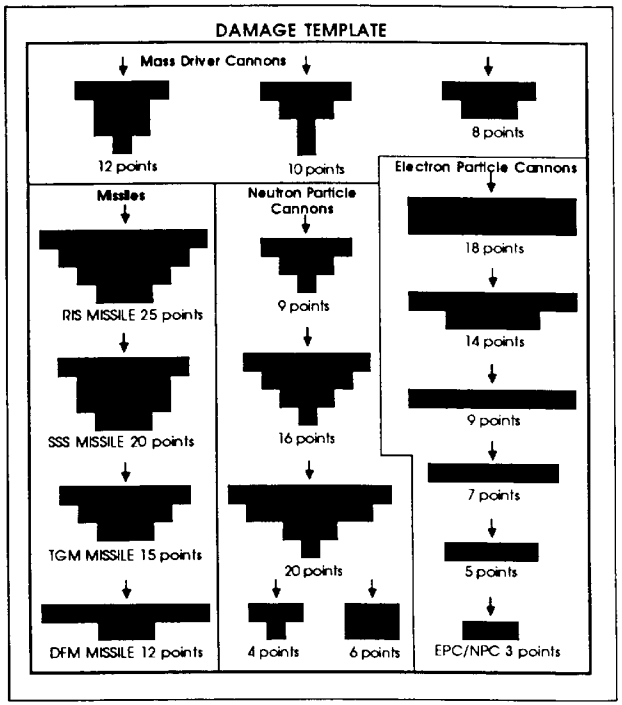
DIE

This game uses one ten-sided die. The sides are numbered from 0 to 9, with 0 representing 10. In this game, a roll of 1 is automatic success and a roll of 10 means automatic failure.

MAPSHEET LAYOUT

To play the game, simply lay out the two mapsheets on a table or on the floor in a way agreeable to all players and so that everyone has easy access to all parts of the map. If desired or called for by the scenario, place asteroids and/or other installations on the mapsheet. This can be done randomly or by the players taking turns to place the objects in specific locations on the maps.

Next, players decide which scenario they will play, one of their own design or a published battle. Players should then fill out Record Sheets for each fighter, patrol ship, or installation to be used in the battle. Playing the game is then just a simple matter of following the Sequence of Play and rules listed below.



FILLING OUT AN INTERCEPTOR RECORD SHEET

Before the game starts, each player must first decide which **Interceptor** fighter he will be flying. Players may choose from among twelve ships. Six TOG fighters are described in the full-color section of the book and six Renegade Legion fighters are described in the full-color section at the back of the book. The main thing to keep in mind when choosing ships is the need to balance the scenario, as described on page 34 of the **Optional Rules**.

To record the information for a fighter, simply follow the step-by-step directions given here. When recording information, the player will write some of it on the Wiring Diagram, which takes up the left half of the Interceptor Record Sheet, and other information is noted in the data blocks on the right-hand side. Be sure to use a pencil for recording this information, as it is likely to change during the course of play.

First, the player fills in his name and the name of his fighter class in the spaces provided on the far left of the sheet.

Weapons information is recorded first in the Wiring Diagram, where the player records the name and bearing of each of his fighter's weapons in the Weapons System section of the Wiring Diagram. Next, record the weapon type, bearing, and damage at each range in the weapon data block on the far right of the form.

Record the armor listed for each side of the ship in the spaces provided in the armor data blocks on the far right of the form. Each armor block contains 100 armor boxes. The player should cross off enough of these boxes that he is left with the appropriate amount of armor for each side of the ship.

Above each armor block is a box labelled "S. F." Use this box to record the shield flicker factor.

Alongside the armor blocks are boxes for recording Piloting Skill, Gunnery Skill, Safe Operating Thrust, and Familiarity Bonus. These values are discussed on page 13 of the **Playing The Game** section of the rules. As the fighter takes damage, record the ship's current total fire modifiers in the space provided.

Immediately below this portion of the Record Sheet are spaces for recording the Sub-Light Drive Status and the Power Plant Status. Write the maximum thrust in the first box (far left). In the second box of the row, write in the figure that is 3/4 of that amount; in the third box, list the figure that is 1/2 of the first box, and the last box should have a figure that is 1/4 of the first box. In this game the Sub-Light Drive Status and Power Plant Status numbers are identical. For convenience, consult the following table:

Starting Maximum Thrust	3/4	1/2	1/4
1	1	1	0
2	2	1	1
3	2	2	1
4	3	2	1
5	4	3	1
6	5	3	2
7	5	4	2
8	6	4	2
9	7	5	2
10	8	5	3
11	8	6	3
12	9	6	3
13	10	7	3
14	11	7	4
15	11	8	4

To figure the Ship's Current Maximum Thrust, subtract the number of Velocity Thruster hits from either the Sub-Light Drive Status or the Power Plant Status (whichever is lower). Write this number in the appropriate box just above the Sub-Light Drive Status, this number will change as the ship takes damage.

The status of the Vector Thrusters is either "O" (Operating), "T" (Temporarily Out), or "D" Destroyed. The Vector Thruster data block provides boxes for marking off the status on the fighter's left and right sides.

The Velocity Record Table is used to record the fighter's velocity at the end of each turn. The box marked "0" is for recording the ship's velocity at the start of the game.

PLAYING THE GAME

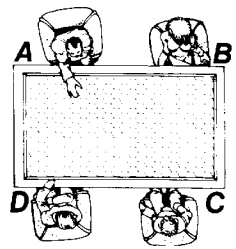
Playing **Interceptor** is simply a matter of rolling the die and moving playing pieces. The challenge of the game is for one player to outwit his opponent and to make better use of his craft. Though it requires skill to win consistently, even the greenest pilot can sometimes make that lucky shot that cripples the experienced ace.

Player actions are regulated by the Sequence of Play. Before play begins, the players determine who has the Initiative. To do this, each player rolls the die. Whoever rolls highest must move first. Play then continues clockwise around the table. It is best if players on the same team sit in alternate seats so that no team will have the advantage of moving most or all of its ships after the other team makes all its moves. During the next and successive turns, the burden of moving first advances clockwise around the table from player to player.

For example, four players are seated around the playing table. Each rolls a die, with the following results:

Player A 5
Player B 7
Player C 3
Player D 2

Having rolled the highest number, Player B has the initiative and must move first in Turn 1. Player C moves second, D third, and A last. In Turn 2, Player C moves first (followed by D, A, and B), as he is the next player in a clockwise direction from Player B. If two teams of two players were involved, A and C should be on one team and Players B and D should be on the other.



SEQUENCE OF PLAY

Once Initiative has been determined, play alternates between Movement and Combat.

Movement

Make random movement recovery roll
Move functional fighters
Place turret location
Move fighters, subject to random movement
Place turret location
Move missiles
Move asteroids

Combat

Fire weapons
Resolve missile hits
Fire missiles
Remove weapon shorts and shield shorts received from the previous turn.
Record damage
Make Pilot Unconsciousness Recovery Rolls for damage suffered in previous turns

Begin new turn with Movement

MOVEMENT

Each player moves one ship at a time. The first player completes all the movement for his first ship before the next clockwise player moves his first ship. Once all players have moved one ship, the first player moves his second ship (if applicable) and so on. Movement continues until all fighters have been moved. Some fighters have turrets. The final part of Movement for these ships is to place a counter showing which way the turret is pointing. This should be done secretly so that enemy fighters do not know how the turret is pointing and thus be able to avoid it. Players should use blank counters to cover the turret marker until all movement is completed.

COMBAT

After all ships have been moved, Combat may occur. In **Interceptor**, combat and combat damage occur simultaneously, and so the order in which ships fire is not important. If a dispute does arise, simply resolve combat in the order that the fighters moved.

Once all combat and damage has been resolved, the next turn can begin. The next clockwise player now moves first.

PILOTS

The men and women who fly these fighters form a privileged corps of officers in both the Terran Overlord Government and the Commonwealth. They have two skills that play an important part in the game, *Piloting* and *Gunnery*.

A player makes a Skill Roll against *Piloting* whenever he must push his craft to its limit or when attempting extraordinary maneuvers. *Gunnery* Skill is used to increase the chance of hitting a target.

To make a *Piloting* Skill Roll, a player simply rolls the die. If the number rolled is equal to or less than his *Piloting* Skill Level, the roll succeeds. If the number rolled is greater than his *Piloting* Skill Level, the roll fails. The skill level may be modified by the conditions that required the roll in the first place.

Increasing Skill Levels

The average citizen of the galaxy has no skill in **Interceptor** *Piloting* or *Gunnery*. He will have luck's chance in any attempt to do anything in a fighter. Most new pilots are graduates of one of the various military academies or training centers. Pilots who complete the whole training sequence will have Skill Levels of *Piloting* 5 and *Gunnery* 4. Any other increase in skill level must come from experience. A pilot may increase either his *Piloting* or his *Gunnery* skill one level for every five enemy craft he shoots down. This also gives him the right to claim the title of Ace. (This may be a single solo kill or any number of fractional kills that total five.) It is very rare for pilots to have *Gunnery* and *Piloting* Skill Levels approaching 10. Any player who meets one had better hope that pilot is on the same side.

To determine beginning skill levels, refer to the following table:

BEGINNING SKILL LEVEL TABLE

Die Roll	Piloting Skill	Gunnery Skill
1	6	6
2	5	5
3	5	4
4	5	4
5	5	4
6	5	4
7	5	4
8	5	4
9	4	3
10	3	2

Familiarity

When a pilot manages to survive battle in the same fighter again and again, he gradually learns the subtleties and idiosyncrasies of operating that particular ship. Because he knows his ship so well, he will eventually perform better whenever piloting it. Because of this familiarity, the pilot receives a bonus that increases his skill levels when flying that particular fighter. The actual bonuses are given in the Familiarity Bonus Table.

FAMILIARITY BONUS TABLE

Combat Missions	Piloting Bonus	Gunnery Bonus
1–2	0	0
3–7	+2	+1
8–12	+3	+2
13–20	+4	+3
21+	+5	+4

To qualify for the Familiarity Bonus, a combat mission is defined as a dogfight in which the pilot has shot down at least one enemy ship. Ground attack missions or attacks against installations do not qualify.

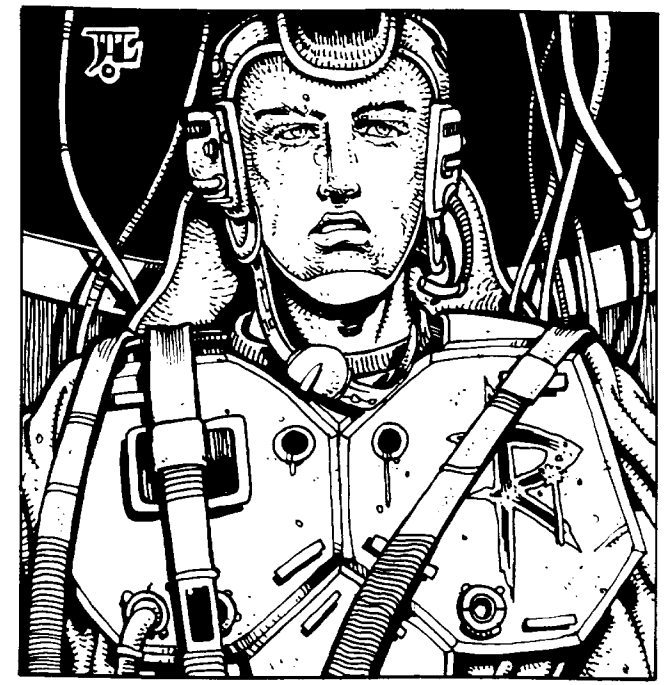
The Familiarity Bonus does not apply when the pilot is flying a different fighter, and it is lost permanently when the original fighter is destroyed.

Damage

Whenever an enemy shot penetrates a fighter's armor, the pilot may suffer damage. There are four small boxes located near the Cockpit Systems wiring trunk on the Wiring Diagram. Each time the pilot is injured, the player crosses off one box and must make a Consciousness Roll to maintain control of his craft. The pilot must roll a number equal to or less than the number next to the last box marked off to maintain consciousness.

If the pilot successfully makes the roll, there is no further effect. If the roll fails, the pilot is unconscious and may not perform any action during the next turn. His fighter will drift in the direction of its current heading at its current velocity.

For example, TOG Pilot Constantin Marcos has just been hit for the first time by Commonwealth fighters. Though the damage is slight, the shot penetrated the cockpit and hit him. Because he took damage, the player marks off one box on the Wiring Diagram and must make a Consciousness Roll of 8 or less to maintain consciousness. The next time he takes a hit, he will have to roll a 5 or less.



MOVEMENT

MOVEMENT FACTORS

In space, there is no friction to slow down a fighter. In addition, the fighter must travel in a straight line until the pilot or some other factor alters its heading. Also, the fighter's velocity remains constant until the pilot changes it by applying thrust. Thus, a fighter can remain in the same hex with a velocity of 0 or drift for as long as he stays on the mapsheet at any constant velocity.

In this game, 1 point of velocity equals one hex of movement and 1 Thrust Point can change velocity by 1 point.

FACING AND HEADING

Every hex on the map has six edges, called hexsides. In **Interceptor**, every craft must face one of these six hexsides. In this game, consider the ship's facing to be the same as the direction its bow or nose is pointing. A fighter's facing affects both its movement and its combat, and can be changed only during the Movement Phase.

A fighter's heading is the direction it is travelling. That is the direction of its velocity. In these Basic Rules, a fighter's heading and facing are always the same. In the Optional Rules, a pilot may choose to point his craft's nose in a different direction than the fighter's heading.

THRUST

Thrust is the power needed to change a fighter's movement. Each craft and pilot has two ratings that affect the ease or difficulty of this procedure. These are the Thrust Rating and the Safe Operating Thrust (SOT).

Each fighter is designed with a specified Thrust Rating, which is the maximum number of Thrust Points that a player may spend in one turn to change velocity and/or heading. Pilots may push the plant and try to get extra Thrust Points, but this could also result in severe damage to their craft.

The most thrust a ship can safely spend in one turn is that put out by the power plant or the sublight drive (SLD), whichever is lower. In all fighters, the power plant and SLD have the same values. Only damage will cause them to differ.

The Safe Operating Thrust is the average of the ship's Thrust Rating and the pilot's Piloting Skill Level (rounded up). The SOT is the number of Thrust Points that the pilot may safely spend and still maintain control of his craft. If he spends thrust over his current SOT rating, he must make an SOT Saving Roll.

A player may spend Thrust Points to change velocity only at the very beginning or the very end of movement, but not at both points and not at any time in between. Thrust Points spent at the beginning of movement change the starting velocity and affect the movement of the fighter in the current Movement Phase. Thrust spent at the end of movement affects only the craft's beginning velocity for the next turn.

One Thrust Point can increase or decrease the fighter's velocity by 1. A fighter's velocity can never drop below 0, but can increase to as high a level as the pilot desires. Of course, a craft's maneuverability at high velocities is severely limited. Thrust spent on changing the fighter's velocity can never change its facing or heading. Regardless of how many Thrust Points are spent during a turn, a fighter must move as many hexes as its beginning velocity, which may be modified by thrust spent at the very beginning of movement. The Thrust Points cannot be saved for use in future turns.

For example, Pilot Marcos's *Pilum* Class fighter has a thrust of 7 and a beginning velocity of 3. In this case, before any other movement, he may spend up to 3 Thrust Points to slow down his fighter to a velocity of 0, or he may spend up to 7 Thrust Points to speed up his fighter to a velocity of 10. He chooses to speed up to a velocity of 5 by spending 2 Thrust Points. His fighter must now move at least five hexes. After all movement is completed, Marcos's fighter has a velocity of 5. He may not make any further changes in velocity in this turn. (In this example, Pilot Marcos did not exceed his SOT, and so no Saving roll is nesessary.)

HEADING CHANGE

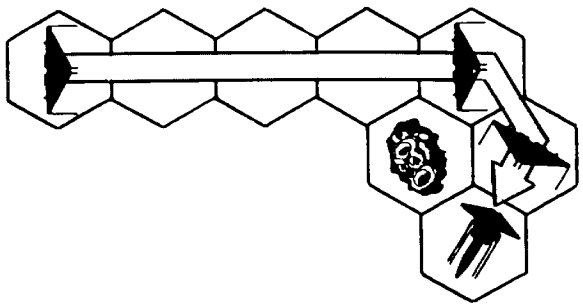
The amount of thrust needed to change a fighter's heading depends on how fast it is moving. This amount is shown on the Heading Change Table below.

HEADING CHANGE TABLE

Velocity	Basic Thrust Cost	Optional Thrust Cost
0	1	0
1	1	0
2	1	0
3	2	1
4	2	1
5	2	1
6	3	2
7	3	2
8	3	2
9	4	3
10	4	3
11	4	3
12	5	4
13	5	4
14	5	4
15	6	5
16	6	5
17	6	5
18	7	6
19	7	6
20	7	6
21	8	7
22	8	7
23	8	7
24	9	8
25	9	8
26	9	8
27	10	9
28	10	9

The Basic Thrust Cost column of the above table shows how many Thrust Points it takes to change the heading and facing of a fighter by one hexside at a given velocity. Once the Thrust Points have been spent, all movement continues in this direction until the player spends new Thrust Points to change it. Remember that regardless of what the fighter does during its movement, it must move as many hexes as its beginning velocity, subject to any thrust spent to change it before movement begins.

For example, Pilot Marcos wants to maneuver his fighter to get a rear shot against the Commonwealth fighter, which is next to an asteroid. Before movement, he raises his beginning velocity from 3 to 5 by spending 2 Thrust Points. He has 5 left. Marcos chooses to drift four hexes forward and then make a heading change. At a velocity of 5, the Heading Change Table tells that us that it costs 2 Thrust Points to do so. Marcos now drifts his last required hex, which puts him directly behind the enemy fighter. He must still make one last heading change to be able to shoot at it. At his velocity of 5, the Thrust Point cost is 2. Marcos has now spent 6 of his 7 thrust points and can do nothing further, because he changed his velocity at the beginning of his turn. The unspent Thrust Point cannot be saved for future turns.



In another example, Commonwealth Pilot Victor Erskine sees one of his squadron mates being attacked by TOG Pilot Marcos and wants to help his buddy by maneuvering to get a shot at the TOG fighter. He is flying a *Cheetah* Class fighter with an of 10 and an initial velocity of 9. From the diagram, we see that Pilot Erskine must make at least two heading changes to move in the direction of the TOG fighter. For the best shot, it would be even better to make three heading changes and end up in the enemy's rear arc. At a velocity of 9, however, heading changes cost 4 Thrust Points each, and so Pilot Erskine decides first to slow his fighter by spending 4 Thrust Points to change his velocity to 5. He then makes two heading changes before moving, then drifts five hexes, and finally makes another heading change to position himself directly behind the TOG fighter. The total number of Thrust Points spent is 10 (4 for initial velocity change and 6 for three heading changes at a velocity of 5). In this example, Pilot Erskine has exceeded his SOT, which he would resolve per the example on p. 17. That example deals more specifically with SOT.

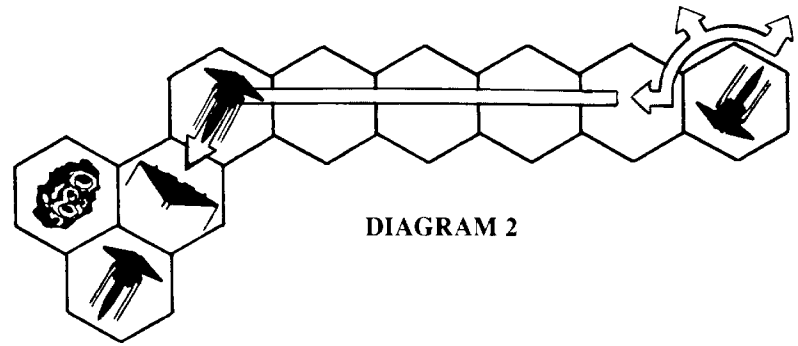


DIAGRAM 2

PUSHING THE PLANT

In any combat situation, a pilot will sometimes do anything to get that extra little bit of power to put his fighter in the best firing position. In cases where he needs more Thrust Points than he has, he may push the plant. Whenever a pilot asks his fighter to do something that is not normal to it, there is also the chance of breakdown. To find out what can be accomplished and at what risk, refer to the Pushing The Plant Table.

PUSHING THE PLANT TABLE

Current	Extra Thrust Points Desired				
Maximum Thrust	**1**	**2**	**3**	**4**	**5**
1	8	–	–	–	–
2	8	A	–	–	–
3	8	6	A	–	–
4	8	6	4	A	–
5 and greater	8	6	4	2	A

Key:
– means that the fighter cannot push the plant to that level.
A means that the ship automatically takes damage.
A **number** denotes the die roll or less to successfully push the plant with no damage.

The table shows that the pilot must have something to push. In other words, a fighter with a current maximum thrust of 1 may only push the plant by 1 point. The table also shows that the most any plant can be pushed is by 5 thrust points.

Pushing the plant always results in the pilot obtaining the extra Thrust Points he desires. The catch is whether or not he damaged the plant in getting those Thrust Points. If the roll fails, the pilot must immediately mark off one of his power plant damage location boxes (which is one quarter of his plant) on the Wiring Diagram and note the changes to his maximum thrust on the data portion of the Fighter Record Sheet.

For example, Pilot Marcos's *Pilum* Fighter has suffered damage to his vector thrusters, putting his current maximum velocity at 4. He needs to spend 6 Thrust Points (pushing the plant by 2 thrust points) in a single turn. Referring to the Pushing The Plant Table, we see that he must roll a 6 or less to keep from damaging his fighter.

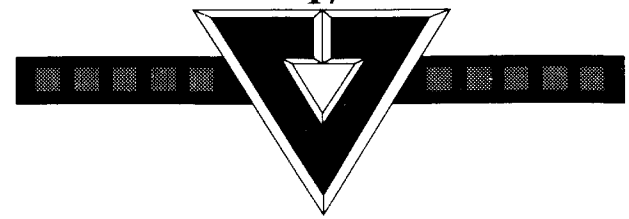
SAFE OPERATING THRUST (SOT)

The SOT is a measure of the pilot's *Piloting* Skill in the fighter he is flying. This is determined by averaging the Pilot's *Piloting* Skill Level and the thrust rating of his fighter. In most cases, green pilots will have an SOT that is equal to or less than the maximum thrust of their fighter. Experienced pilots may have SOTs with ratings higher than the thrust of the fighter in question. This means that an experienced pilot is able to get the most out of his fighter (and maybe even more than that), while a green pilot will have his hands full just flying his fighter to its capabilities. The SOT also takes into account the fact that pushing the plant usually requires exceeding the SOT, especially on ships with lower accelerations. This means acceleration at levels for which the acceleration compensators are not equipped and that the forces acting on the pilot are much greater than usual.

Whenever a pilot needs to spend more thrust in one turn than his SOT Rating, he must make an SOT saving roll. First, he subtracts the number of additional Thrust Points needed from the SOT, then he must roll a number equal to or less than that target. If the roll succeeds, the maneuver is successful. If the roll fails, the fighter is SOC, or Seriously Out of Control.

When a fighter needs to exceed his SOT, simply move the playing piece normally. At the point where the SOT is exceeded, place a marker and complete the move. If the SOT roll succeeds, remove the marker. If the roll fails, return the fighter counter to the hex with the marker. He must then make a roll on the Random Movement Maneuver Table to find the series of random movements his ship will suffer. If a fighter was making a 4 Thrust Point heading change that caused him to exceed his SOT by 2 and he failed his roll, he would then have to roll for 4 points on the Random Movement Table, NOT the 2 Thrust Points by which he exceeded his SOT.

In some cases, a pilot may have to push the plant AND exceed his current SOT. In such case, he must make both rolls and suffer the consequences of any failures.



For example, Pilot Erskine, who has a *Piloting* Skill Level of 5, is flying a *Cheetah* with a maximum thrust of 10. In this situation Erskine's SOT is 8 ([5 + 10]/2 = 7.5 rounded up = 8). To perform the maneuver given in Movement Diagram 2 on page 16, he must exceed his SOT to make the final heading change. He must make a roll of 8 (his SOT) –2 (the number of Thrust Points over the pilot's SOT) = 6 or less. If the roll succeeds, he will end his movement as shown. If the roll fails, he must roll for 2 Thrust Points on the Random Movement Table. He returns to whatever position he had before spending the Thrust Points for the final heading change.

SERIOUSLY OUT OF CONTROL (SOC)

When a ship is seriously out of control, either through damage or the failure of an SOT roll, the pilot loses control over all of the maneuvering functions of his fighter. This means that the throttle will accelerate or decelerate the ship at its own whim and that vector thrusters will also act unpredictably. In other words, the craft is tumbling while the pilot fights to regain control.

To determine where a randomly moving ship will end up, the player first rolls against the Random Movement Maneuver Table to determine what maneuver the fighter will attempt. Next, the pilot determines the number of Thrust Points that maneuver will cost. First, he finds the fighter's current velocity in the first column of the Random Movement Thrust Cost Table and cross-indexes along the row to the column number that corresponds to the previous Random Movement Maneuver Roll. This process continues until the player has spent the fighter's current maximum number of Thrust Points. If the rolled maneuver costs more Thrust Points than the fighter has left, the fighter will drift one hex while a new maneuver is rolled. In some cases, the ship may drift any number of hexes, but it may never drift more than its beginning velocity.

Random movement is the only case when a ship's velocity can change in the middle of movement.

The effects of a failed SOT roll are relatively minor because only a small number of Thrust Points must be spent on the Random Movement Table. A pilot who fails to regain control of his craft and must spend a whole turn suffering the effects of random movement is usually SOL.

To recover from random movement, a pilot must roll less than or equal to his *Piloting* Skill Level. This roll is made before movement during the Movement Phase. Ships suffering random movement move last, after all other ships have moved. This breaks the fighter out of the normal sequence of movement. When and if the fighter recovers, the pilot returns to his normal position in the movement sequence. A randomly moving ship may still fire but with an additional –3 To-Hit modifier.

RANDOM MOVEMENT MANEUVER TABLE

Die Roll	1	2	3	4	5	6	7	8	9	10
	–1V	+1V	–2V	+2V	+3V	TR1	TL1	TR2	TL2	DIS

+1V means Velocity increases by 1. Move ship forward 1 hex.

–1V means Velocity is decreased by 1. Ship stays where it is. Velocity cannot drop below 0. If this movement is rolled and would cause the velocity to drop below 0, drift the fighter 1 hex and roll again.

TR1/TL1 means turn ship right/left 1 hexside and move one hex.

TR2/TL2 means turn ship right/left 2 hexsides and move one hex.

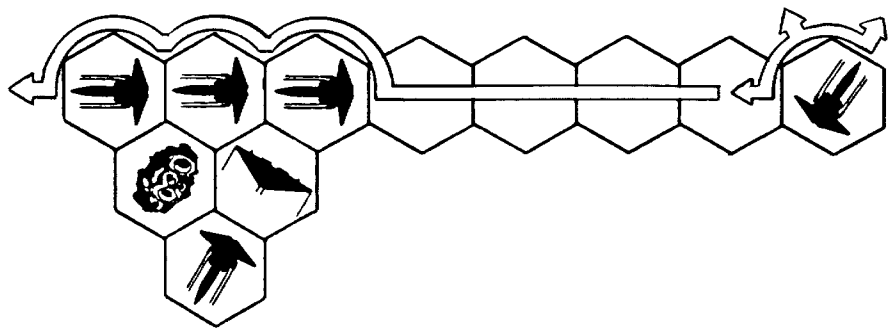
DIS means the ship spins out of control, and ends up facing a random direction. The ship stays in the same hex. Roll 1–6 and consult the mapsheet direction key for facing.

RANDOM MOVEMENT THRUST COST

Current Velocity	Die Roll									
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1	1	1	1	2	3	1	1	2	2	3
2	1	1	2	2	3	1	1	2	2	3
3	1	1	2	2	3	2	2	4	4	3
4	1	1	2	2	3	2	2	4	4	3
5	1	1	2	2	3	2	2	4	4	3
6	1	1	2	2	3	3	3	6	6	3
7	1	2	2	2	3	3	3	6	6	3
8	1	2	2	2	3	3	3	6	6	3
9	1	2	2	2	3	4	4	8	8	3
10	1	2	2	2	3	4	4	8	8	3
11	1	2	2	2	3	4	4	8	8	3
12	1	2	2	2	3	5	5	10	10	3
13	1	2	2	2	3	5	5	10	10	3
14	1	2	2	2	3	5	5	10	10	3
15	1	2	2	2	3	6	6	12	12	3

Keep rolling against the tables and moving the ship until the Random Movement Thrust Cost equals the current maximum thrust of the ship. If a roll on the table exceeds the maximum thrust of the ship, drift one hex and roll again. It is important to keep track of velocity during the random move because it changes what row of the table the player use for his die roll target.

Remember that each hex moved also counts against the movement limit of the beginning velocity, no matter what the ending velocity turns out to be.



For example, Pilot Erskine must spend 2 Thrust Points on the Random Movement Table. His current velocity is 5. His first roll is a 2. According to the table, this is an increase of 1 point in velocity, at a cost of 1 Thrust Point. He still has one remaining Thrust Point. At his new velocity of 6, Erskine moves as shown. His next roll is a 6, which is a one hexside heading change to the right. At a velocity of 6, this costs 3 Thrust Points. With only 1 point left, the fighter drifts one hex. This completes Erskine's Random Movement, as he had already drifted five hexes before exceeding his SOT. If he had missed his SOT roll before drifting the number of hexes dictated by his initial velocity, he would have to keep rolling against the Random Movement Table until the remaining Thrust Point was spent or until he had drifted a number of hexes equal to his initial velocity.

At the beginning of movement of the next turn, Pilot Erskine must make a *Piloting* Skill Roll of 5 or less to regain control of his fighter. If the roll fails, the player must roll 10 Thrust Points of movement on the Random Movement Thrust Cost Table.

STACKING

There is no limit to the number of playing pieces that may occupy the same hex. The only practical limit is the number of counters that can be safely stacked. A player who knocks over a stack of ships should be penalized with a 5 point weapons hit to his front side. This damage is resolved in the same manner as asteroid damage.

COMBAT

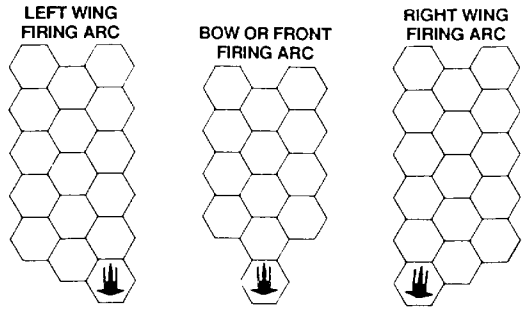
COMBAT FACTORS

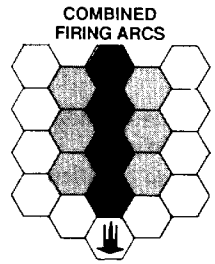
The basic object of most **Interceptor** scenarios is to destroy the enemy. To do this, fighters are maneuvered into the best possible attack position and their weapons are fired. The important factors involved in making a successful attack are firing arcs, line-of-sight, and range.

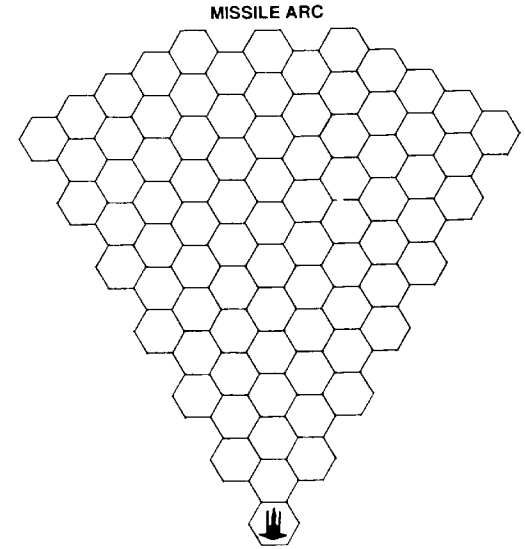
FIRING ARCS

The firing arc of a fighter is illustrated below. It basically allows the fighter to shoot at targets in front of it and is made up of three parts: the left and right wing arcs and the bow arc. All are shaped the same, but are placed differently on the fighter.

The best pilot will attempt to maneuver to a position where his target is directly in front of him, as weapons in all three arcs can hit a target there.







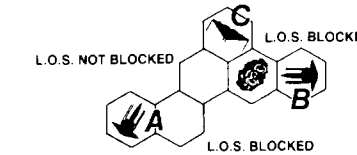
The illustration also shows the firing and lock-on arc of a missile, which is slightly different.

LINE-OF-SIGHT (LOS)

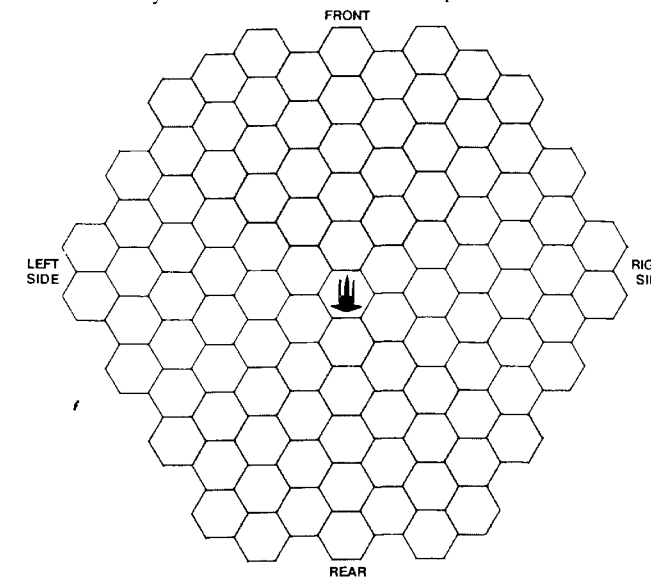
In order to fire at a target, the attacker must be able to see it. Though there are very few objects that can block view in space, some do exist. These include asteroids, planetoids, Very Large Communications Arrays (VLCAs), and some installations. Neither fighters, patrol ships, nor any other ships can block LOS.

To determine if LOS is blocked, simply draw an imaginary line between the center of the attacker's hex and the center of the target's hex. If the line intersects or touches an asteroid or VLCA hex, then LOS is blocked and no weapons fire is possible.

For example, Fighter A has a clear line-of-sight to Fighter C, but not to Fighter B, which is blocked by the asteroid. Fighter B has no clear line-of-sight to either A or C, as the asteroid interferes in both cases.



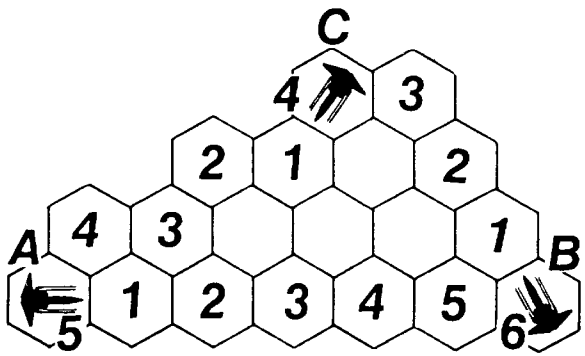
The line-of-sight line also shows which side of the target will be hit by any successful weapons fire. The sides of a fighter are shown below. To determine which side of the fighter may be hit, simply follow the LOS to see which hexside it crosses. If the line crosses the joint between two sides, the defender chooses which side is hit by the attack. These sides correspond to shield sides.

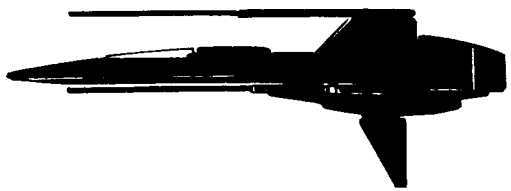


RANGE

Range is the distance between the attacking fighter and its target. It is also the distance a weapon can fire. The range is determined by counting the number of hexes from the firing craft to its target, including the target's hex but excluding the attacker's. Begin at the hex next to the attacker along the line-of-sight and follow the shortest path to the target. The range has an effect on how easy or difficult it is to hit the target, with distant targets generally being harder to hit.

For example, the range from Fighter A to Fighter B is six hexes, from Fighter B to Fighter C is four hexes, and from Fighter C to Fighter A is five hexes.





TO-HIT PROCEDURES

Weapons fire can begin after a player has determined that a target is within range and that there is a clear line-of-sight.

The first step is to determine the Base To-Hit Number of the craft's weaponry, which depends on range. To find this number, consult the weapons roster list on the Fighter Record Sheet. This Base To-Hit Number is then further modified by *Gunnery* Skill, target attitude, the target's shield factor, and any relevant damage to the attacking fighter. As long as the target is within range of the firing weapon and there is a clear line-of-sight, a roll of 1 will always hit, no matter what the modifiers. Likewise, a roll of 10 will always miss, no matter what the modifiers.

Base To-Hit Number

The Base To-Hit Number depends solely on the range and can be found on the Base To-Hit Table. Of course, some weapons cannot fire at every range, and the damage done at different ranges by the same weapon may vary.

Base To-Hit Number Table

Range (in hexes)	1	2–3	4–6	7–10	11–15
Base To-Hit Number	8	7	6	5	4

Gunnery Skill Modifier

Each pilot and/or gunner adds his *Gunnery* Skill Level directly to the Base To-Hit Number. Each person actually firing weapons can only shoot at one target and can control no more than five weapons. These limits are usually built in during the fighter construction sequence.

Familiarity To-Hit Modifier

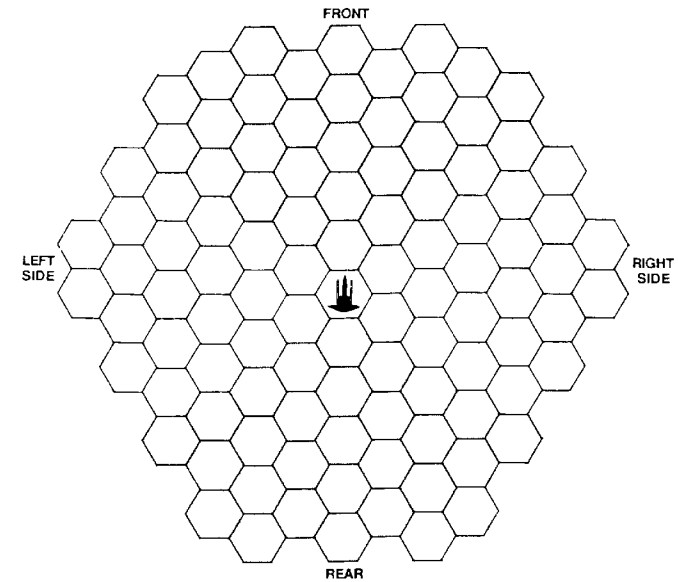
As explained in the ***Pilot*** section of the rules, some pilots know their fighters so well that it enhances their performance. This is reflected in the Familiarity Bonus, which adds directly to the Base To-Hit Number.

Target Shield Factor Modifier

Shield technology is fairly advanced at this point in history. The effectiveness of a shield is directly related to the power required. Thus, fighters usually do not rate the best shields, but take the best that would not severely restrict weapons loading or maneuverability.

All fighters carry preset shield generators that cannot be changed during the course of the game. Shields are rated according to their rate of flicker. That is, when a shield is on, nothing can get through it, but nothing can get out, either. So that shields flicker on and off at very fast rates. Also, technology has not yet advanced to the point where a shield can operate at all times. Shields have ratings as low as 10 and as high as 200 or more. The highest shield generator usually found on a fighter is 70. Most fighters carry shields rated at 30 to 50. The shield rating translates directly to Shield Factors (SF), simply by dividing by 10. This number is listed in the data section of the Fighter Record Sheet and is applied as a negative modifier to the Base To-Hit Number.

The four shield facings on fighters are illustrated below.



When there is a question as to which shield side is being hit, the defender may choose the side.

Shield flicker rates can be different for each side of the fighter and are determined during ship construction.

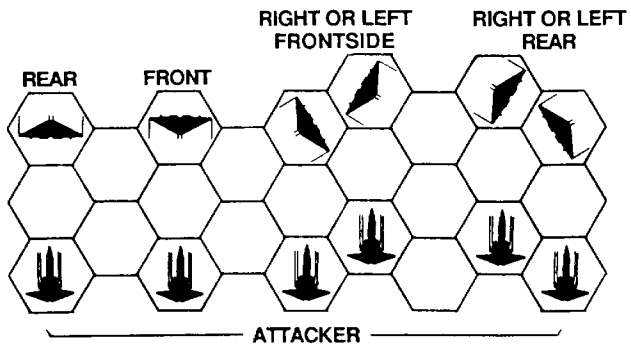
Target Attitude Modifier

The relative velocity and directions of motion between the attacker and his target also affect the To-Hit Number. When the attacker approaches head-on, the relative velocity is high, but the difference of relative motion is minimal. When he approaches from the sides, both velocity and motion can be very great and the shot much more difficult. The best shot is from the rear, where both the direction of motion and relative velocity are usually almost identical and it seems as though the target is standing still.

These situations are reflected in the following Angle Of Attack ModifiersTable.

ANGLE OF ATTACK MODIFIERS

Firing at rear side	No modifier
Firing at front side	–1 modifier
Firing at right or left side front	–4
Firing at right or left side rear	–2



A target must move at least one hex to qualify for these modifiers. A target that remains stationary or that just changes its facing does not receive any angle of attack modifier. When there is a question as to which side is being hit, the defender may choose the side.

Damage Modifiers

Internal damage to a fighter may affect its ability to accurately hit a target. Damage to the weapons tracking circuits and computers directly affects the To-Hit Number. Note these modifiers in the data section of the Fighter Record Sheet and apply them to the Base To-Hit Number for each shot.

Other Modifiers

As stated earlier, a fighter suffering from random movement can still fire weapons, but with a –3 To-Hit modifier. A target fighter who moved by random movement is neither easier nor more difficult to hit.

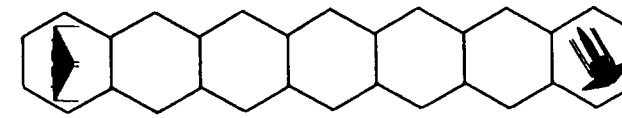
A fighter that manages to occupy the same hex as an asteroid gains some defensive benefit from that fact. A –2 To-Hit modifier is applied when such a ship is the target. The pilot of that craft suffers no limitations on his ability to hit, however, and so there are no modifiers to outgoing fire.

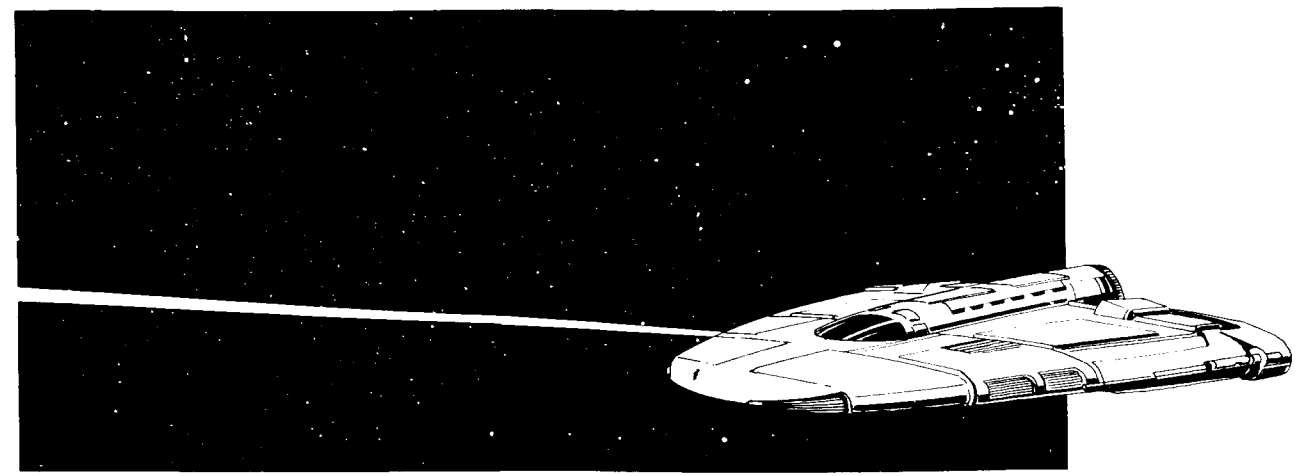
Very large targets are also easier to hit. Any installation or gunboat or corvette class ship suffers a +2 To-Hit modifier when the target of an attack.

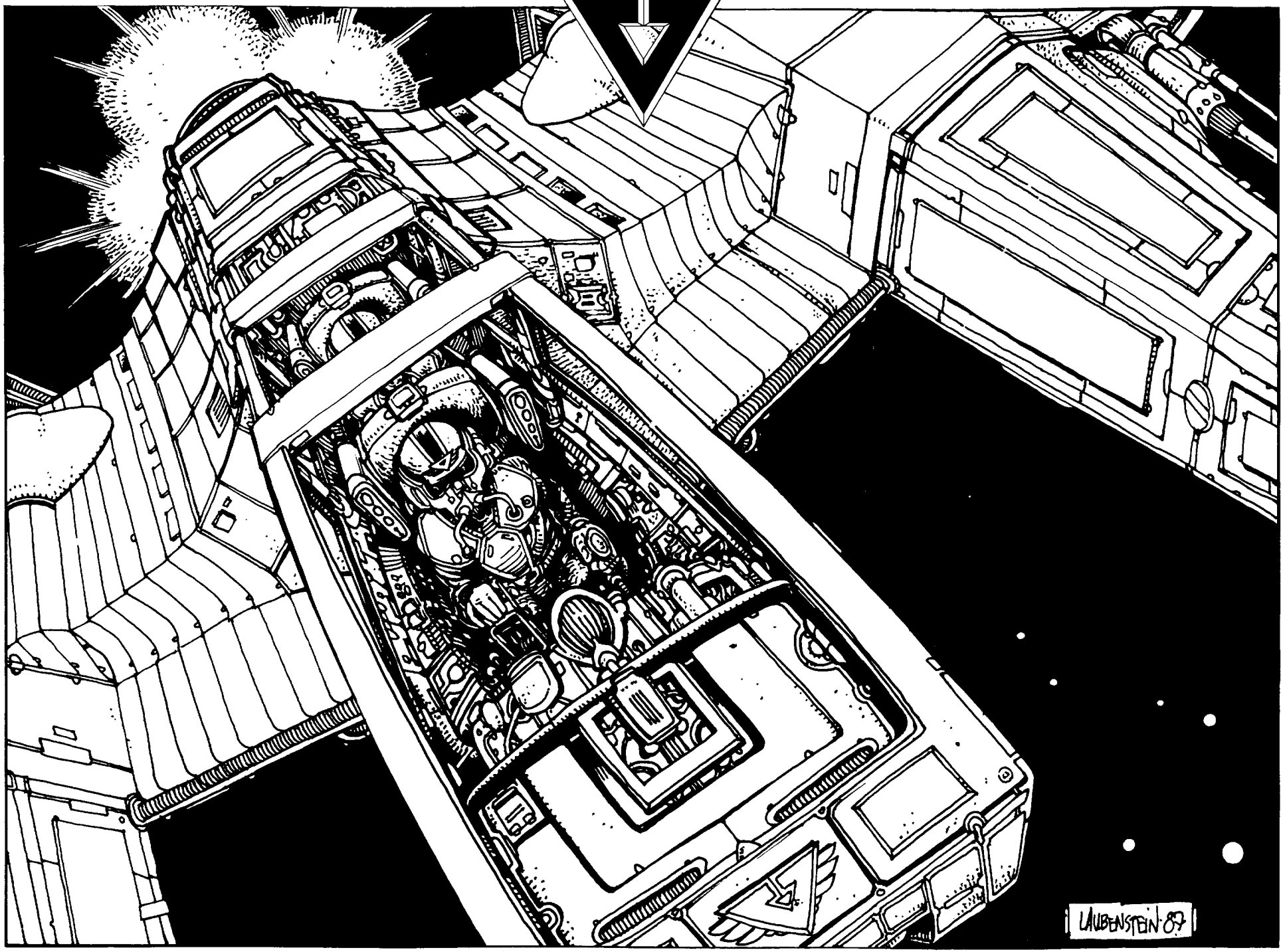
MODIFIED TO-HIT NUMBERS

All the above factors combine to create the Modified To-Hit Number. This number or less must be rolled to hit the target.

For example, Pilot Marcos has a target in his sights, as shown. His Base To-Hit Number, as determined by the range, is 7. His *Gunnery* Skill Level is 4, the target's shield factor is 3, the angle of attack modifier is –4, and there are no other To-Hit modifications. The final Modified To-Hit Number is 7+ 4–3–4, which equals 4. For all weapons that can do damage at a range of 6, the player must roll a 4 or less to hit the target.






LAUBENSTEIN 87

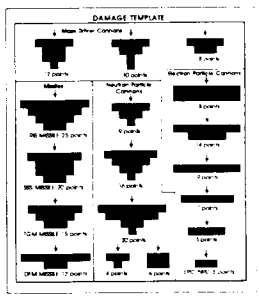
DAMAGE

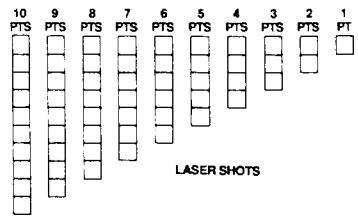
DETERMINING DAMAGE

Once a shot has hit its target, the exact damage inflicted must be determined. Each weapon is rated according to the amount of damage it does at any specified range. This varies considerably, depending on the type of weapon. Each point of damage that the weapon does will destroy 1 armor point or one internal component of the target fighter. In addition, each type of weapon spreads its damage out in different ways. Lasers penetrate deeply into armor, while EPCs spread out and take off layers of damage. Each weapons damage configuration can be found on the Damage Template.

THE DAMAGE TEMPLATE

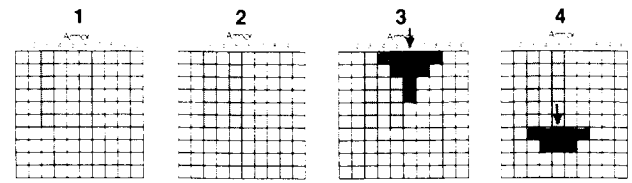
The Damage Template is made up of die-cut diagrams showing the shape of damage for each weapon in the game, except for lasers. Each shape is labeled for weapon type and damage amount and has a small arrow centered along the top of the shape. Lasers need no shape diagram as their damage simply descends straight down a column of armor. The number of boxes marked off is equal to the strength of the laser.





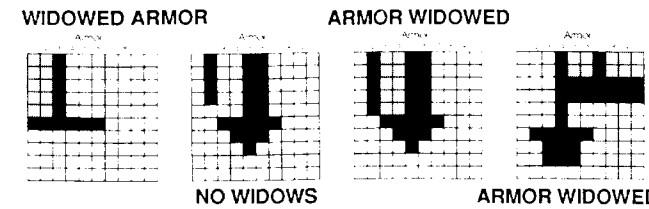
Each side of a ship has armor, as shown on the Armor Diagram of the Fighter Record Sheet. It is configured in ten-column-wide boxes. The number or rows depends on the amount of armor carried. To determine where damage is done on the armor, the attacker rolls one die. This determines the center of the hit. The defender then takes the damage template and aligns the the arrow of the appropriate weapon and damage shape on the rolled column. The arrow is then lowered on the armor diagram until it is above the highest remaining armor box of the indicated column. The area shown by the template is then the area damaged by the hit. These boxes are marked off. If the area shown by the template drops below the last row of armor boxes, that number of damage points penetrates into the internal components.

For example, two 6-point laser shots and an MDC 10 hit the forward armor of a *Space Gull* fighter. The *Space Gull* has a total of 80 armor points on that side. The first laser hits in Column 3 and is marked off as shown in diagram 1. The second laser hits in Column 5. If it had hit in column 3, the armor would have stopped 2 points and so 4 would have gone into the internal structure. The MDC 10 hits in column 6, and the damage is marked off as shown in diagram 3. The 2 points of armor missing from Column 5 were done by the second laser hit and and are lost. If the MDC 10 had hit in Column 5, the arrow for the MDC 10 hit would be centered over Column 5 and lowered until it reached an intact armor box. This would have been in row 7, as the laser shot removed the armor from the first six rows in column 5. This damage would have appeared as shown in Diagram 4. Two points penetrate to the internal components and the hit widows the armor in Column 4.



WIDOWED ARMOR

When all the damage against one ship has been resolved, the defender must check for widowed armor. Widowed armor is created when upper layers of armor are undercut by penetrating hits, as shown in Diagram 4 above. Any such armor is also marked off, even though it has not been hit. Widowed armor is created when any block of armor remaining on the Armor Diagram cannot trace a continuous path of armor blocks to the bottom row. The armor blocks of this path must connect at the side and/or the top or bottom. Blocks that touch only at the corner are not connected for this purpose. The following diagrams show some examples.



Remember that widowed armor is not removed until all hits have been resolved, as all damage is considered to take place simultaneously and the loose pieces of armor do not fly off into space until the end of the turn. Even one armor box can stop the most powerful hit from penetrating.

The side of the target that suffers the damage is the same as the side of the shield used to defend, as figured from the diagram on page 20.

DAMAGING THE INTERNAL COMPONENTS

One of the unique features of **Interceptor** is the way in which internal or critical damage travels from system to system. All the critical systems of a fighter are represented by the Wiring Diagram. Each large circle represents a mass of equipment that affects the fighter's performance. Some are more critical than others, and the probability of hitting them is reduced by the decision gates that separate many of the components.

When a shot penetrates to the Wiring Diagram, break it into 4-point segments. A 6-point laser hit, for example, divides into a 4-point hit and a 2-point hit. Next, roll a die to see in which system the damage starts. The odds of hitting the various systems do differ, as seen by the Systems Hit Location Table.

SYSTEMS HIT LOCATION TABLE

System	Die Roll
Cockpit Systems	1–2
Weapon Systems	3–4
SubLight Systems	5–7
Engineering	8–9
Superstructure	10

Having determined the system hit, locate it on the Wiring Diagram and follow the arrows until all the damage is spent. Each large circle that has a label denotes a damage location, and it takes 1 damage point to destroy it. The triangles and diamonds are decision points, where the player rolls the die and then follows the path, according to the result of the roll. Damage locations within squares represent locations worth several damage points and are not crossed off until all their related systems have been destroyed.

The Wiring Diagram also shows several small white dots and heavy black dots. These are gate indicators and do not use up damage points. Each time a heavy black dot is passed, a white circle must be crossed off. To find the appropriate white dot, backtrack along the route of damage. When all the white circles have been marked off along a particular route, that gate is closed and damage can no longer travel along that path. When a path is closed, the connecting decision box numbers are changed, with the next higher numbered path's odds range increasing by the closed path's range.

For example, Pilot Erskine's *Cheetah* fighter has been hit by two 5-point shots on his battered left side. They penetrate the armor and do damage directly to the internal components of the fighter. Each 5-point shot will be broken down to a 4-point hit and a 1-point hit and the damage figured accordingly. For the first 4-point shot, roll a die to determine in which system the damage starts. On a roll of 6, the damage starts in the Sublight Systems. Following the path down, we come to a decision box, which requires another die roll. On a roll of 3, we must follow the path to the Velocity Thrusters. One small box is marked off, reducing the fighter's maximum thrust down 1 point from 10 to 9. This also uses 1 point of the 4-point hit. Following the arrow from the Velocity Thruster location, we return to the decision box. We make another die roll, with a result of 5. This path takes us to the Anti-Grav Drive, the Atmospheric Controls, and a black dot. Backtracking from the black dot, we find the white dot at the beginning of this path. It must now be crossed off, which closes this path. The 4–6 range of the path is added to Power Coupling, the next highest path in that decision box. If damage returns to this decision box, a roll of 4–7 routes the damage to the Power Coupling. Returning to the path of the current hit, 3 of the 4 points have been resolved. To finish, we follow the path from the black dot to another decision box and roll a die. On a roll of 9, we follow the path to the SLD Hit 1/4 Down location. After marking off this location, we have accounted for all 4 points of the hit. The same procedure is followed for the other 4-point hit and for the two 1-point hits.

DAMAGE LOCATIONS AND DAMAGE EFFECTS

Players should note that the repair times given in the following damage descriptions apply only to campaigns.

COCKPIT SYSTEMS

Transponder

This transmitter broadcasts the fighter's IFF (Identify Friend or Foe) signal. If it is destroyed, a TGM missile may lock on to a ship, even if fired by a friendly fighter. It may even lock on to the firing ship.

Repair Time: 15 minutes

Pilot Hit

The Pilot takes 1 point of damage and must make a Consciousness Roll. The target number is the one next to the box he marked off on the Wiring Diagram. He must roll lower than or equal to this number to remain conscious and in control of his fighter. If he fails the roll, his ship drifts until he wakes up. He may attempt to make the roll as the last action of every succeeding turn. A pilot who gets hit four times is dead, and his fighter will drift.

Repair Time: 24 hours per hit

Communications System

The fighter's intership communications gear is damaged, and so the pilot cannot talk to other pilots. In team play, this pilot cannot communicate with teammates or taunt the enemy. If a player is flying more than one ship in a battle and one receives this hit, he is not allowed to talk to himself.

Repair Time: 1 hour

Pilot Ejection System

The emergency ejection equipment is damaged, and so the pilot must spend one turn climbing out of the wreckage of his fighter instead of being able to eject instantly. This can be a problem when an asteroid is in front of a pilot and he cannot get out of its way. The pilot must climb out during the Movement Phase. (See page 30.)

Repair Time: 1 hour

Long-Range Sensors

Without the scanning capability of long-range sensors, it is extremely difficult for pilots to find their carrier ship. These sensors come into play mostly in campaign scenarios.

Repair Time: 1 hour

Scanner Systems

When these are damaged, the fighter is no longer able to fire its Scanner Silhouette Seeking Missiles.

Repair Time: 1 hour

Nav Computer

This computer is required for any FTL (Faster Than Light) travel. If it is damaged, plotting a course toward carrier ships becomes very difficult.

Repair Time: 1 hour

Main Weapons Controls

The fighter cannot fire any weapons if this system is damaged (unless the Auxiliary Controls are undamaged).

Repair Time: 2 hours

Main Helm Controls

The fighter cannot change heading or velocity if this system is damaged (unless the Auxiliary Helm Controls are undamaged).

Repair Time: 2 hours

Auxiliary Weapons Controls

When damaged, these controls cannot instantly take over when the main Weapon Controls have been damaged.

Repair Time: 2 hours

Auxiliary Helm Controls

When damaged, these controls cannot instantly take over when the main Helm Controls have been damaged.

Repair Time: 2 hours

Fire Computer

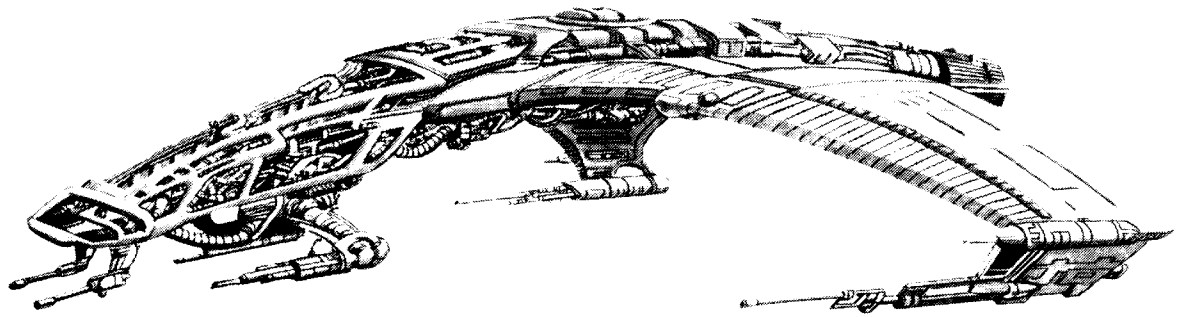
The main weapons computer is destroyed, and so no further weapons fire is possible.

Repair Time: 1 hour

Shield Sync Computer

This computer coordinates weapons shots with the shield generator. Because the shield flickers, the weapon must fire while it is off. If the sync computer is damaged, the pilot must first fire through his own shields before he can hope to hit his target. For every shot, he must roll higher than the Shield Factor setting on the front side. If successful, he makes the normal To-Hit Roll. If the roll fails, then the attacker's own shields prevented the shot from going anywhere.

Repair Time: 1 hour



WEAPONS SYSTEMS

Target Locking Circuits

Damage results in a –1 modifier to the Base To-Hit Number.

Repair Time: 1 hour

Predictor Computer

Damage results in a –1 modifier to the Base To–Hit Number.

Repair Time: 1 hour

Range Finder Computer

Damage results in a –1 modifier to the Base To-Hit Number.

Repair Time: 1 hour

Target Tracking Computer

Damage results in a –1 modifier to the Base To-Hit Number.

Repair Time: 1 hour

Weapon Shorts

A weapon of the target pilot's choice temporarily overloads and may not be fired next turn. A single short is temporary and is removed after combat of the following turn. If a weapon suffers two shorts in the same turn, it is destroyed.

Repair Time : 1 turn

Massive Weapon Shorts

In this case, two weapons are shorted, with the same results as above.

Repair Time: 1 turn

Weapon Destroyed

A weapon of the target pilot's choice is destroyed and may not be used for the remainder of the game.

Repair Time: 2 hours

Turret Frozen

On a ship with a turret, this hit freezes the turret's rotation in its current position for the rest of the game.

Repair Time: 1 hour

Gunner Hit

Any second crew member, usually a gunner, suffers 1 point of damage and must make a Consciousness Roll. The procedure is the same as for a Pilot Hit. A gunner who is unconscious may not fire any weapons or perform any other action.

Repair Time: 24 hours per hit

SUBLIGHT SYSTEMS

Velocity Thruster

Each hit in this location reduces the original maximum thrust by 1 point. In some cases, damage to the plant or sublight drive may have already reduced the fighter's available thrust, but velocity thruster hits are still subtracted from the original maximum thrust.

Repair Time: 1 hour

Anti-Grav Drive

Damage to the anti-grav drive prevents unstreamlined fighters from entering an atmosphere.

Repair Time: 4 hours

Atmospheric Controls

Damage to this system makes it much more difficult to successfully enter and maneuver in an atmosphere.

Repair Time: 1 hour

Power Coupling

The power coupling provides the link between the power plant and the sublight drive. If it is damaged the sublight drive may deliver no thrust. There is a repair circuit for this equipment.

Repair Time: 5 hours

SLD Shorts

The sublight drive shorts out and will deliver no thrust during the next turn. The damage is removed after the Movement Phase of the next turn.

Repair Time: 1 turn per hit

SLD 1/4 Down

The damage reduces the fighter's maximum thrust by 1/4, or 25 percent.

Repair Time: 1 hour

SLD 1/2 Down

This damage reduces the fighter's original maximum thrust by 1/2, or 50 percent.

Repair Time: 5 hours

SLD 3/4 down

This damage reduces the fighter's original maximum thrust by 3/4, or 75 percent.

Repair Time: 20 hours

SLD Destroyed

The sublight drive is destroyed and explodes. If the pilot ejection system works, the pilot escapes and is adrift in space. If the ejection system is damaged, the pilot dies in the explosion.

ENGINEERING

Acceleration Compensator

This equipment allows the pilot to survive High-G maneuvers. If it is damaged, the fighter's safe maximum thrust is 5. If this limit is passed, the pilot automatically suffers damage at the rate of 1 damage point per turn for every 2 Thrust Points exceeding the limit (round up). There is a repair circuit for this equipment.

Repair Time: 4 hours

Shield Shorts

The shield side hit shorts out and is inactive for one turn. A second short in the same combat round will destroy the shield. Any other short result inflicted during the same round is passed to a different shield of the defender's choice.

Repair Time: 1 turn per hit

Shield Destroyed

The shield side hit is destroyed. Any additional result destroys an additional shield of the defender's choice.

Repair Time: 2 hours per generator

Shield Power Converter

All shields are inactive. This equipment does have a repair circuit.

Repair Time: 3 hours

Right/Left Vector Thrusters

These are the vector thrusters that control the fighter's maneuvers. Damage to either set prevents turns in that direction. In other words, damage to the right vector thruster prevents right-hand turns. This equipment does have a repair circuit.

Repair Time: 1 hour per thruster

Plant 1/4 Down

The fighter's maximum thrust is reduced by 1/4, or 25 percent.

Repair Time: 1 hour

Plant 1/2 Down

The fighter's original maximum thrust is reduced by 1/2, or 50 percent.

Repair Time: 5 hours

Plant 3/4 Down

The fighter's original maximum thrust is reduced by 3/4, or 75 percent.

Repair Time: 20 hours

Plant Destroyed

The power plant is destroyed and explodes. If the pilot ejection system works, the pilot escapes and is adrift in space. If the ejection system is damaged, the pilot dies in the explosion.

FTL SYSTEMS

T-Space Damper

The T-Space Dampers counteract T-Space effects that cause extreme nausea and mental debilitation in most life forms. The Dampers must be repaired before any other repairs can be attempted on a ship in T-Space.

Repair Time: 3 hours

Tachyon Assembly Controls

These controls are required to make the translation into T-Space.

Repair Time: 6 hours

Reversion Controls

These controls are required to translate the ship back into normal space.

Repair Time: 6 hours

T-Drive Minor Damage

Minor damage has been done to the T-Drive. Add 5 percent to any misdirection roll.

Repair Time: 1 hour

T-Drive Major Damage

Major damage has been done to the T-Drive. Add 25 percent to any misdirection roll.

Repair Time: 6 hours

T-Drive Crippled

Crippling damage has been done to the T-Drive. Add 50 percent to any misdirection roll.

Repair Time: 48 hours

T-Drive Destroyed

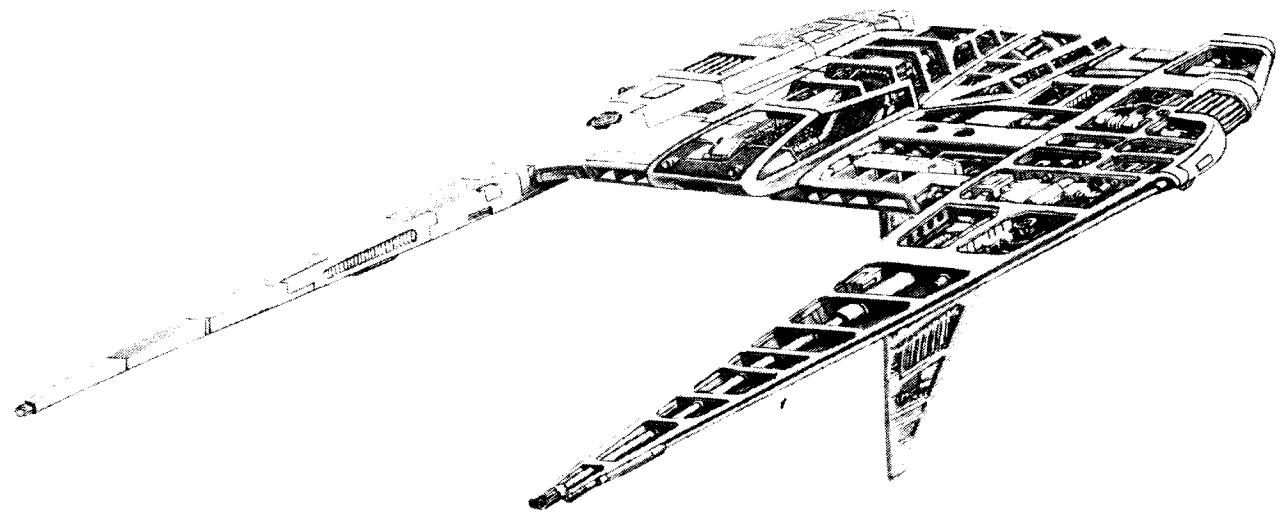
The T-Drive has been destroyed, and so the ship can no longer translate into or travel in T-Space.

Repair Time: 200 hours

Tachyon Alignment Controls

These controls, though not required for translation to T-Space, make any translation much easier. If they are damaged, there is a 50 percent chance that any translation will not work and must be attempted again during the next turn.

Repair Time: 5 hours



T-Space Radiation Dissipater

If this system is damaged, T-Space radiations are absorbed by the ship and crew at double the normal rate. Because of these concentrations, detox procedures must be carried out upon translation to normal space to prevent major biological and material damage.

Repair Time: 10 hours

Paralight System

This optical system allows sensing of other objects while in T-Space.

Repair Time: 1 hour

SUPERSTRUCTURE

Life Support

The fighter's life support system is damaged. The pilot has five turns to return to a repair facility or to switch over to his emergency life support system. The emergency life support system lasts for 30 minutes, or 30 turns. The Seal-Up Circuits are the repair circuits for this system.

Repair Time: 2 hours

Seal-Up Circuits

Damage to this system means that the fighter's life support system cannot be repaired.

Repair Time: 1 hour

Repair: Acceleration Compensator

If damaged, this circuit can no longer repair the acceleration compensator.

Repair Time: 1 hour

Repair: Power Coupling

If damaged, this circuit is unable to repair the power coupling.

Repair Time: 1 hour

Repair: Shield Power Converter

If damaged, this circuit is unable to repair the shield power converter.

Repair Time: 1 hour

Repair: Right Vector Thruster

When damaged, this circuit can no longer repair the right vector thruster.

Repair Time: 1 hour

Repair: Left Vector Thruster

When this circuit is damaged, the left vector thruster cannot be repaired.

Repair Time: 1 hour

Decompression

The interior of the fighter decompresses and both the pilot and any other crew member or gunner suffers 1 point of damage and must make Consciousness Rolls.

Repair Time: 1 hour

Struts Break

The ship has suffered severe structural damage.

Repair Time: 4 hours

Bulkhead Collapses

The fighter is well on its way to falling apart.

Repair Time: 15 hours

Structural Collapse

The fighter falls apart and explodes. If the pilot ejection system works, the pilot escapes and is adrift in space. If the ejection system is damaged, the pilot dies in the explosion.

[NOTE: The repair times described above apply to Campaign Games only.]

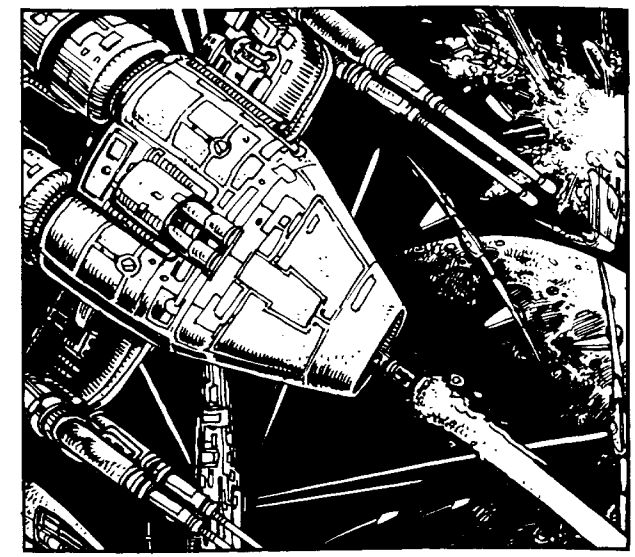
REPAIR PROCEDURES

Several fighter systems have limited repair capability. As long as the repair system is undamaged, it works as follows. On Turn 1, the system is damaged. On Turn 2, the system is being repaired. On Turn 3, the previously damaged system is fully operational, and so the player erases any hit from the Wiring Diagram. This process can repeat continuously as long as the repair circuit is fully functional. If the damaged system is hit while in the repair process, the repair sequence must begin anew. In other words, every time a system capable of repair is hit, it takes one turn to repair the damage. If such a system were hit three times, it would take three turns to fix the damage.

The Main Helm controls and the Main Weapon Controls have back-up auxiliary control systems. When the main systems are damaged, the auxiliary systems take over immediately. The pilot will only notice the difference by looking at the indicator lights on his instrument panel.

KILLING A FIGHTER

There are only two ways to put a fighter out of the game. Either the pilot is killed or the fighter takes so much damage that it explodes. The locations of Plant Destroyed, SLD Destroyed, and Structural Collapse are outlined in heavy black circles on the Wiring Diagram. If damage reaches these locations, the fighter is destroyed. The durability of a fighter really depends somewhat on luck. All it takes is good die rolling and 5 points of damage to kill a fighter, while some fighters will still be operational after taking 30 points of internal damage.



RECORDING KILLS

Who actually gets credit for a fighter kill can often become a subject of controversy among the players. Because it is so difficult to take out a fighter in one shot, what happens often is that many enemy fighters will rain damage on a target before it is officially dead. To gain official credit for a kill, the pilot must survive the battle and return to his base with his fighter's computer log of the battle. (Many a pilot has been lost while trying to retrieve his computer log from a crippled fighter.) The log will prove whether it was the pilot's shot that caused the enemy pilot to eject or his fighter to explode. If no other pilot can claim to have done any internal damage, it is recorded as a solo kill. Any other pilot who can prove that he did internal damage to a dead target is entitled to a share of the victory. Shares can be broken down as far as thirds. If more than three fighters claim internal damage, no one gets credit for the kill. Each pilot should keep track of partial kills, as eventually they will add up to a whole kill and count toward his advancement to Ace.

ASTEROIDS

Asteroids and their big brothers, planetoids, can be a major factor in a fighter dogfight. These moving rocks can be big problems for the inexperienced or possible advantages for the experienced.

Though it is possible to fly through a hex occupied by an asteroid, only the best or the bravest actually do it. Whenever a fighter enters a hex occupied by an asteroid, the pilot must make a skill roll, subject to modifications noted in the Asteroid Piloting Table. If the roll succeeds, the fighter suffers no damage. If the roll fails, the fighter is usually in big trouble or SOL.

ASTEROID PILOTING TABLE

Velocity	*Piloting* Skill Roll Modifier
1–2	–1
3–4	–2
5–6	–3
7–8	–4
9–10	–5
11–14	–8
15–20	–10
20+	–14

When recording damage done by asteroids, mark off the boxes straight across the row, for as many boxes as there are points of damage.

If the fighter is drifting when it enters the asteroid hex, there is an additional –2 modifier.

If a pilot fails the skill roll, his fighter automatically suffers damage equal to ten times its current velocity. A patrol craft suffers damage equal to 20 times its current velocity. To locate this damage, consult the Asteroid Damage Table below. Remember that if the damage goes through the armor, it will do internal damage. The collision is treated as a single hit. A drifting ship will always hit an asteroid on its front side. A ship suffering Random Movement should roll on the Damage Table.

ASTEROID DAMAGE TABLE

Die Roll	Damage Location
1–6	Front
7–8	Left side
9–10	Right side

As an optional rule, the truly adventurous may put the asteroid field in motion. Each asteroid counter has an identification number and a small arrow on it. Before the game begins, simply roll a six-sided die for each counter to determine the direction of travel for the rest of the game. At the end of each Movement Phase, move each asteroid one hex in the direction of its arrow. If it enters a hex with a fighter in it, add the asteroid's velocity of 1 to that of the fighter to find the *Piloting* Skill Roll modifier for the fighter. If the roll fails, the fighter takes damage on the side from which the asteroid came.

If two or more asteroids end their movement in the same hex, consider it a collision. During the next asteroid Movement Phase, roll new directions of travel for each asteroid. If the results of the roll would send them all in the same direction, new directions must be rolled in the next turn.

A fighter that ends its turn in an asteroid hex receives a –2 To-Hit Modifier, which offers it some cover from enemy attack. The fighter itself suffers no modification.

An asteroid has 200 damage points. If someone wants to go on an anti-asteroid crusade, he should keep track of any damage inflicted on these poor, defenseless hunks of rock. Asteroids may be damaged by weapons or by collision with one another.

MISSILES

Many fighters are built with hard points that can carry missiles. The general missile rules are noted below and may be modified by the specifications of the missile itself.

1. Missiles are fired during the Combat Phase.

2. All Missiles, except the Dead Fire missiles, are unable to hit the target in the turn they are launched. The missile can be locked on to a target at any range under its minimum, but the ship has at least one turn to run from the missile. All missiles have a minimum range of two hexes. That is, they cannot be fired at targets in adjacent hexes.

3. To obtain a missile lock-on, the firing pilot simply rolls against his *Gunnery* Skill.

4. Once a missile is fired, it is immediately moved into the hex directly in front of the fighter.

5. After all fighters have moved in the next turn, the missile moves along the shortest path to its target. Otherwise, missiles follow all of the normal movement rules and are allowed to accelerate but not decelerate. If the missile enters an obstructed hex (either an asteroid or an installation), the missile uses its intelligence as its *Piloting* Skill Level for any required *Piloting* Skill Rolls. If the missile fails its roll, it explodes and inflicts any damage to the obstacle as necessary.

6. A missile must end its movement by entering the hex of its target or with its target within its front arc (60 degrees wide, see illustration on page 19). If it fails this requirement, it is removed from the board as a miss.

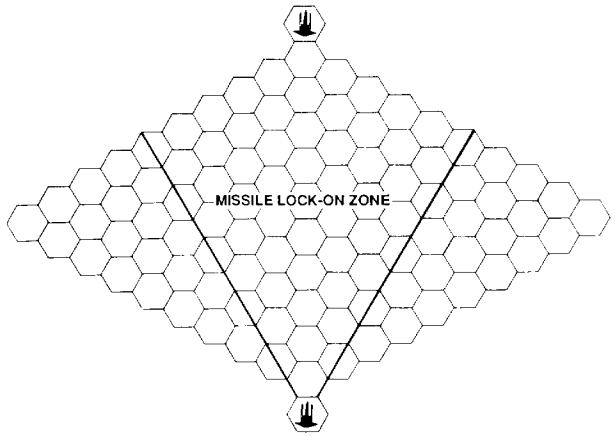
7. Any fighter can fire at a missile, subject to normal combat rules, with an additional To-Hit modifier of –6. Any hit destroys the missile, but no fire is allowed against the missile by anyone on the turn that it hits its target.

8. Once a missile enters the hex of its target, it makes an attack using its Base To-Hit Number modified by the target's shield factor and its angle. If the attack misses, the missile is removed from play. If the attack hits, damage is resolved normally.

9. Missiles may only be mounted on hard points. Only one missile can occupy a single hard point and there are no fighter reloads during the game, except if playing with installations.

Radiation Intensity Seeking Missile (RIS)

The RIS missile must obtain a lock-on before firing. It can only be shot at a target fighter's rear arc because the missile tracks the target plant's exhaust radiation. The target must be within the attacking fighter's forward 60-degree arc and the attacker must be within the the target's 120-degree rear arc, as shown in the illustration.



The attacking fighter must have a clear line-of-sight to the target and must be within ten hexes to attempt a lock-on roll. The lock-on roll is made before the missile is actually fired. If the lock-on roll fails, the missile is not launched and is available in the next turn. If the lock-on roll succeeds, the missile is launched with the velocity of the firing fighter and moves with a thrust of 12. The missile will always hit the rear of its target.

The missile has an intelligence score of 5 and will do 30 points of damage. Its Base To-Hit number is 12.

If the RIS missile loses its lock-on after it has been fired, it will search its forward arc for any other target within ten hexes. It can attempt to lock on to a new target by rolling its Intelligence or less. It starts with the closest target and rolls for each target within the arc until a lock-on roll succeeds. If all rolls fail, the missile is removed from the board. The RIS missile can lock-on and lose any number of targets, so long as it finds a new target in the combat phase of the turn in which its original target was lost. The RIS missile cannot distinguish between friendly and enemy exhaust. The RIS is an excellent anti-installation missile, as it can lock onto any part of the installation.

Scanner Silhouette Seeking Missile (SSS)

The SSS missile locks on to the configuration or silhouette of its target. An undamaged and fully functional scanner is required to fire this missile. The attacking fighter must have a clear line-of-sight to a target within its 60-degree forward arc and be within 30 hexes. The lock-on roll is made before the missile is actually fired. If the lock-on roll fails, the missile is not launched and is available on the next turn. If the lock-on roll succeeds, the missile is launched with the velocity of the firing fighter and moves with a thrust of 15. The missile can hit any side of its target.

The missile has an intelligence of 8 and will do 20 points of damage. Its Base To-Hit Number is 15.

Transponder Guided Missiles (TGM)

TGMs track a fighter's transponder signal. This signal is normally broadcast by a fighter to identify it as a friend or enemy. TGMs also behave differently in that they can be launched at any time and appear in the hex in front of the firing fighter, with the fighter's facing and with a velocity of 0. Then, during the Combat Phase, the missile will make a lock-on roll against any target not broadcasting a friendly transponder signal within its forward arc and within 30 hexes. This includes friendly fighters with damaged transponders. Once a lock-on roll succeeds, the missile begins to hunt down the target. If all lock-on rolls fail in one turn, the missile stays in place and tries to make a lock-on roll in any succeeding turn. All TGMs have an intelligence of 7 and do 15 points of damage. The missile's Base To-Hit Number is 15 and the missile can hit any side of its target. Once launched, TGMs can lock on to and attack targets in adjacent hexes, but cannot lock on to a target in the same hex.

There are two models of TGM and the difference between them is their ability to distinguish between enemy and friendly targets. The TGM Mk I will lock-on to any target not broadcasting a friendly transponder signal on a roll of 8 or less. The TGM Mk II is sometimes able to distinguish between enemy and friendly ships that are not sending out a transponder signal. The TGM Mk II Lock-on Table shows the lock-on rolls for various targets. If the missile loses its target, it is removed from the board.

TGM MK II LOCK-ON TABLE

Transponder Condition	Lock-on Roll
Enemy Transponder Working	7 or less
Enemy Transponder Not Working	4 or less
Friendly Transponder Working	No chance
Friendly Transponder Not Working	3 or less

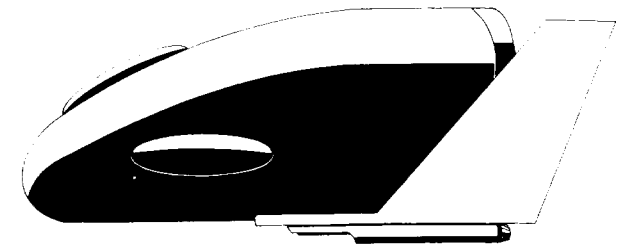
Dead-Fire Missile Clusters (DFM)

A DFM cluster is designed to inundate its target with a large number of small, high-velocity missiles, The rationale being that if you shoot enough missiles at a target, some will get through the shields. DFM clusters are the only missile type that can hit its target during the turn in which it is fired. DFM clusters have a range of six hexes and the normal weapon to-hit procedures are followed. There is an additional +4 To-Hit Modifier that reflects the large quantity and spread of projectiles heading for the target. If the cluster hits, it will inflict 12 points of damage to the target.

ECM

Fighters can mount electronic countermeasures equipment on their hard points. There are two basic types: pods and missiles. ECM pods give the fighter a –3 To-Hit Modifier, which provides a small measure of protection against the final To-Hit Roll of an incoming missile. The ECM pod does not affect any lock-on rolls and can be used any number of times.

The ECM missile is a single-use, but very effective, anti-missile weapon. When launched right before the incoming missile hits, it provides a –8 To-Hit Modifier to the missile attack.



PILOT EJECTION

A pilot whose fighter has an undamaged ejection system can choose to eject at any time. He simply makes the declaration and he is out. A special counter is provided for the pilot in this case. When the pilot is out of his fighter, he will drift in space at the velocity of his fighter when he left it. His emergency life support system will keep him alive for 30 turns (that is, if he did not activate it earlier). This is the amount of time in which he must be picked up.

The drifting pilot must beware of asteroids. If he enters a hex containing asteroids, he must roll less than or equal to 10, minus his velocity, to survive. If the roll fails, the asteroid becomes his tombstone. If the roll succeeds, he continues his drift.

Certain TOG squadrons have been known to fire upon drifting pilots. There is a –3 To-Hit Modifier to such an attack.

Fighters that carry gunners have gunner ejection systems that are tied into the pilot's. The gunner leaves when the pilot does.

If the ejection system has been damaged, the pilot and gunner can still leave the stricken fighter. It takes one full turn to climb out, during which the fighter can do nothing. The pilot declares that he is climbing during the Movement Phase, and he is out before the Combat Phase begins. After that time, normal drifting rules apply.

Virtually all fighters are capable of picking up a drifting pilot. They have small man-sized pockets within the ship's armor where a man in a space suit can strap in and hook into the fighter's own life support system. The drifting pilot is even partially protected by the armor and shields and will survive if the fighter survives.

To pick up a drifting pilot, the fighter must match direction and velocity with the drifter. The pick-up pilot must then make a successful *Piloting* Skill Roll. If the roll fails, he may try again during the next turn, but with a +1 cumulative modifier, which ensures eventual success. When the roll succeeds, the drifter is successfully picked up. The fighter doing the pick-up may perform no other action other than to match velocity and direction. If two ships try to pick up the same drifting pilot on the same turn, each pilot should make an initiative roll. The pilot with the lowest roll may make the first attempt to pick up the drifting pilot.

The floating pilot has a very limited thrust capability. He has 3 thrust points available to him, but they can only be used once. They may be used to change his velocity or his heading according to the normal movement rules. They can all be used at once or saved for that crucial moment when he is trying to change his heading away from the looming asteroid.

EMERGENCY LIFE SUPPORT

Under normal conditions, a fighter's life support system supports the pilot and gunner in complete comfort. If the system is damaged, it creates wildly changing conditions in the craft, particularly a rapid variation of extreme temperatures. This lasts for roughly five turns, after which the system becomes completely unbearable. The pilot may land his fighter at any facility within the 5-turn span and survive unharmed. If he chooses to remain in combat for a longer period, he must switch to his emergency life support system and start counting down the turns. From the switch-over point, he has 30 turns of air left. If he does not land or is not picked up by another fighter within this time, he will die.

WEAPONS CONTROL

The pilot and his gunner (if carried) may each fire five weapons at a single target in a single turn. In most cases, each man controls specific weapons. When weapons become damaged and one or the other man becomes unconscious, there are selector switches that allow either one to control what would normally be the other's weapons. The firing restriction of no more than five at a single target still applies.

Some heavier fighters carry missile hard points in addition to five regular weapons. When a pilot of such a craft chooses to fire a missile, he may not fire one of his guns for each missile fired. If he does fire guns, the missile must be launched against the same target.

GUNNERS

Gunners, like pilots, become familiar with their position in a particular craft over a period of time. They gain Familiarity Bonuses to their *Gunnery* Skill in the same manner as pilots. The gunner and pilot of a victorious fighter share in kill credit. Thus, there are gunner aces, and their record follows them from assignment to assignment.

OPTIONAL RVLES

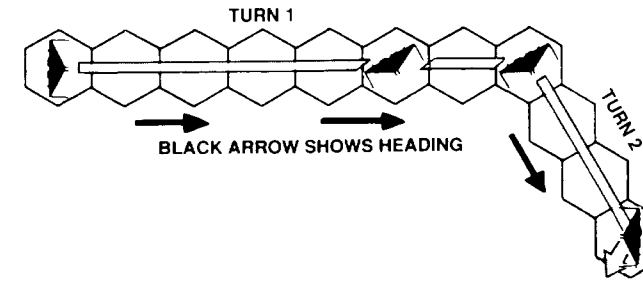
OPTIONAL MOVEMENT SYSTEM

The basic movement rules simplify how ships move in space. To play a more realistic game, the following rules are provided.

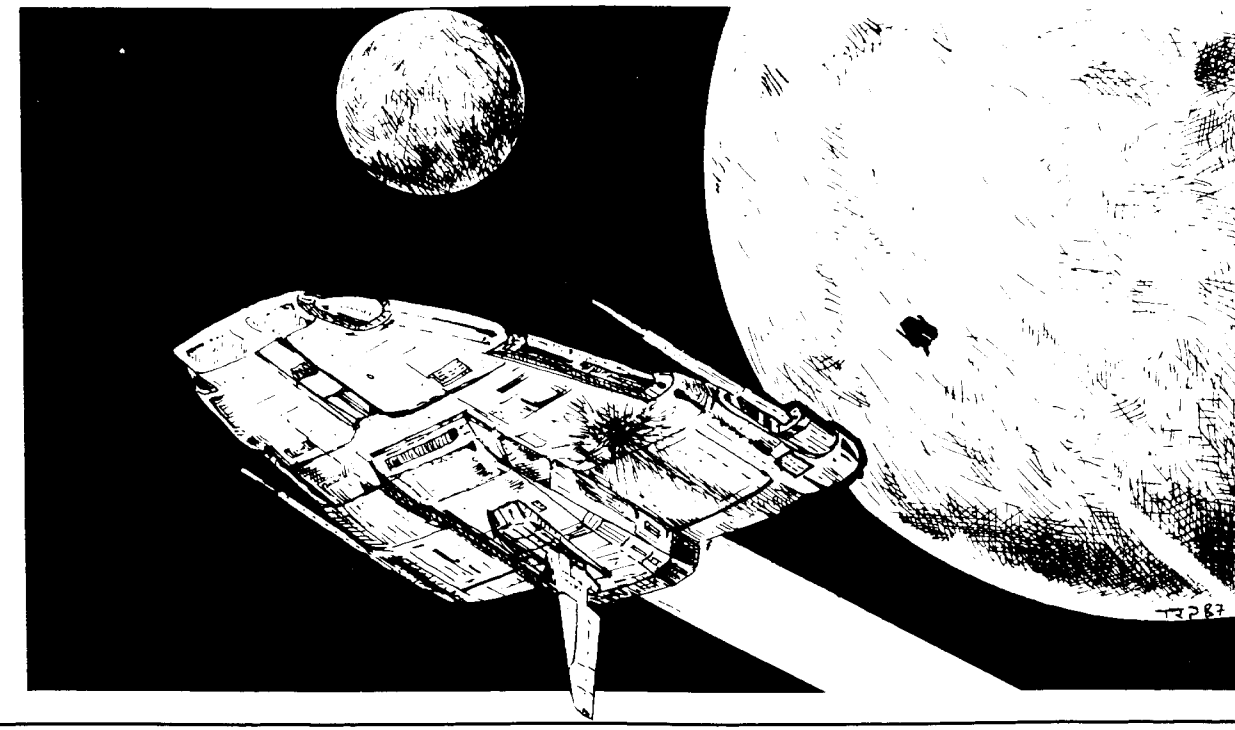
The Optional Movement System allows ships to face in a direction different from their heading. Remember that heading is defined as the direction of motion or velocity. All ships are equipped with thrusters that, in effect, allow the ship to spin on the proverbial dime. This can be accomplished at any point during the turn at the cost of 1 Thrust Point per hexside turned. Remember, though, that the main propulsive thrust of the ship comes from the rear or stern. This means that when a ship whose heading differs from its facing applies propulsive thrust, it will change its direction of movement. The minimum amount of thrust required to change the ship's heading is found on the Optional Thrust Cost column of the Heading Change Table. This cost is for changing the heading by one hexside. The cost for changing the heading two hexsides is double that listed. Other than this change, all other movement rules are the same. To slow down a ship using the optional movement rules, the vessel must change facing by 180 degrees (three hexsides) away from its heading and apply thrust. The amount of thrust applied is subtracted from the current velocity. If more thrust is applied than there is velocity, the ship begins to move in the new direction. A small arrow counter should be used to mark the ship's heading while the counter's position will show the actual facing.

The ship's heading, not its facing, is used to determine Angle To-Hit Modifiers.

For example, TOG Pilot Marcos is currently traveling at a velocity of 5. His *Pilum* fighter has a thrust of 7. In the current turn, he chooses to drift five hexes and then make a one-hexside facing change. This will cost 1 Thrust Point. In his next turn, Pilot Marcos drifts two hexes and then applies 1 Thrust Point to change his heading, drifts a further three hexes, and applies 2 Thrust Points to change his facing by two hexsides, and another single Thrust Point to change his heading by one hexside.



The optional movement system is so flexible that a pilot should be able to use it to put his fighter into nearly any position.



GUNBOATS AND CORVETTES

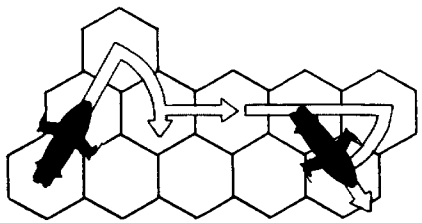
These ships, broadly classed as patrol craft, are usually much larger than even the heaviest fighter. They have the advantage of ruggedness and of superior firepower and defenses, but they are expensive and are not usually as maneuverable as a fighter. In many cases, they operate differently than the rules given for fighters.

MOVEMENT

The major difference in movement for larger ships is that they are bigger than a single hex. Thus, they are referred to as two-hex ships. These two-hex ships simply cannot turn as sharply as a fighter. To make a turn, the ship must first move the stern hex to where the bow hex was and then swing the bow of the ship in the desired direction. Only one-hexside changes are allowed. All other rules are the same.

In the Optional Movement System, the two-hex ship may choose to change its heading from either the front or rear hex. Target angle modifiers are used according to the ship's heading, not its facing.

For example, a *Cingulum* Class Corvette with a thrust of 4 and a velocity of 5 wants to make a turn. It must first drift forward one hex, pay 2 thrust points, and then swing the front of the ship over to the new heading. In this example, the ship then drifts a further three hexes and spends another 2 thrust points to swing the front of the ship back to its new direction and heading.



COMBAT

Aside from having a greater number of weapons, shielding, and armor, two-hex ships have one great advantage over fighters. It takes 2 damage points to knock out each internal component location. Other than that, there are no differences in how a two-hex ship gives or takes damage. FTL-capable ships have their FTL systems as possible internal damage locations.

CREW

Larger combat ships must at times carry a substantial crew. At least one engineer must man the sub-light drives, the power plant, and the FTL drives (if carried). A gunner must be carried for each five weapon systems and/or each turret. FTL-capable ships must also carry a navigator. The navigator, engineers, and pilot cannot fire weapons during combat. Some ships carry a co-pilot. There are internal component locations on the Patrol Craft Record Sheet for all of the engineers and gunners, and for the pilot and co-pilot.

RECORD SHEET

The Record Sheet for larger ships is two-sided. The front shows the internal components, Wiring Diagram, and Weapons Roster. The other side lists all the pilot, gunner, weapon, shield, and armor data as well as the thrust numbers.

On the front side, this sheet differs from the Fighter Record sheet by showing locations for the critical additional crewmembers, locations for the FTL systems, and space for six shield generators. There is also a Weapons Roster. Because larger ships have so many more weapons systems, it is more convenient to record weapons damage directly on the roster rather than onto the Wiring Diagram. The Weapons Roster has a few extra columns to note shorted and damaged weapons as well as spaces for *Gunnery* skills and other attack modifiers.

The back of the Record Sheet contains the armor diagrams for each of the six sides of the ship and space for recording the maneuver and power status of the ship. Most of the space is taken up by the Power Allocation Record. This is a chart 20 rows deep and many columns wide. The first column is for the ship's ending velocity and the next is for the power available during the turn. The next six columns are where the variable shield strengths are noted. The remaining columns are for the ship's weapons.

After the patrol ship has moved but before anyone else moves, the controlling player must allocate his power. He first decides which shields to power and to which level. He must also decide which weapons to power. These decisions are based on the controlling player's best guess of the current tactical situation. (In other words, he guesses at which side of his ship will be fired upon next and where his own target will be.) He should not waste power energizing shields that no one will attack or weapons that have no target. Players should note that in this game, there is no allocation for thrust power. The ship always has power available to its maximum thrust.

The suggested procedure for recording this information is as follows: First, decide which weapons to power and use a calculator to add up the total power points. Next, decide which shields to power and to what level. As the decision is reached for each shield add the required power to the total on the calculator. When the total power available is reached, no more can be done. If the settings are unacceptable, redo the procedure. On the Record Sheet itself, check off which weapons will be powered, and then write in the level to which shields are to be powered in the shield columns. If possible, try to avoid writing power numbers on the record sheet. It will be very helpful if the player totals the power required to arm all of the weapons that can bear in one direction; that way, he will add one number instead of 5 or more each turn.

SHIELD TABLE

Flicker Rate	Power Usage
10	1
20	2
30	4
40	7
50	10
60	25
70	50
80	100
90	175
100	275
110	525
120	1000
130	2000
140	4250

Lasers	
7.5/1	10
7.5/2	13
7.5/3	16
7.5/4	19
7.5/5	22
7.5/6	25
5/1	5
5/2	8
5/3	11
5/4	14
5/5	17
5/6	20
3/1	3
3/2	6
3/3	9
3/4	12
3/5	15
3/6	18
1.5/1	2
1.5/2	4
1.5/3	6
1.5/4	8
1.5/5	10
1.5/6	12

MDC 8	5
MDC 10	10
MDC 12	15
EPC 10	25
EPC 15	35
EPC 20	50
NPC 10	5
NPC 15	10
NPC 20	20

POWER ALLOCATION

Two-hex ships have a limited ability to allocate power between their shield generators and their weapons. This allows them to power their shields to high levels when enemy fire is expected, and to completely unpower safe sides of the ship. In emergencies, power can be taken from the ship's weapons and pumped into shields. The procedure for allocating power during a turn is very simple, though the calculations for initially determining the amount of power available are somewhat complicated.

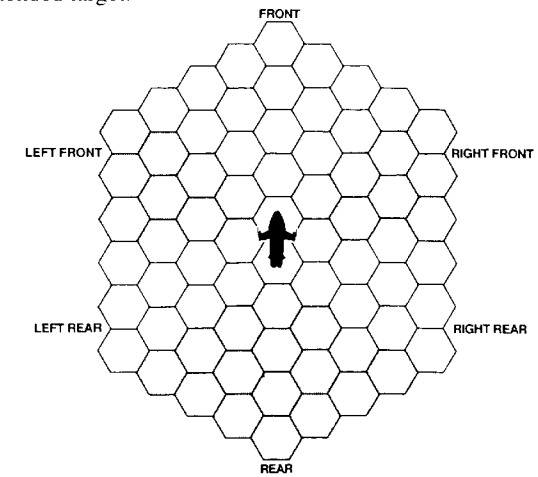
To determine the amount of power available to allocation, total up all of the power not used for essential services on the ship and the power used for thrust. This procedure should be completed during the construction procedure, and is explained fully there.

Once the allocatable power is calculated, the pilot must allocate it during each turn. The amount will remain the same until the power plant is damaged, when it will be decreased in 25 percent increments. The back side of the record sheet is filled with rows and columns of spaces. Each column represents a shield side or a weapon system. During each turn, simply write in the amount of power spent on each device, the sum of which cannot exceed the total amount of allocatable power. The following tables show the revised power costs of specific systems. They are somewhat different from those found in the Construction Tables, as a little bit of power is usually lost to the inefficiencies of the variable power system.

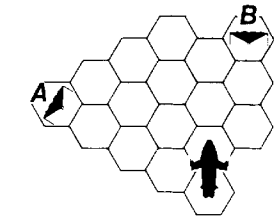
HIT LOCATIONS ON TWO-HEX SHIPS

A two-hex ship has six sides instead of the four a fighter has. The divisions are illustrated below. The side suffering an attack is determined by the hexside through which the line of sight crosses. Attacking ships may fire at either hex of a two-hex ship. If there is any question as to which side they are attacking, the defender chooses. All ships attacking a two-hex ship must declare which hex they are attacking before the defender reveals his current shield settings.

In some awkward situations, an attacker may be firing through one hex of the ship to do damage to the other. In this case, follow the line-of-sight line from the attacking hex to the target hex. The first shield side crossed is the target, regardless of the intended target.

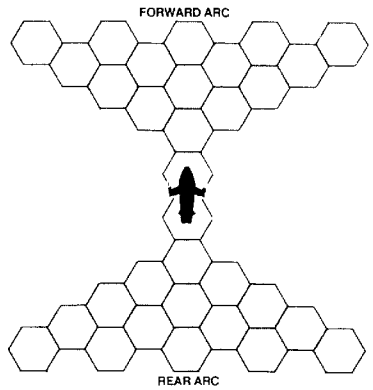


For example, two TOG ships are attacking a Renegade gunboat. Fighter A may attack the gunboat's left front or left rear side. His target angle modifier would be –4 in either case. Fighter B has two legitimate choices. He may attack the front hex through the front side or he may shoot at the rear hex. If he shoots at the rear hex, the LOS is used to determine exactly where the shot hits. In this case, it would be the front right side.



FIRING ARCS ON TWO-HEX SHIPS

The firing arcs of two-hex ships are dramatically different than those of fighters. First of all, two-hex ships are allowed to mount weapons in the back. The front and rear arcs are also 120 degrees wide, as shown below.



The location of any turret on a two-hex ship must also be noted. The choice of whether the turret is in the front hex or the rear hex is made during the construction sequence.

BALANCING SCENARIOS

Picking fair sides is a difficult task. The easiest way is to give each side identical ships, but this prevents each side from truly flying its own ships. There are several other methods. The fairest may be to give each side in the battle an equal talent (money) budget, so that they can create their own superior designs. This method involves the most work, as many ships may have to be designed from scratch.

Another method is for both sides to fly ships whose total weight is the same. A general rule is that the heavier the ship, the stronger it will be.

Another method is to count the number of shots each side can take in one turn.

All methods will allow battles where one side takes a few very big ships and the other takes a horde of small craft. In any case, great care should be taken when flying larger ships (gunboats and up), as the power allocations and variable shields of these ships give them great advantage over fighters.

RUNNING FOR T-SPACE

To travel faster than light, an FTL-capable craft must be travelling at a velocity of at least 30 hexes per turn. To travel FTL accurately, the ship must have maintained a straight line course for the five turns previous to translation, with at least three turns being at a velocity of 30+ hexes per turn. For every turn less than five, the chance of a ship's achieving its desired destination grows quite small, as seen by the Misdirection Table below.

MISDIRECTION TABLE

Turns spent on Straight line	Chance of misdirection
0	100
1	95
2	90
3	75
4	50
5	10
6	1

If there is a misdirection, roll on the Course Adjustment Table below to determine how long it will take to get to the original, intended destination.

COURSE ADJUSTMENT TABLE

Original Travel Time	Turns Spent in Straight Course						
(in days)	0	1	2	3	4	5	6 or more
1	1 day	20 hrs	16 hrs	12 hrs	8 hrs	4 hrs	1 hour
2	10 days	5 days	1 day	18 hrs	14 hrs	8 hrs	4 hrs
3	20 days	15 days	5 days	1 day	21 hrs	12 hrs	8 hrs
4	30 days	25 days	15 days	5 days	1 day	16 hrs	12 hrs
5	35 days	30 days	25 days	15 days	5 days	20 hrs	16 hrs
6	40 days	35 days	30 days	25 days	10 days	1 day	20 hrs
7	45 days	40 days	35 days	30 days	15 days	2 days	1 day
8	50 days	45 days	40 days	35 days	20 days	3 days	2 days
9	55 days	50 days	45 days	40 days	25 days	5 days	3 days
10	60 days	55 days	50 days	45 days	30 days	10 days	5 days

To successfully make the T-Space translation, an FTL-capable ship must have a functioning T-Drive engineer, a functioning T-Drive system, and functioning Tachyon Assembly controls. To translate back to normal space, the reversion controls must also work. If the T-Space Dampers are damaged, there can be no repair work done until they are fixed because the damper counteracts the extreme nausea and even mental debilitation that most life forms experience in T-Space. If the T-Space radiation damper is damaged, the whole crew must undergo detox procedures as soon as they return to normal space to continue a healthy life.

If the repair circuits to these critical controls are damaged, the crewmember engineers may be able to fix or jury-rig repairs to get the ship back to its base.

A ship running for T-Space is vulnerable, as its location can be predicted fairly accurately. Pursuing ships will attempt to damage the fleeing ship's FTL systems so that it cannot make the translation and escape.

The translation must be declared during the player's Movement Phase. The ship still takes damage during that turn, but at the end of that turn, he removes his ship from the board.

ATMOSPHERIC GAME

ATMOSPHERIC MOVEMENT RULES

Not all fighter battles occur in the depths of space. Fighters must often attack planetside targets or chase other ships to prevent them from landing on or taking off from a planet. Fighters move in different ways in each environment, as explained below.

When playing near a planet, the following changes are made to the map. One hexrow, preferably at the edge of the mapsheet, is declared to be the ground. The next five hexrows are the planet's atmosphere, and the next hexrow is the space/atmosphere interface. Movement between and within these different zones, earth, atmosphere, interface, and space hexes is different. The rules given so far in this book are for space movement. The rules for movement in the other zones are listed below.

Space/Atmosphere Interface

This interface is almost a barrier separating the vacuum of space and the denser atmosphere, and can be used or abused by pilots. Skillful pilots may use the interface zone to slow down and change their heading by bouncing. They do this at the risk of entering the zone unintentionally, or worse, burning up. To enter the zone, a *Piloting* Skill Roll must be made. The skill roll target (the pilot's skill level) is modified by conditions on the Interface Zone Modifiers Table. If the player rolls less than or equal to the modified target, he has successfully entered the interface zone from space, and so continues his movement in the direction of his heading. If the roll is greater than the modified target, the attempt failed. The pilot must now check the Failed Entry Table for the result of his maneuver, using the difference between his target and his die result as the reference number.

The same procedure is followed if the pilot is attempting to bounce off the zone. Prior to entering the zone hex, the pilot makes a *Piloting* Skill Roll. If the roll is successful, the ship's heading is rotated 180° and the ship's velocity remains the same. The Failed Bounce Table is used to determine the results of a failed roll.

Damage from a failed bounce is taken in the same manner as asteroid damage.

Interface Zone Tables

Piloting Skill Level + 4 = Base Success Roll

Success Modifiers

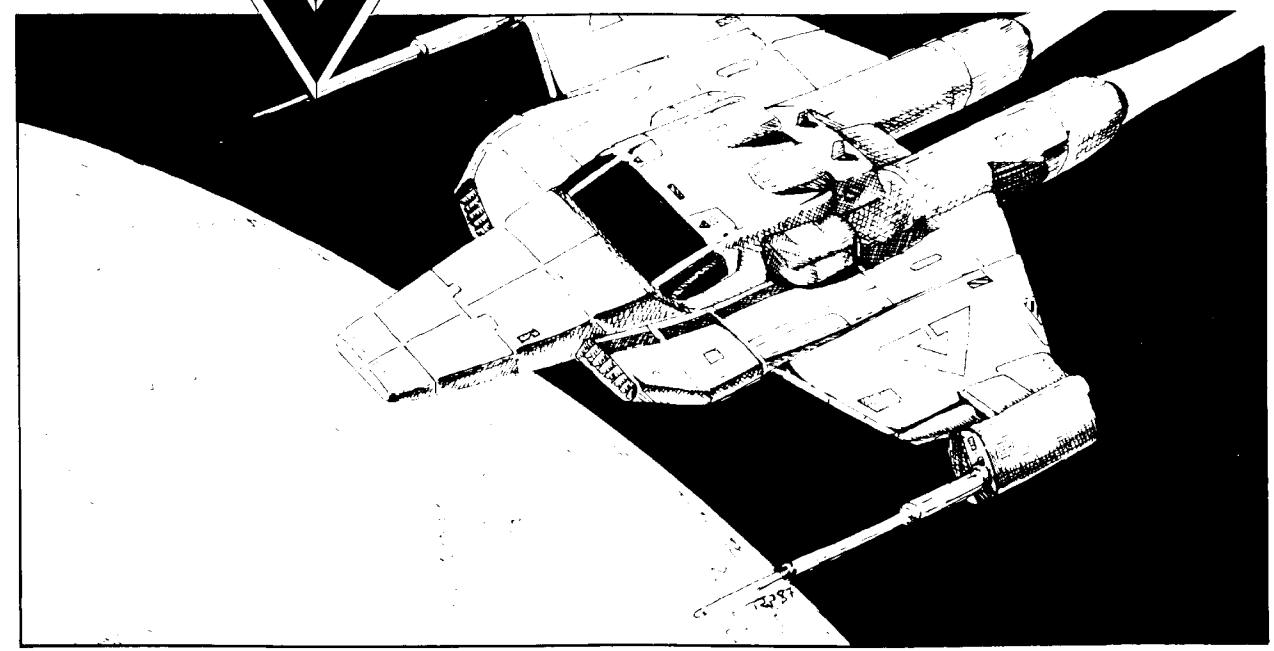
Craft drifting	–2
Per every 5 internal hits	–2
Per each engine hit	–1
Per each plant hit	–1
Per vector (right or left only) thruster hit	–3

FAILED ENTRY TABLE

Difference Between Target and Roll	Effect
1	Craft enters zone but suffers 5 points of damage on its front side
2	Craft enters zone but suffers 10 points of damage on its front side
3	Craft enters zone but suffers 15 points of damage on its front side
4	Craft enters zone but suffers 25 points of damage on its front side
5	Craft bounces and suffers 10 points of damage to its front side
6	Craft bounces and suffers 15 points of damage to its front side
7	Craft bounces and suffers 25 points of damage to its front side
8 or more	Craft burns up during reentry: craft and crew are destroyed

FAILED BOUNCE TABLE

Difference Between Target and Roll	Effect
1	Craft bounces and takes 5 points of damage on its front side
2	Craft bounces and takes 10 points of damage on its front side
3	Craft bounces and takes 15 points of damage on its front side
4	Craft bounces and takes 25 points of damage on its front side
5	Craft enters zone and suffers 10 points of damage on its front side
6	Craft enters zone and suffers 15 points of damage on its front side
7	Craft enters zone and suffers 25 points of damage on its front side
8	Craft burns up during reentry: craft and crew destroyed



Interface Zone Effects

Movement

A streamlined ship may safely enter the interface zone at a velocity of 4. If the pilot successfully makes his entry roll and is travelling at a velocity greater than 4, he must make another *Piloting* roll to avoid taking damage. To succeed, the pilot must roll less than or equal to his *Piloting* skill minus the difference between his velocity and 4. If the roll succeeds, no damage is taken. If the roll fails, the craft suffers 10 points of damage to its front side for every point of velocity over 4. The pilot must slow his craft down or he must continue to make the *Piloting* roll to avoid damage.

An unstreamlined ship can only travel in the atmosphere or interface zone at a velocity of 2 and then only if it has anti-grav engines. Such a ship must make a *Piloting* skill roll as above if it ever moves faster than 2 while entering or actually in the zone or atmosphere. It takes damage as above. Some ships are designed never to enter an atmosphere and will be destroyed if they do. Entry into the interface zone slows down the ship by 1 point of velocity.

Combat

Ships in space can fire at targets in the interface zone, but not in the atmosphere. Ships in the interface zone can fire at any target within range, except for targets on the ground. Ships in the atmosphere can fire at targets in the atmosphere or in the interface zone, but not at targets in space. There is a –2 To-Hit modifier for any attack that crosses the space/interface zone line. There are no additional modifiers for attacks from the interface zone to targets in the atmosphere.

Gravity

Every ship that ends its turn on a mapsheet with an atmosphere represented on it will feel the effects of gravity. To simulate the force of gravity, all ships are moved one hex closer to the mapedge that has been designated as the ground. This includes ships in the interface zone and in the atmosphere. Ships that end their movement in the hexrow closest to the ground are assumed to have landed and should make a landing roll as described in the **Campaign** section of the rules. Ships whose headings are directly toward or directly away from the ground suffer an additional change in their velocity. A ship travelling directly toward the ground increases its velocity by 1. A ship travelling directly away from the ground decreases its velocity by 1 each turn.

Movement In The Atmosphere

In an atmosphere, movement and the forces acting on the craft are greatly influenced by lift and drag. These forces are what allow a streamlined ship to fly in the atmosphere and why an unstreamlined ship equipped with anti-grav engines is limited in its atmospheric velocity.

Atmospheric flight rules for anti-grav ships are simple. The craft may not safely move at a velocity greater than 2, but can face and head in any and different directions.

Streamlined ships are limited to a safe velocity of 4, and their heading must match their facing. Such ships are also restricted in their ability to make turns. They must travel straight a set distance before they can make a heading/facing change. The distance is based on the current velocity and is shown on the table below. Because of the aerodynamic streamlining, the ships can use these airfoils to turn. Thus, there is no thrust cost for turning.

ATMOSPHERIC TURNING TABLE

Velocity	Straight Hexes Before a Turn Is Allowed
1	1
2	1
3	1
4	2
5	2
6	3

If no thrust is applied during a turn, 1 point of velocity is lost. Thrust can be applied for any purpose to meet this requirement. A ship with a velocity of 0 automatically moves toward the ground. When it hits the ground, it will crash, destroying everything. A ship that hits the ground as a result of random movement also crashes.

CAMPAIGN GAME

Campaign games consist of a series of battles where the starting conditions of the next battle are greatly dependent on the outcome of the previous one.

REPAIR

Armor

One minute per point plus 30 extra if all the armor on one section has been destroyed.

Internal Hits

As noted in damage results, except that in damage to related systems, the location at the furthest end of the chain must be repaired first. In other words, damage to the plant 3/4 down must be repaired before the plant 1/2 down location. One repair crew can spend its time doing one job, but many crews can work on the same ship. When repairing an internal hit whose value is greater than 1, use the value of the location as a multiplier to the time required. Thus, repairs to two-hex ships and installations take substantially longer. Repair consists of actually fixing the damage as well as replacing destroyed components.

Each side in a campaign should be allocated repair assets. These assets should be rated by quantity and the number of hours of work that they can do. This represents the supply of parts that side has. For example, one crew rated at 10 hours can accomplish 10 hours of repairs, but will need additional supplies (either from another undepleted crew or from salvaged equipment) to do anything else.

The repair times for two-hex ships are all doubled (except for the FTL systems).

Repairing a Damaged Pilot And/Or Gunner

It takes 24 hours to restore each hit box suffered by a pilot or gunner. As with all repair rules, any ship or crewmember can go out into combat at less than 100 percent capability.

Travel To And From Battle.

Ships do not just magically appear at the scene of a battle. They must spend time getting to the fight and time travelling back to their base after the battle. The usual procedure for fighter raids is for a carrier to launch its fighters while safely away from the objective. The fighters fly at high speed to the objective, resolve their attack, and then head back to their carrier. Once all fighters have been recovered, the carrier moves to a place of safety (in the middle of a fleet or in some secret remote location), and prepares for the next raid. Ground-based squadrons fly patrols in an effort to discover enemy ships. Fighters not on patrol will be on standby, ready to scramble at a moment's notice. Each group has its own problems and advantages.

Raiders must spend considerable effort to keep track of where they are going. Nav computers and long-range sensors play an important part in finding the target and then returning to the carrier. As noted before, a fighter with damaged equipment may not be able to find its way back.

Carrier Landings

To land on a carrier, simply roll your *Piloting* skill + 5 minus any modifier from the following table.

LANDING DAMAGE MODIFIERS

Per every 5 internal hits	−2
Per each engine hit	−1
Per each plant hit	−1
Per vector (right or left only) thruster hit	−3

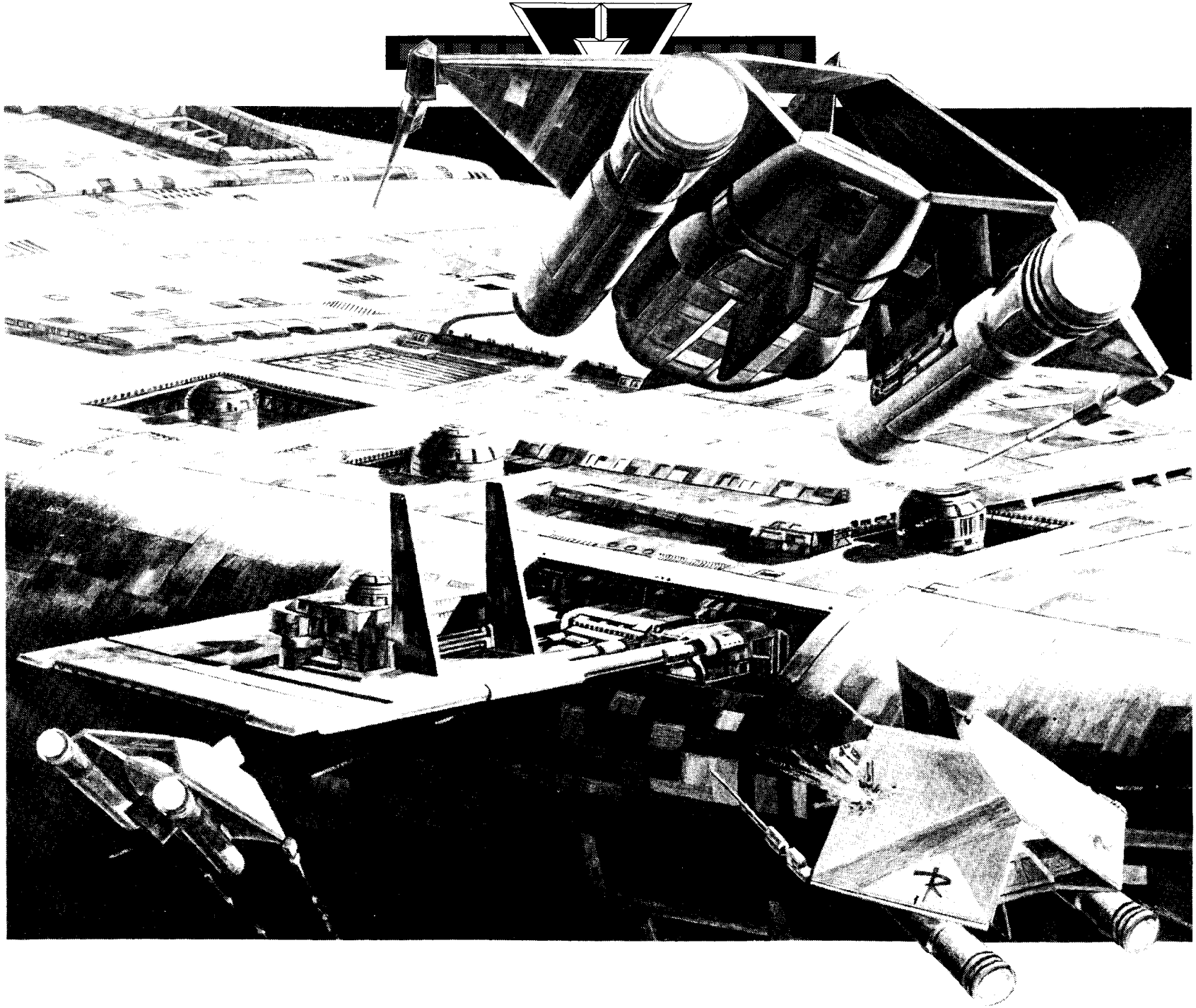
If the landing roll fails, consult the Failed Landing Table below.

Other Landings

Fighter landings on airless and/or no-atmosphere facilities are no problem. They just drift into place. Landing in an atmosphere uses the same procedure as for carrier landings, except that they start with *Piloting* skill + 6. Damage is the same for failures, except that the landing field is not affected.

FAILED LANDING TABLE

Difference Between Roll and Target	Result
0	Ship lands safely
1	Ship lands hard and suffers 5 points of damage on its front side
2	Ship lands harder and suffers 10 points of damage on its front side
3	Ship lands even harder and suffers 15 points of damage on its front side
4	Ship crashes and suffers 25 points of damage on its front side and the pilot suffers 1 hit
5	Ship crashes and suffers 50 points of damage on its front side and the pilot suffers 1 hit
6	Ship crashes and is destroyed. Pilot suffers 2 hits.
7	Ship crashes and is destroyed. Pilot suffers 3 hits.
8	Ship crashes and explodes. Pilot is killed.
10	Ship destroyed. Pilot/crew killed. Fire started on carrier. No further landings until fire is out.



INSTALLATIONS

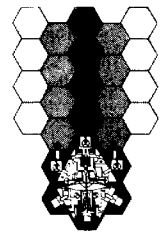
Space borne installations provide a wide variety of services and functions. From prisons and industrial manufacturing centers to Very Large Communications Arrays (VLCAs), these expensive facilities are tempting targets for any raiding party. As potential targets, many installations are armed and armored. Able to generate massive amounts of power and to mount any weapon system without regard for weight, installations can be very formidable targets.

Though lightly armored compared to the massive forts and fortresses, most installations are usually a good match for a squadron of fighters.

The rules covering installations are the same as those for fighters and patrol ships. The differences are explained below.

BASIC DESCRIPTION

An Installation occupies seven hexes on the mapsheet. Though they can be configured in any manner, the usual design (and that found in the counter mix) is illustrated below.



EXAMPLE OF 3 OVERLAPPING TURRET ARCS

Each hex of the facility contains a turret armed with a variety of weapons, usually including 7.5 lasers and MDC 12s. These are the preferred weapons of the installation, as they have good range and pack a considerable punch. An installation is a sitting duck for missile shots and most normal weapon shots. Only its considerable armor and variable shields prevent it from being blown away. Usually endowed with lots of power and variable shields, selected sides can be made nearly invulnerable.

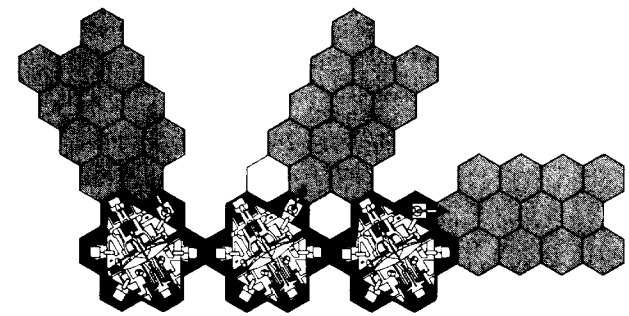
Installations have their own record sheet. It is similar to that of a patrol ship, as both can allocate their power. It is different in that many of the damage locations are different and have different effects on the operation of the facility.

MOVEMENT

An installation does not move. The only thing that happens during an installation's Movement Phase is the allocation of power to selected weapons and shields. The player controlling the installation must follow the initiative driven sequence of play just as if he were controlling a ship.

COMBAT

In this game, installations are allowed to have one turret per hex. Each turret can mount five weapon systems. The turrets follow the same rules and restrictions as turrets mounted on ships. Each turret in the outer ring of installation hexes can be placed in one of three firing positions, as shown below.



TURRET ARC WITH THE 3 POSSIBLE ROTATIONS

These turrets cannot fire in any but the illustrated positions. That is, they cannot fire across an installation hex. The turrets are bound by line-of-sight rules, and so an installation hex will block LOS.

The center hex turret can face in any direction, but can only fire at targets in adjacent hexes because the outer ring of installation hexes blocks its line-of-sight.

Each turret should be assigned a gunner with a *Gunnery* Skill Level. Normal procedures are used when the installation makes an attack.

When the installation is the target of an attack, the attacker simply declares at which hex of the target he is firing. Then, normal To-Hit procedures are followed. As the installation is not moving, it receives no Angle of Attack To-Hit modifier, but usually makes up for this with its shields. The attacker receives any other modifier that may apply to him and his ship, plus an additional +2 To-Hit modifier. If the attack succeeds, damage is applied against the armor as usual. Missiles also receive the additional +2 Base To-Hit Number modifier. This is for any type of missile.

When damage penetrates the armor, it is marked off against the internal components. Each internal component location of an installation requires 4 damage points to be destroyed. Instead of dividing each shot into 4-point segments as with ships, all of an attacker's damage that penetrates to the internal components is totaled and then divided by four. The result is the number of internal component locations that have been destroyed. Any excess is lost. Descriptions of these locations and the effect of their loss are given below.

INTERNAL COMPONENT LOCATIONS

Control Systems

Transponder
This location is identical to that on ships.

Crew hit
This causes casualties to critical crewmembers of the installation and is worth victory points, as stated in scenario victory conditions.

Control Room
The control room monitors the communications and auxiliary systems of the installations. After four hits, the installation can no longer communicate with other players and the auxiliary systems cannot replace damaged main systems.

Communications System
This location is identical to that on ships.

Lifeboat System
When functioning, lifeboats can be launched automatically. If damaged, they must be launched manually.

Long-Range Sensors
These sensors help detect incoming ships at long range.

Scanner Systems
Damage to this system prevents the launch of SSS missiles.

Intercomm System
Damage to the installation's internal communications system causes any abandonment order to take two turns to get to all of the crew.

Main Weapons Controls
This system is identical to shipboard systems.

Main Computer
This computer controls the installation's main function, be it manufacturing, communications, or some other. Damage to it puts the installation out of service (but not out of combat) until repaired.

Secondary Weapon Controls
This system is identical to shipboard auxiliary weapon controls.

Secondary Computer
This computer automatically goes on line if the main computer is damaged, but it will only support operations at 50 percent of the main computer's level.

Weapons Systems

Target Locking Circuits
Damage results in a –1 modifier to the Base To-Hit Number.

Predictor Computer
Damage results in a –1 modifier to the Base To-Hit Number.

Range Finder Computer
Damage results in a –1 modifier to the Base To-Hit Number.

Target Tracking Computer
Damage results in a –1 modifier to the Base To-Hit Number.

Fire Computer
This is the main weapons computer and if it is damaged, no further weapons fire is allowed.

Shield Sync Computer
This system is identical to shipboard systems.

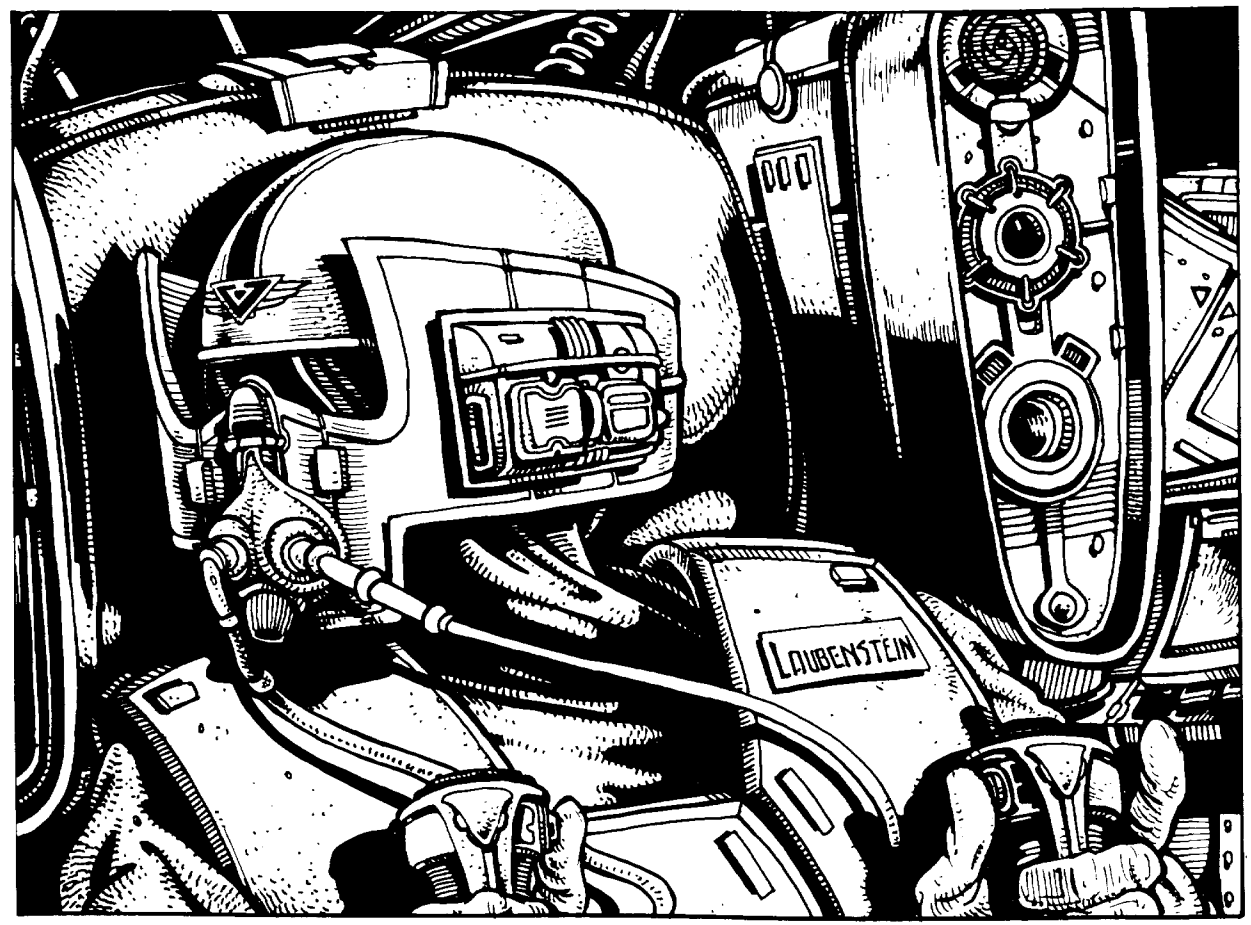
Weapon Shorts
This result is identical to shipboard results.

Massive Weapon Shorts
This result is identical to shipboard results.

Weapon Destroyed
This result is identical to shipboard results.

Turret Frozen
This result is identical to shipboard results.

Gunner Hit
This result is identical to shipboard results. The gunner on the side hit receives the damage.



Installation Systems

Installation Equipment

This is the machinery that runs the equipment for the installation's main function. Fifteen hits will destroy everything and each one reduces the effectiveness of the installation proportionally.

Cargo Dock

This docking bay allows ships larger than fighters to dock with the installation.

Fighter Docking Controls

Damage to this system prevents fighter launching or recovery.

Fighter Bay

This is where housed fighters are kept. Damage here destroys any landed fighter and prevents any other fighter from landing or reloading until it is repaired.

Power Coupling

This equipment links the power plant to the main machinery of the installation. The facility may not perform its main function if this equipment is damaged.

Facility Hit

Twenty percent of the facility's main working space is damaged. This includes any material being used or stored.

Facility Hit

Forty percent of the facility's main working space is damaged. This includes any material being used or stored.

Facility Hit

Sixty percent of the facility's main working space is damaged. This includes any material being used or stored.

Facility Hit

Eighty percent of the facility's main working space is damaged. This includes any material being used or stored.

Facility Destroyed

Damage to this location destroys the entire functioning ability of the installation (its ability to perform its main function, not its ability to fight).

Engineering

Artificial Gravity Generator

This equipment generates standard gravity for the installation. Its loss is more a nuisance than anything else. Functioning repair circuits will try to automatically repair the equipment.

Shield Shorts

The shield side hit shorts out and is inactive for one turn. A second short in the same combat round will destroy the shield. Any other short result inflicted during the same round is passed to a different shield of the defender's choice.

Shield Destroyed

The shield generator on the side of the installation has been hit and destroyed. If it has already been destroyed, another shield generator of the defender's choice is destroyed.

Shield Power Converter

Damage to this equipment prevents power from being fed to the shields, and so no shields can be raised.

Fighter Bay Doors

Damage to these doors prevents fighters from landing or launching until the doors are repaired.

Plant 1/4 Down

The power plant has lost 1/4, or 25 percent, of its generating capacity.

Plant 1/2 Down

The power plant has lost 1/2, or 50 percent, of its generating capacity.

Plant 3/4 Down

The power plant has lost 3/4, or 75 percent, of its generating capacity.

Plant Destroyed

The installation's power plant is completely destroyed and explodes. If the abandonment order was given during this turn and the lifeboat system remained undamaged, the crew escapes alive and is free in space. If no order was given or if the lifeboat system was damaged, the crew dies.

Superstructure

Life Support

The installation's life support system is damaged, which makes conditions extremely uncomfortable. If the crew is not able to effect repairs within five turns, they must switch over to the emergency systems. The emergency system is good for 30 minutes. During this time, the crew can continue to attempt to repair the Life Support equipment or can attempt to repair the Environmental controls (which, in turn, will repair the life support equipment.) Only further damage will prevent this from happening.

Environmental Control

These circuits and controls repair damage to the life support system.

Artificial Gravity Repair

These circuits repair damage to the artificial gravity equipment.

Power Coupling Repair

These circuits repair damage to the power coupling.

Shield Power Converter Repair

These circuits repair damage to the shield power converter.

Fighter Bay Door Repair

These circuits repair damage to the fighter bay doors.

Environmental Control Repair

These circuits repair decompression leaks and environmental control damage.

Decompression

A section of the installation has been opened to space. The gunner in the section hit suffers 1 point of damage and must make a Consciousness Roll.

Structural Hit

The installation has suffered significant internal damage.

Bulkheads Collapse

The installation has suffered major damage and is barely holding together.

Structural Collapse

The installation is severely damaged and collapses and explodes. If the abandonment order was given during this turn and the lifeboat system remained undamaged, the crew escapes alive and is free in space. If no order was given or if the lifeboat system was damaged, the crew dies.

Repair rules for installations are identical to those for ships.

DESTROYING AN INSTALLATION

There are three ways to destroy or nullify an installation: (1) get the crew to abandon it, (2) blow up the plant, or (3) collapse the structure. It is tough to accomplish any of these things, and so installations usually dish out more damage than they take.

ABANDONING AN INSTALLATION

Installations are equipped with lifeboats for use in abandoning the installation. The Installation Commander must declare his intention to abandon the facility during the Movement Phase. If the lifeboat systems are undamaged, the entire crew will be in space at the beginning of the installation's next Movement Phase. If the lifeboat systems are damaged during the turn in which they are in use, roll a die for each boat. If the result is an odd number, the lifeboat is unaffected. If the result is an even number, the lifeboat must use its manual systems to break free of the facility. It will be free in space during the Movement Phase of the following turn.

If the lifeboat systems have been damaged prior to the abandonment order, successful egress takes two turns.

Lifeboats free in space are represented by crew markers and are given an initial velocity of 1 in any direction. Unlike ejected pilots and gunners, lifeboats may enter an atmosphere safely. They have a reserve of 3 Thrust Points that can be used to maneuver. Once a Thrust Point is spent, it is lost and not recovered in the next turn, as with other ships.

An installation will normally carry a number of lifeboats equal to the number of hexes it occupies.

Once the abandonment order has been given, the installation may perform no further actions that include weapons fire or the powering of shields.

RAMMING AN INSTALLATION

It is possible to use a ship to ram an installation. Damage to both is likely to be extensive. The amount of damage is equal to the velocity of the ramming ship at the time of impact multiplied by 10 if a fighter and by 20 for a patrol craft. This amount of damage is done to both the ramming ship and the installation. The ramming ship maneuvers into the hex he desires to hit. He suffers damage on the front side. The installation suffers damage on whichever side is hit. Damage is marked off against the armor. As with asteroids, damage is spread across the whole side and is marked off against the lowest-numbered row first. Damage proceeds row by row until the total amount has been marked off. If no armor remains, the balance penetrates to the internal components.

The ramming ship may not fire weapons during the turn that it hits.

The only way to stop a ramming ship is to destroy it. If the ship is being piloted by a conscious pilot, it automatically hits. If the pilot ejects before impact, it automatically hits if its nav computer is fully functional. If the nav computer is damaged, the pilot must make a To-Hit Roll to hit the target. Derelict ships, i.e., ships that are not fully functional because of damage, treat installations as asteroids and must make the appropriate roll to avoid hitting the installation. See the **Asteroid** section of the rules for the modifications to this *Piloting* Skill Roll.

Remember that an ejected pilot will hit the impact hex at the same time as his ship (with catastrophically fatal results) unless he is picked up or can change his velocity and/or heading.

Ramming is the last futile act of a suicidal or crippled pilot. Chances are that only minor damage will be inflicted while the pilot and any other crewmembers die.

OTHER INSTALLATION FACILITIES

Many installations have built-in ship facilities. This means that they might house a fighter or two. Fighter bays are located in the center of the facility. To launch a fighter, simply place it in the center hex, heading in any direction with a velocity of 1. This is done during the fighter's Movement Phase. No other movement is allowed in the launching turn. During the next turn, it may move normally.

To recover a fighter, the fighter must end its movement over the center hex of the installation with a velocity of 0. During the next turn, it will be brought into its landing bay. In the turn after that, rearming operations may begin.

To rearm a fighter to its full missile load takes two turns per missile. Installations normally carry more of each type than any group of fighters could use in one game.

An installation can carry no more fighters than it was designed for. It can service any friendly fighter, regardless if it is based on the facility itself.

SAMPLE INSTALLATIONS

VLCA (STANDARD SMALL ARRAY)

Hex Number	Armor	Shields	Weapons
1	200	Variable	3 MDC 12; 2 7.5/6 lasers
2	200	Variable	3 MDC 12; 2 7.5/6 lasers
3	200	Variable	3 MDC 12; 2 7.5/6 lasers
4	200	Variable	3 MDC 12; 2 7.5/6 lasers
5	200	Variable	3 MDC 12; 2 7.5/6 lasers
6	200	Variable	3 MDC 12; 2 7.5/6 lasers
7	200	Variable	3 MDC 12; 2 7.5/6 lasers

Power Available:	1200
Crew:	350
Pilots:	2
Gunners:	7
Other Personnel:	80
Fighters Carried	2

Manufacturing Center

Hex Number	Armor	Shields	Weapons
1	100	Variable	2 7.5/6 lasers; 3 7.5/1 lasers
2	100	Variable	2 7.5/6 lasers; 3 7.5/1 lasers
3	100	Variable	2 7.5/6 lasers; 3 7.5/1 lasers
4	100	Variable	2 7.5/6 lasers; 3 7.5/1 lasers
5	100	Variable	2 7.5/6 lasers; 3 7.5/1 lasers
6	100	Variable	2 7.5/6 lasers; 3 7.5/1 lasers
7	100	Variable	2 7.5/6 lasers; 3 7.5/1 lasers

Power Available:	600
Crew:	50
Gunners:	7
Other Personnel:	180

SHIP CONSTRVCTION RVLES

BASIC STEPS

The twelve fighter classes and two patrol ships illustrated and described in this game are but a few of the vast variety of space craft flying in TOG and Commonwealth space. Future recognition manuals and data supplements will describe other models. Because many players will wish to design special ships for special missions, the following Ship Construction rules will enable them to create and fly any type of ship.

Designing a ship can be a complicated procedure. The performances of many components are based on mass, and so changes in one may require changes in others for the best balance and performance.

Each step in the construction procedure is listed and described below. It is suggested that players use a pencil when doing their calculations, for they may change. It is also good to have a Construction Worksheet, a blank Record Sheet, the Construction tables, and a calculator on hand.

1. Choose Ship Class
2. Choose Power Rating
3. Choose Engines
4. Choose Shields
5. Choose Armor
6. Choose Weapons
7. Calculate Turret Tonnage and Power Usage (if required)
8. Add Cockpit and Controls
9. Calculate Crew and Life Support Tonnage
10. Add Cargo Space
11. Add Fighter Bays (Patrol Ships only)
12. Add Acceleration Compensator
13. Add FTL Drives (Patrol Ships only)
14. Add Atmospheric Controls and/or Anti-Grav Equipment
15. Calculate Thrust
16. Fill Out Ship Record Sheet

There are many classes of ships in the Renegade Legion. Each is rated by the strength of its power plant. The power rating of the power plant dictates the number of weapons, shield strength, and maneuverability of a ship. Generally, the larger the power plant, the more powerful the ship. The ship classes and their power rating range are as follows:

Ship Class	Power Rating Range
Battleship	100,001 +
Fighter Carrier	30,000 +
Cruiser	75,001–100,000
Frigate	50,001–75,000
Destroyer	30,001–50,000
Escort	15,001–30,000
Corvette	7501–15000
Gunboat	2501–7500
Fighter	2500 or less

[NOTE: **Interceptor** deals only with Fighters, Gunboats, and Corvettes. Future games will cover all ship classes.]

The Construction Worksheet serves as a checklist of the steps required to build a ship and a record of the actual equipment chosen. In the following description there is a running example to help clarify the rules.

SHIP CLASS

The first step in designing a ship is to decide what type to build. Each ship class has certain traditional missions and this helps the player decide on the appropriate class. Having determined the ship class, the player chooses the exact rating desired from the range possible.

In our example of ship construction, the decision is to build a heavy fighter. Its power rating must be 2500 or less. Initially, a rating of 2400 is chosen.

The next step is to fit the ship with engines that can put out power equal to the power rating. This can be done with one single engine or multiple engine systems. Multiple engine systems require linkage controls, which cost both tonnage and money. If a single engine system is chosen, leave blank the linkage controls section of the worksheet.

Generally speaking, fighters with multiple engines are more efficient but more expensive than single-engine system craft. A set of linkage controls is required to link each engine in the system together. In other words, a double system requires one set of linkage controls, and a triple system requires two sets of controls. Each set of controls weighs one ton and uses one point of power.

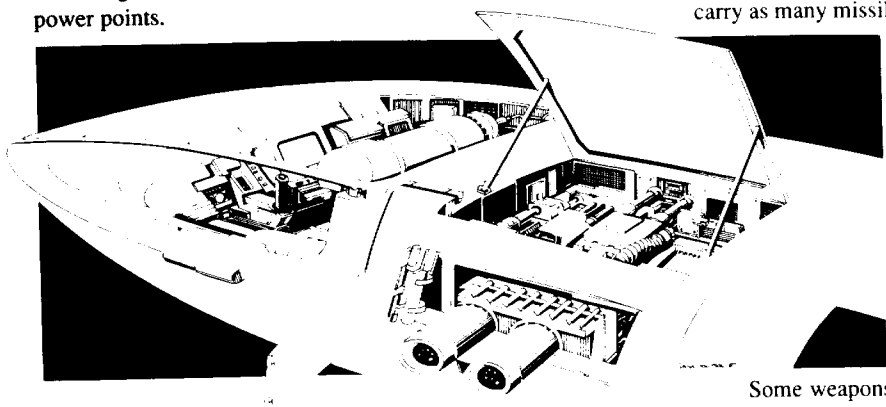
In the example of a heavy fighter, performance is the overriding factor. An engine system using three 800-point engines is chosen. Each engine weighs 8 tons and costs 800,000 talents. Two sets of linkage controls weigh a total of 2 tons, use two power points and costing a total of 400,000 talents.

SHIELDS

A ship's first line of defense are its shields. Fighters have four shield generators. Larger ships have six or more. Each generator can be designed or set at a different flicker rate. Most ships have high ratings on the bow and stern and lower ratings on the side generators. Gunboats and larger ships can mount variable shield generators whose strength can be changed from turn to turn depending on power allocation. These can be adjusted during combat at the cost of power points where a fighter's shields are permanently set.

Shield generators all weigh the same, but the amount of power required varies dramatically at higher flicker rates. As can be seen from the Shield Table, some generators cannot be mounted on a fighter because their power requirements are too high.

Our heavy fighter chooses to mount 60 flicker shields on the front of his craft, 70 shields on the stern, and 50s on his sides. The total weight of the shields is 8 tons, the total power usage is 96 power points.



ARMOR

Armor is the ship's second line of defense. Any shot that penetrates a shield must then pass through the ship's armor before doing critical damage to the ship's equipment. Armor is purchased in one-ton lots, which are good for 10 Armor Points. Fighters are only allowed 100 Armor Points per section of the ship, bow, stern, and the left and right side. Gunboats and corvettes are allowed 200 points of armor protection to each of their six sides, bow, stern, forward left and right, and stern left and right. Armor costs only 50 talents per ton.

Our heavy fighter will carry the maximum amount of armor allowed, 100 points per section. The total weight of armor is 40 tons and the cost is 2,000 talents.

WEAPONS

A great variety of weapons can be mounted on a ship. They vary in the amount of damage they do at different ranges, in their mass, power usage, and cost. The type of weaponry mounted depends greatly on the ship's mission. There is no limit to the amount of weapons mounted on a ship, but there is a limit to how many an individual crew member can handle. A single crew member can only fire five weapons in one turn. If more than five are mounted on a ship, the pilot must pick and choose which five to fire, or spend the extra expense and mass for a gunner.

The Weapons Tables list the wide variety of lasers, cannons, and missiles that are available. Remember that a ship can only carry as many missiles as it has hard points.

Some weapons may be mounted in turrets. The cost for a turret in weight is 5 percent of the weight of the weapons to be mounted there. It costs 1 point of power to run the turret and 10,000 talents per ton of turret. Each turret also requires a crewman gunner.

Our heavy fighter wants to pack a punch, and so it carries two 7.5/6 lasers, two MDC 10 cannons and mounts 3 hard points. Because more than 5 weapons will be mounted and there is to be no gunner aboard, the pilot will not be able to fire all of his guns if he intends to fire more than one missile in a turn. The costs for this weaponry is 139 tons, 68 power points, and 1,082,000 talents. Each wing will mount one laser, one MDC, and one hard point. The third hard point will be mounted in the nose. The fighter will not have any turrets.

COCKPIT AND CONTROLS

Each ship has a control center, which is where the pilot controls the ship. On a fighter, this is the cockpit. On larger ships, it is the bridge. Cockpits weigh 1 ton and use 1 point of power. A bridge weighs one tenth, or 10 percent, of the total engine weight. It uses power equal to 1 percent of the total power rating. The cost for either the cockpit or bridge is 10,000 talents per ton of installation.

Ships must also install adequate life support equipment. For fighters, this consists of 1 ton and 1 power point for the pilot and each gunner. The cost for larger ships is much greater, as most crews must live aboard ship for often lengthy periods. Military ships larger than fighters must carry a pilot, a sublight drive engineer, an FTL engineer, and a navigator. If fighters are carried, room must be made for the fighter crew. Space must also be set aside for any passengers and gunners at this time. Remember that large ships are still limited by the five weapons per man rule and that engineers cannot shoot while monitoring the drives during combat. Space for each crewman weighs 10 tons and uses 1 power point.

Our fighter's cockpit takes up 1 ton and uses one point of power.

CARGO SPACE

Fighting ships do not usually devote space to cargo, but blockade runners and fast couriers may. Some corvettes and escorts carry fighter bays. Cargo space takes up one ton per ton of cargo carried. Fighter bays weigh 1.5 times the tonnage of the fighter caried.

ACCELERATION COMPENSATORS

Man was not built to survive high accelerations. Average pilots can perform normally while sustaining a thrust of 5. Thrust rates greater than 5 require acceleration compensators to counteract the extra force acting on the human crew. Compensators are rated at the thrust that they can cover. Any ship that plans to go faster than a thrust of 5, must have an appropriate compensator.

Our heavy fighter hopes to have an acceleration of 6, and so will install the correct compensator at a cost of 4 tons, 4power points, and 6,000 talents.

FTL DRIVES

Though fighters may not carry faster-than-light drives, virtually all higher classed ships do. They weigh in at 10 percent of the weight of the ship, excluding the mass of the drive itself. The amount of power used by the drive is equal to its tonnage.

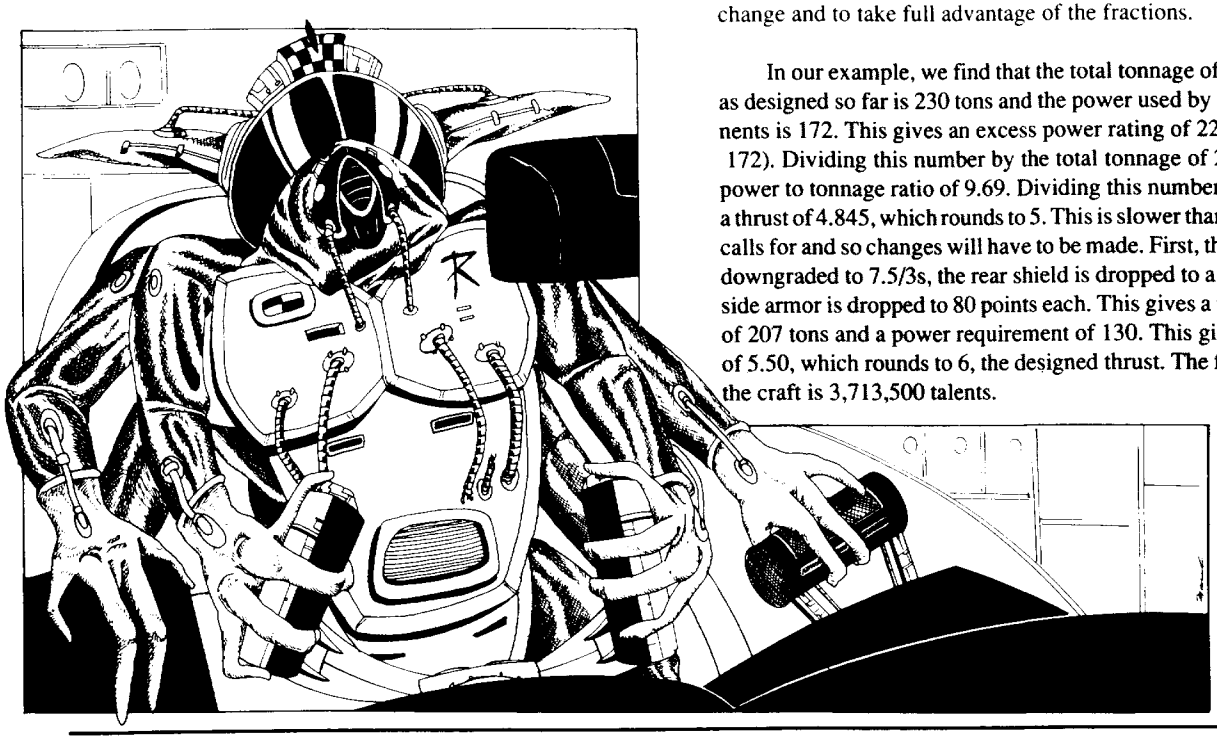
ATMOSPHERIC CONTROLS

Most fighters and a large percentage of larger ships are capable of entering an atmosphere. To do so, they must mount anti-grav engines or be streamlined. Streamlining uses no power, but does add a bit of weight to the ship. The total streamlining cost is 5 percent of the weight of the ship (excluding the weight of the streamlining, but including the weight of any FTL drives) and 100 talents per ton.

Anti-grav engines weigh in at 1 percent of the weight of the ship and uses power equal to 5 percent of the total mass in tons. The cost is 500 talents per ton of engine.

Ships may mount either or both of these methods of flying in an atmosphere.

The heavy fighter is expected to fight within a planetary atmosphere. Streamlining for the fighter weighs 11 tons (219.05) and costs 1100 talents.



CALCULATE THRUST

Once all of the components have been chosen and their weights and power requirements totaled, the thrust of the fighter can be calculated. To do so, simply find the amount of excess power by subtracting the total power requirements of the ship from the total power put out by the engines. Then divide this number by the tonnage of the craft. The thrust of the ship equals this number divided by two. This final number should be rounded normally (fractions of .5 and up are rounded up; fractions less than .5 are rounded down).

In most cases, players will find that their designs are too slow for their taste. The easiest way to increase a ship's speed is to remove tonnage. The easiest place to remove tonnage is in the weaponry and the armor.

Experienced designers will quickly learn what is easiest to change and to take full advantage of the fractions.

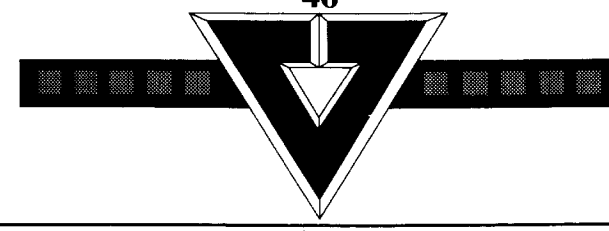
In our example, we find that the total tonnage of the fighter as designed so far is 230 tons and the power used by the components is 172. This gives an excess power rating of 2228 (2400 – 172). Dividing this number by the total tonnage of 230 gives a power to tonnage ratio of 9.69. Dividing this number by 2 gives a thrust of 4.845, which rounds to 5. This is slower than the design calls for and so changes will have to be made. First, the lasers are downgraded to 7.5/3s, the rear shield is dropped to a 60, and the side armor is dropped to 80 points each. This gives a new weight of 207 tons and a power requirement of 130. This gives a thrust of 5.50, which rounds to 6, the designed thrust. The final cost of the craft is 3,713,500 talents.

COMPLETING THE SHIP RECORD SHEET

The final step in the ship construction procedure is to fill out a record sheet for the newly designed ship. In the Internal Components section, write in the weapons systems. In the Data section of the sheet, fill in the weapon statistics and calculate the ship's thrust rates at different damage values. To do this simply, multiply the undamaged maximum thrust by 25 percent, 50 percent, and 75 percent. The 75 percent value is used when the ship has lost 1/4 of its thrust; the 50 percent value when the ship has lost 1/2 its thrust; and the 25 percent value when the ship has lost 3/4 of its thrust. All fractions are rounded up during these calculations. The shield factors are simply the appropriate shield generator's flicker rate divided by 10. There are 100 small boxes for the fighter's armor. Simply cross off any boxes that the fighter does not have. The larger ship sheet also has the same armor boxes, but more of them. Filling in all the other boxes must await the pilot and his skill levels.

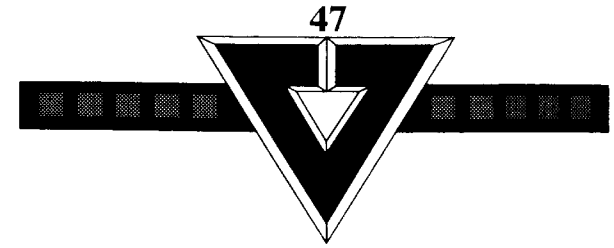
Our new and as yet unnamed fighter fills in seven of the weapons boxes on the internal components part of the Record Sheet, one for each weapon and hard point. The fighter has shield factors of bow and stern of 6 and left and right side 5. The front and rear armor blocks are left alone, as each has 100 armor points. Two rows or 20 boxes, are marked off the side armor blocks, as they have only 80 armor points. The fighter's thrust values, to be marked in the drive and plant status boxes are 6 (100 percent intact), 5 (1/4 damaged), 3 (1/2 damaged), and 2 (3/4 damaged).

Two hex ships, with their variable shields and allocatable power pose a different design problem. Players should go through the same initial steps, but they will handle their final calculations differently. First, find the power spent on all but thrust, weapons, and shields. This includes power used by life support, linkage controls, turrets, FTL drives, anti-grav drives, bridge controls, and any other minor system. Subtract this total from the power output by the engines. The power left should then be divided into two parts, that devoted to thrust and that devoted to allocatable power or that used by the weapons and shields on a turn by turn basis. Remember that high shield settings require thousands of power points and that it costs two times the tonnage of the ship in power points to get 1 thrust point. Players are not allowed to use fractions to get that little extra out of their plants. Once this division has been made, the ship design is set and cannot be changed.



ENGINE TABLE

Rating	Mass	Cost	Rating	Mass	Cost	Rating	Mass	Cost	Rating	Mass	Cost
50	1	50,000	2550	70	2,550,000	5050	220	5,050,000	7550	370	7,550,000
100	1	100,000	2600	73	2,600,000	5100	223	5,100,000	7600	373	7,600,000
150	1	150,000	2650	76	2,650,000	5150	226	5,150,000	7650	376	7,650,000
200	1	200,000	2700	79	2,700,000	5200	229	5,200,000	7700	379	7,700,000
250	1	250,000	2750	82	2,750,000	5250	232	5,250,000	7750	382	7,750,000
300	1	300,000	2800	85	2,800,000	5300	235	5,300,000	7800	385	7,800,000
350	1	350,000	2850	88	2,850,000	5350	238	5,350,000	7850	388	7,850,000
400	1	400,000	2900	91	2,900,000	5400	241	5,400,000	7900	391	7,900,000
450	1	450,000	2950	94	2,950,000	5450	244	5,450,000	7950	394	7,950,000
500	2	500,000	3000	97	3,000,000	5500	247	5,500,000	8000	397	8,000,000
550	3	550,000	3050	100	3,050,000	5550	250	5,550,000	8050	400	8,050,000
600	4	600,000	3100	103	3,100,000	5600	253	5,600,000	8100	403	8,100,000
650	5	650,000	3150	106	3,150,000	5650	256	5,650,000	8150	406	8,150,000
700	6	700,000	3200	109	3,200,000	5700	259	5,700,000	8200	409	8,200,000
750	7	750,000	3250	112	3,250,000	5750	262	5,750,000	8250	412	8,250,000
800	8	800,000	3300	115	3,300,000	5800	265	5,800,000	8300	415	8,300,000
850	9	850,000	3350	118	3,350,000	5850	268	5,850,000	8350	418	8,350,000
900	10	900,000	3400	121	3,400,000	5900	271	5,900,000	8400	421	8,400,000
950	11	950,000	3450	124	3,450,000	5950	274	5,950,000	8450	424	8,450,000
1000	12	1,000,000	3500	127	3,500,000	6000	277	6,000,000	8500	427	8,500,000
1050	13	1,050,000	3550	130	3,550,000	6050	280	6,050,000	8550	430	8,550,000
1100	14	1,100,000	3600	133	3,600,000	6100	283	6,100,000	8600	433	8,600,000
1150	15	1,150,000	3650	136	3,650,000	6150	286	6,150,000	8650	436	8,650,000
1200	16	1,200,000	3700	139	3,700,000	6200	289	6,200,000	8700	439	8,700,000
1250	18	1,250,000	3750	142	3,750,000	6250	292	6,250,000	8750	442	8,750,000
1300	20	1,300,000	3800	145	3,800,000	6300	295	6,300,000	8800	445	8,800,000
1350	22	1,350,000	3850	148	3,850,000	6350	298	6,350,000	8850	448	8,850,000
1400	24	1,400,000	3900	151	3,900,000	6400	301	6,400,000	8900	451	8,900,000
1450	26	1,450,000	3950	154	3,950,000	6450	304	6,450,000	8950	454	8,950,000
1500	28	1,500,000	4000	157	4,000,000	6500	307	6,500,000	9000	457	9,000,000
1550	30	1,550,000	4050	160	4,050,000	6550	310	6,550,000	9050	460	9,050,000
1600	32	1,600,000	4100	163	4,100,000	6600	313	6,600,000	9100	463	9,100,000
1650	34	1,650,000	4150	166	4,150,000	6650	316	6,650,000	9150	466	9,150,000
1700	36	1,700,000	4200	169	4,200,000	6700	319	6,700,000	9200	469	9,200,000
1750	38	1,750,000	4250	172	4,250,000	6750	322	6,750,000	9250	472	9,250,000
1800	40	1,800,000	4300	175	4,300,000	6800	325	6,800,000	9300	475	9,300,000
1850	42	1,850,000	4350	178	4,350,000	6850	328	6,850,000	9350	478	9,350,000
1900	44	1,900,000	4400	181	4,400,000	6900	331	6,900,000	9400	481	9,400,000
1950	46	1,950,000	4450	184	4,450,000	6950	334	6,950,000	9450	484	9,450,000
2000	48	2,000,000	4500	187	4,500,000	7000	337	7,000,000	9500	487	9,500,000
2050	50	2,050,000	4550	190	4,550,000	7050	340	7,050,000	9550	490	9,550,000
2100	52	2,100,000	4600	193	4,600,000	7100	343	7,100,000	9600	493	9,600,000
2150	54	2,150,000	4650	196	4,650,000	7150	346	7,150,000	9650	496	9,650,000
2200	56	2,200,000	4700	199	4,700,000	7200	349	7,200,000	9700	499	9,700,000
2250	58	2,250,000	4750	202	4,750,000	7250	352	7,250,000	9750	502	9,750,000
2300	60	2,300,000	4800	205	4,800,000	7300	355	7,300,000	9800	505	9,800,000
2350	62	2,350,000	4850	208	4,850,000	7350	358	7,350,000	9850	508	9,850,000
2400	64	2,400,000	4900	211	4,900,000	7400	361	7,400,000	9900	511	9,900,000
2450	66	2,450,000	4950	214	4,950,000	7450	364	7,450,000	9950	514	9,950,000
2500	68	2,500,000	5000	217	5,000,000	7500	367	7,500,000	10,000	517	10,000,000



SHIELD TABLE

Flicker Rate	Tonnage	Power	Cost
10	2	1	5,000
20	2	2	10,000
30	2	4	15,000
40	2	6	20,000
50	2	12	25,000
60	2	24	30,000
70	2	48	35,000
80	2	96	40,000
90	2	182	45,000
100	2	264	50,000
110	2	528	55,000
120	2	1056	60,000
130	2	2112	65,000
140	2	4228	70,000
Variable	*2	*	100,000

* See Variable Shielding rules.

WEAPONS TABLE

Lasers

Length	1	2-3	4-6	7-10	11-15	Power	Tonnage	Cost
7.5/1	5	4	3	2	1	10	10	120,000
7.5/2	6	5	4	3	2	12	12	144,000
7.5/3	7	6	5	4	3	15	15	180,000
7.5/4	8	7	6	5	4	18	18	216,000
7.5/5	9	8	7	6	5	20	20	240,000
7.5/6	10	9	8	7	6	23	23	276,000
5/1	4	3	2	1	0	7	7	84,000
5/2	5	4	3	2	0	9	9	108,000
5/4	7	6	5	4	0	14	14	168,000
5/5	8	7	6	5	0	17	17	204,000
5/6	9	8	7	6	0	19	19	228,000
3/1	3	2	1	0	0	4	4	48,000
3/4	6	5	4	0	0	11	11	132,000
3/5	7	6	5	0	0	13	13	156,000
3/6	8	7	6	0	0	15	15	180,000
1.5/1	2	1	0	0	0	2	2	24,000
1.5/3	4	3	0	0	0	5	5	60,000
1.5/4	5	4	0	0	0	7	7	84,000
1.5/5	6	5	0	0	0	8	8	96,000
1.5/6	7	6	0	0	0	10	10	120,000

Other Weapons

Weapon Type	1	2-3	4-6	7-10	11-15	Power	Tonnage	Cost
MDC 8	8	8	8	0	0	6	24	168,000
MDC 10	10	10	10	10	0	11	42	250,000
MDC 12	12	12	12	12	0	12	46	300,000
EPC 9	9	5	3	0	0	25	6	125,000
EPC 14	14	7	3	1	0	37	9	183,000
EPC 18	18	9	3	3	0	47	12	237,000
NPC 9	1	6	9	0	0	7	16	104,000
NPC 16	1	4	9	16	0	10	23	154,000
NPC 20	3	9	16	20	0	18	39	263,000
Hard Point	NA	NA	NA	NA	NA	0	3	10,000

Weapons Table Continued Next Page

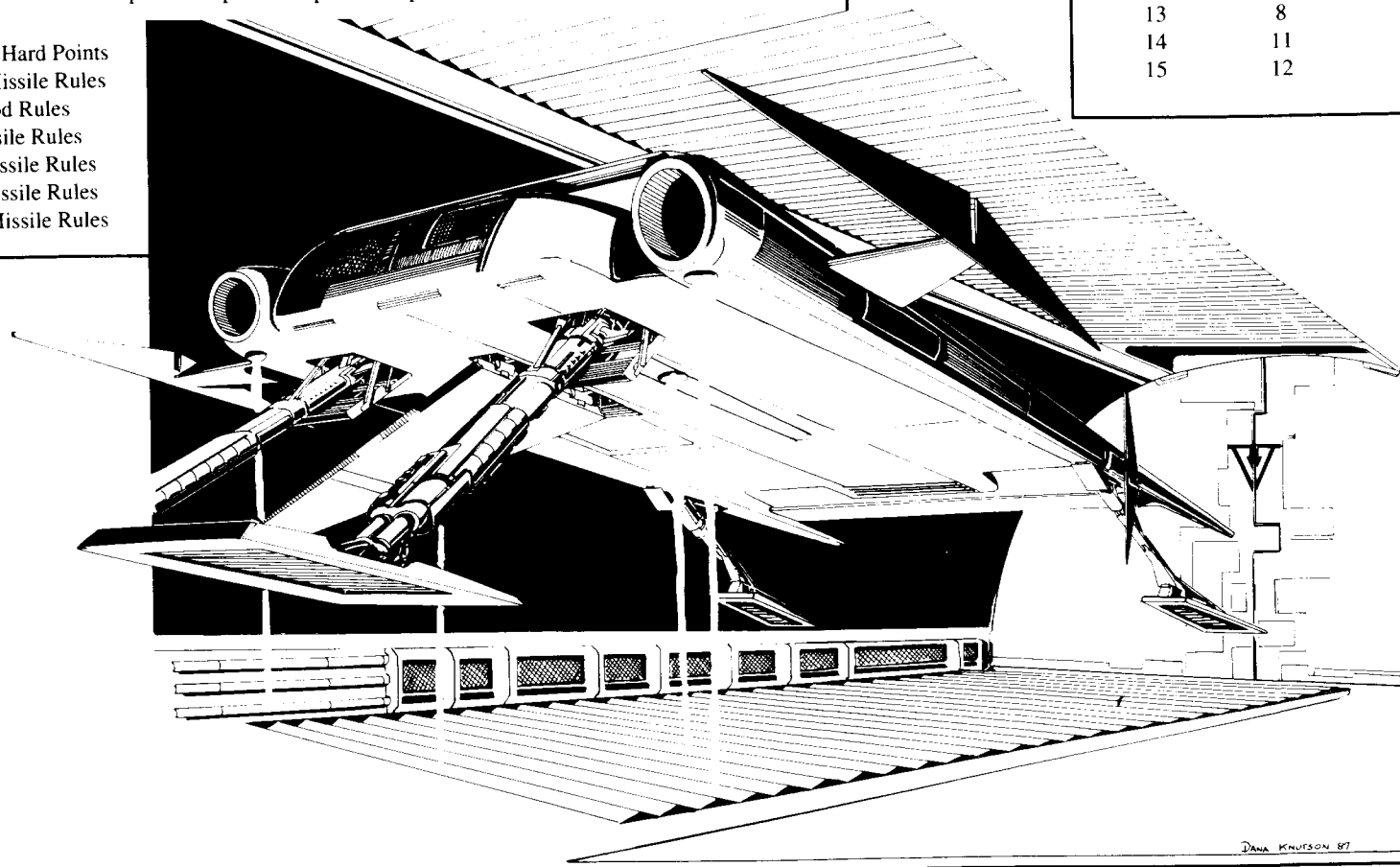
WEAPONS TABLE (Continued)

Missiles & Pods œ	1	2-3	4-6	7-10	11-15	Power	Tonnage
RIS Missile	25*	25*	25*	25*	*	0	0
SSS Missile	20**	20**	20**	20**	20**	0	0
TGM mkI/mkII	15†	15†	15†*	15†*	15†*	0	0
DFM Missile	12††	12††	12††	12††	12††	0	0
ECM Missile	Σ	Σ	Σ	Σ	Σ	0	0
ECM Pod	¥	¥	¥	¥	¥	0	0

œ Carriable on Hard Points
Σ See ECM Missile Rules
¥ See ECM Pod Rules
* See RIS Missile Rules
** See SSS Missile Rules
† See TGM Missile Rules
†† See DFM Missile Rules

ACCELERATOR COMPENSATOR TABLE

Rating	Power	Tonnage	Cost
6	4	4	6,000
7	4	4	7,000
8	5	5	8,000
9	6	6	9,000
10	6	6	10,000
11	7	7	11,000
12	8	8	12,000
13	8	8	13,000
14	11	11	14,000
15	12	12	15,000



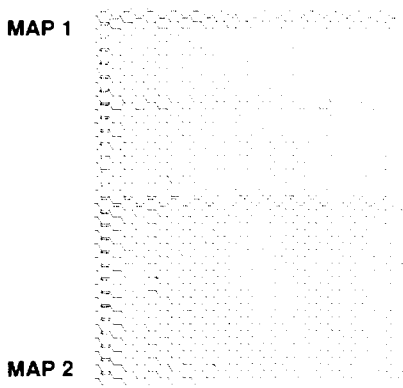
SCENARIOS

INTERCEPTION IN ASTEROID FIELD

Two *Cheetahs* of the 345th Commonwealth Fighter Wing are on a reconnaissance flight through the Ciria system. One pilot is a veteran of the shattered 132nd Commonwealth Carrier Wing, while his wingman is a new pilot fresh from flight school on Xiphias. The flight was supposed to be a routine mission, a high-speed pass through the system, before meeting the mother ship and jumping out. Just the sort of milk run to give a young recruit some experience. Unknown to the Commonwealth ships, an anti-recon squadron from the 816th Strike Legion had just moved into the area. The two Commonwealth fighters were able to shake all but two of the intercepting *Lanceas*, and the four tiny ships are now entering an asteroid field. The vet has decided to fight.

BOARD SET-UP

Maps 1 and 2 are laid out as illustrated. Each player then takes turns placing an asteroid counter on the map. The players alternate placing the counters until all the asteroids are placed on the map. Remember that it is advantageous for the Commonwealth player to have as many clumps of asteriods as possible to hide him from missile attacks.



Commonwealth Set-Up (Sets up first)

Two High Thrust *Cheetahs* are set up anywhere on Map 1 within seven hexes of row xx07. They start with a velocity of 3 and a heading of 4.

Commonwealth Pair

Cheetah 1	Piloting 7	Gunnery 5	SOT 9
Cheetah 2	Piloting 3	Gunnery 4	SOT 7

There may be any type of missiles or pods on two of the three hard points. The third hard point is carrying recon equipment and should be marked on the Wiring Diagram as a weapons system.

TOG Set-Up (Sets up second)

Two *Lancea* set up anywhere on Map 1 on Row xx01. Their velocity is 6 and their heading is 4.

TOG Pair

Lancea 1	Piloting 6	Gunnery 5	SOT 8
Lancea 2	Piloting 6	Gunnery 5	SOT 8

There may be any type of missile or pods on the hard points.

GAME LENGTH

Combat continues until all of the opponent's ships are destroyed or have broken off the engagement. Ships that exit off the map are considered to have broken off the engagement.

SPECIAL RULES

Both *Cheetahs* are carrying reconnaissance sensors pods on one of the hard points. These pods should be marked on the Weapons chart of the Wiring Diagram. If a Weapons Destroyed (not Shorts) result occurs, the player may choose the pod to be destroyed instead of another weapons system.

VICTORY CONDITIONS

Victory Point Table	
Each Fighter Destroyed	20
Each Pilot Captured	10
Each Enemy Fighter that Breaks off	5
Each Enemy Pilot Killed	5
Each Recon Pod Destroyed	5

Total up the victory points for both sides and subtract the TOG score from the Renegade score. Consult the Outcome Table.

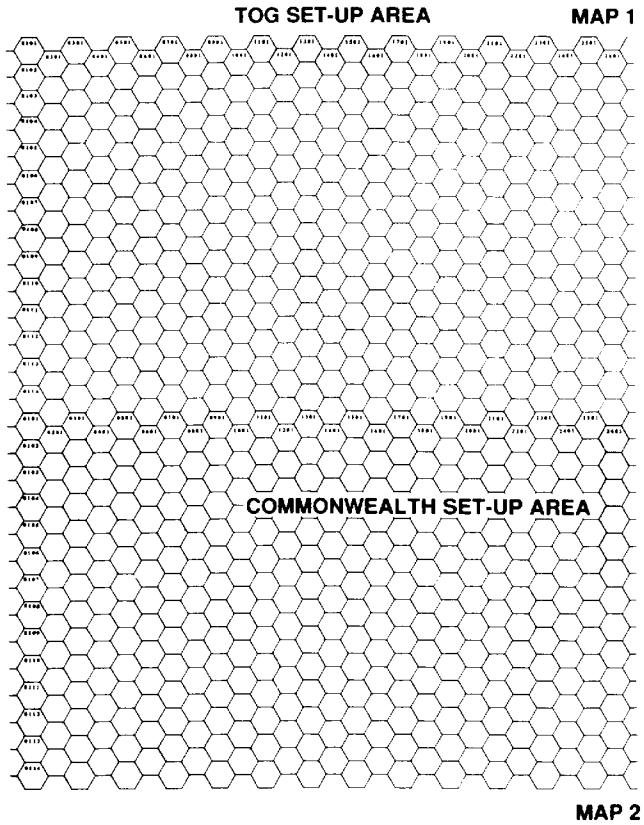
OUTCOME TABLE	
51+	Decisive Renegade Victory
11 to 51	Substantive Renegade Victory
0 to 10	Marginal Renegade Victory
-1 to -10	Marginal TOG Victory
-11 to -61	Substantive TOG Victory
-61 and less	Decisive TOG Victory

DEEP SPACE INTERCEPTION

While evacuating refugees from Caralis, a large Commonwealth convoy was intercepted. Most of the transports were able to escape, but one heavy transport was crippled. A mixed squadron from of the 689th Interceptor Wing has been sent to finish it off. Units from the 1151st Interceptor Wing have been ordered to intercept and destroy the oncoming units.

BOARD SET-UP

Maps 1 and 2 are laid out as illustrated. There are no asteriods or other obstacles to place.



Commonwealth Set-Up (Sets up first)

Two *Fluttering Petals*, two *Penetrators*, and two *Avengers* are set up between 2601 and 2606 of Map 2. Their velocity is 5 and their heading is 6.

Commonwealth Squadron

Petal 1	Piloting 5	Gunnery 4	SOT 5
Petal 2	Piloting 5	Gunnery 4	SOT 5
Avenger 1	Piloting 5	Gunnery 5	SOT 6
Avenger 2	Piloting 5	Gunnery 5	SOT 6
Penetrator 1	Piloting 4	Gunnery 6	SOT 6
Penetrator 2	Piloting 4	Gunnery 6	SOT 6

Any type of missiles or pods may be mounted on the hard points.

All ships are standard versions.

TOG Set-Up (Sets up second)

Two *Gladius*, two *Martiobarbulus*, and two *Spiculum* are set up on Map 1 between1101 and 1701. Their velocity is 6 and their heading is 4.

TOG Squadron

Gladius 1	Piloting 5	Gunnery 4
Gladius 2	Piloting 5	Gunnery 4
Marty 1	Piloting 4	Gunnery 5
Marty 2	Piloting 4	Gunnery 5
Spiculum 1	Piloting 5	Gunnery 6
Spiculum 2	Piloting 5	Gunnery 6

The TOG player may choose either the High Thrust or the standard versions of the fighter. SOTs must be determined based on the types of fighters chosen. Any type of missiles or pods may be mounted on the hard points.

GAME LENGTH

Combat continues until all of the opponents' ships are destroyed or have broken off the engagement. Ships that exit off the map are considered to have broken off the engagement. Ships are considered destroyed if the pilot is killed, the ship explodes, or if it has no thrust capabilities.

VICTORY CONDITIONS

Victory Point Table

Each Fighter Destroyed	20
Each Pilot Captured	10
Each Enemy Fighter That Breaks off	5
Each Enemy Pilot Killed	5

Total the victory points for both sides and subtract the TOG score from the Renegade score. Consult the Outcome Table.

Outcome Table

80+	Decisive Renegade Victory
11 to 79	Substantive Renegade Victory
0 to 10	Marginal Renegade Victory
–1 to –10	Marginal TOG Victory
–11 to –79	Substantive TOG Victory
–80 and less	Decisive TOG Victory

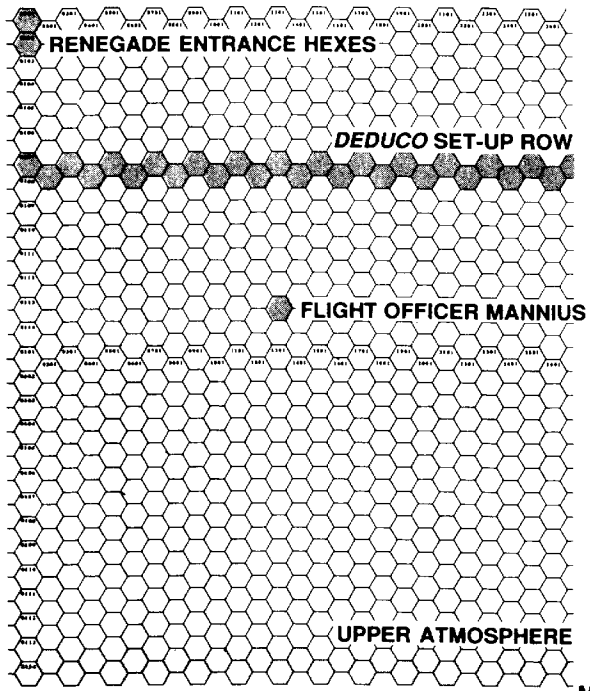
RESCUE AND ESCAPE

In a recent engagement near Grosianus, a flight of heavy fighters from 2031st Strike Legion ambushed a small TOG convoy, protected by fighters from the 689th Fighter Pursuit Wing. Though the escorting fighters where badly mauled, they bought enough time for the TOG convoy to jump to Ancona. It was a typical small unit action, but one of the destroyed TOG fighters was piloted by Flight Officer Tiberius Mannius, only son and heir to Overlord Aldron Mannius. Flight Officer Tiberius Mannius is currently heading for a fiery death in the upper atmosphere of Grosianus IV. The TOG corvette *Deduco* has been ordered to rescue the wayward Flight Officer. Unknown to the *Deduco* the 2031st intercepted the *Deduco*'s orders and has sent an ad hoc squadron of heavy and medium fighters with the same orders.

BOARD SET-UP

Lay out the map as shown. The bottom hex row (xx14) of Map 2 is the upper atmosphere of Grosianus IV, an uninhabited planet in the Grosianus system. All other hexes are considered to be open space.The bottom hex row (xx14) of Map 1 marks the begining of the planet's gravity well.

MAP 1



MAP 2

TOG Set-Up (Sets up first)

The *Clingulum* class corvette *Deduco* is set up anywhere on hex row xx07 on Map 1. It may be set up with any heading and a starting velocity of 1.

TOG Corvette

Deduco	Piloting 5	Gunnery 4	SOT 5

A pilot counter representing Flight Officer Mannius is placed on Map 1 in Hex 1313. It has a current velocity of 1 and a heading of 4 (directly toward the planet). His individual maneuver unit has 1 Thrust Point left. The hard points may mount any type of missile or pod. The TOG player controls the Flight Officer's movement.

Renegade Legion Set-Up (Sets up second)

The Renegade player has a six-ship squadron; two *Fluttering Petals*, two *Avengers*, and two *Space Gulls*. During the first turn, the Renegade player rolls one die for each ship. If the result is 1, the ship may enter Map 1 on the first game turn. All other ships enter the map on turn 2. Ships that enter the game start on Map 1 at Hex 0101 or 0102. They may have any heading assigned to them and a starting velocity of up to 1.

Renegade Squadron

Petal 1	Piloting 5	Gunnery 4	SOT 5
Petal 2	Piloting 5	Gunnery 4	SOT 5
Avenger 1	Piloting 5	Gunnery 4	SOT 6
Avenger 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

The ships are all in normal configuration, and may mount any type of missile or pod.

GAME LENGTH

The game ends when either Flight Officer Mannius has been killed, or the ship that picked him up has successfully broken off the engagement.

SPECIAL RULES

Any pilot that is not picked up by the time he enters the upper atmosphere of Grosianus IV is considered to have died by burning up in the atmosphere.

If Mannius is picked up by a ship that is subsequently destroyed, he is considered to be drifting with the destroyed ship's pilot, if that pilot has successfully escaped. If the pilot has not escaped, then Mannius is considered killed.

Any ship that exits the board without carrying Mannius or in pursuit of a ship carrying him is considered to have broken off the engagement and is out of the combat.

A ship may attempt to break off from the engagement by entering T-Space, or by exiting from Map 1 through the 01xx hexrow. Pursuit of a ship that exits Map 1 in such a manner while carrying Mannius is done in the following manner. At the end of the Movement Phase Map 2 is placed on top of Map 1 and the escaping ship is placed on the appropriate hex of the bottom row. All ships that were on Map 2 are removed from the game. All other ships may move normally. As the escaping ship moves onto Map 2, Map 1 is placed on top of it in the same manner, and then ships on Map 1 are removed. This procedure continues until all pursuing ships are removed, or the ship carrying Mannius is destroyed or goes into T-Sapce.

VICTORY CONDITIONS

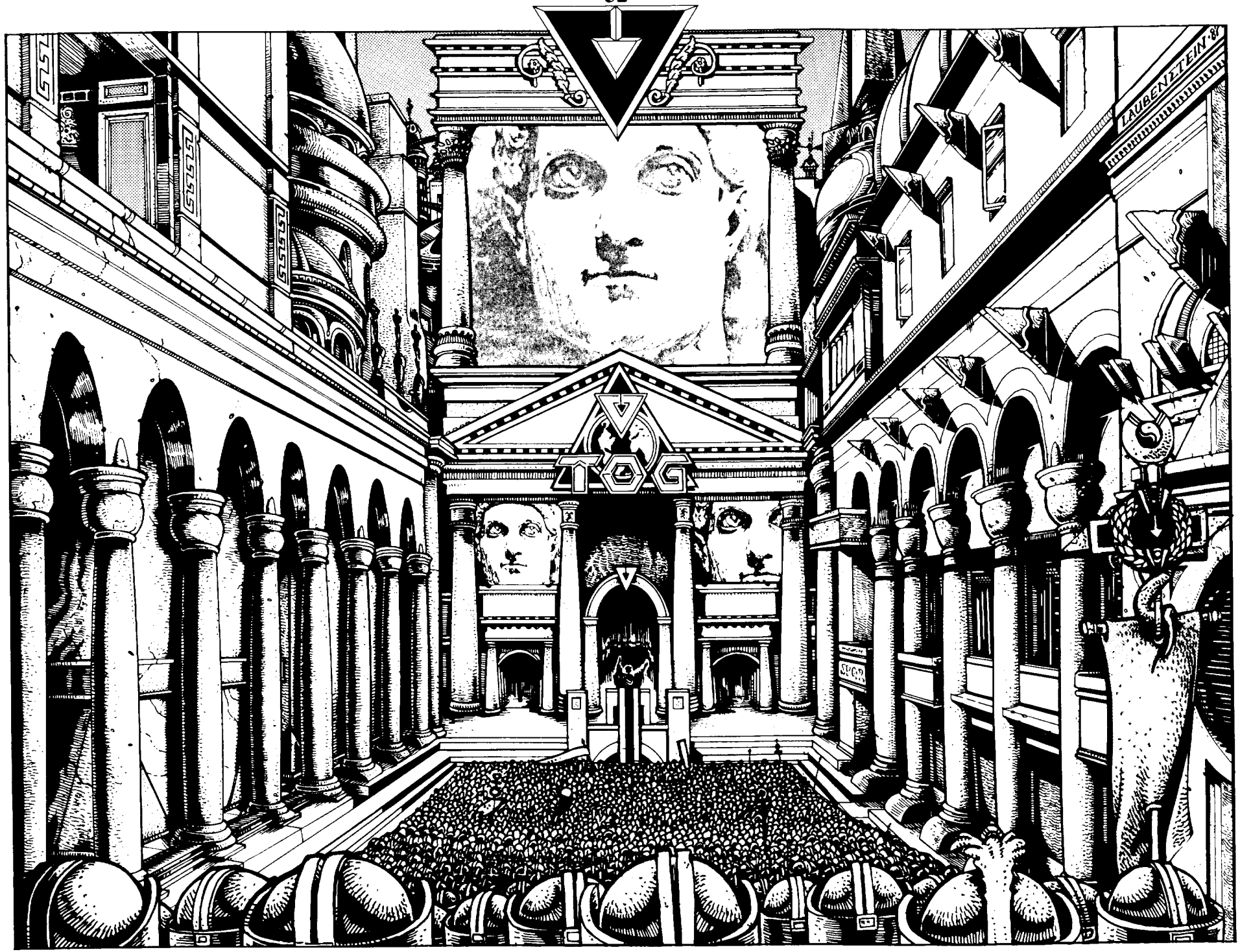
Victory Point Table

Rescuing/Capturing Flight Officer Mannius and successfully breaking off the engagement	150 points
Each Renegade Fighter Destroyed	10 points
Each Renegade Pilot Captured	10 points
Each Renegade Pilot Killed	5 points
Deduco destroyed	30 points
Deduco Crew Captured	20 points
Deduco Crew Killed	0 points

Total up the victory points for both sides and subtract the TOG score from the Renegade score. Refer to the Outcome Table.

Outcome Table

151 +	Decisive Renegade Victory
100 thru 150	Substantive Renegade Victory
0 thru 99	Marginal Renegade Victory
–1 thru –150	Marginal TOG Victory
–151 thru – 200	Substantive TOG Victory
–201 +	Decisive TOG Victory


LAUBENZTEIN·8

ROOTS OF THE TERRAN REPVBLIC

FROM THE RENEGADES! TO ALL HONEST MEN AND WOMEN OF THE REPUBLIC!

Everything you know is wrong!

Your total picture of history has been drilled into you by the TOG, a government with everything to hide. The history of your race and your universe has been altered to hide the truth that lies behind the Terran Overlord Government.

The same "benevolent" TOG that advertises itself as "the most efficient government in the history of man" is in fact the most efficient instrument of evil since the snake in the Garden of Eden.

TOG enslaves billions of intelligent beings in the inhuman crystal mines.

TOG kills or enslaves the families of brave men and women who speak out against it. That could be done to your family just because you are holding this paper in your hand.

TOG puts the destinies of entire planets at the whim of an Overlord who needs answer to no one.

TOG wages genocidal war against anyone who does not want to join the Glory of Rome, and it calls this "the process of unification."

These things are Wrong, and Evil!

Only by learning our real history can we know from where this evil comes, and know how we can fight it.

Truth is a weapon of power. Read on!

In the 64th century, a regenerate Humankind was rebounding from the devastation of the Snow Plague, which had contaminated almost every Human world and killed over 80 percent of the Human race. People began to reclaim the deserted worlds that had once been part of the empire called Human Raj. They found that their former planets were not exactly unclaimed, however. The contending alien empires of the KessRith and Ssora coveted these vacated worlds, and indeed, the two kingdoms had only just concluded a truce in their war over these domains. They had resumed planting enclaves on them when resurgent Humanity appeared on the scene with claims of its own.

Naturally, the issue came to fighting. Enfeebled human society, no match for its powerful neighbors, was soon pounded into submission. For 300 years, the arrogant KessRith and Ssora penned Humankind into a small handful of worlds, forced them to acknowledge their inferiority, and used them as a slave pool. As its main solace, the beaten race developed a cult around its own distant glorious past.

Midway through the 66th century, a retired Brigadier of the Terran Militia, Alexander Trajan, began organizing a movement of mass sporting spectacles, which the KessRith and Ssora masters allowed to spread across the Human sphere. Trajan's father, Simon, Professor of History at the University of Rome, was the guru of the cult of the past. Alexander modeled his pageants on the Legions of ancient Rome. Hundreds, then thousands, of Terran men and women, mostly Militia veterans, dressed like ancient Roman soldiers and delighted the multitudes with their close-order drills and mock battles.

Of course, the Legions were more than they appeared. In 6565, after secretly arming his "sports movement" with thousands of laser rifles, Alexander Trajan led a surprise insurrection against the Ssora, capturing several worlds and a number of Ssoran ships. In a move of near-genius, he then led the captured Ssoran ships in a successful attack against a KessRith force on Rouke's Drift, thereby setting his two main enemies against each other instead of against him (a process he helped along with a vigorous disinformation campaign).

Alexander Trajan's military successes stemmed from tight organization of the Legions, which allowed him to concentrate his usually outnumbered forces against confused and disorganized opponents. This was made possible by the Terrans' monopoly of Very Large Communication Arrays (VLCAs), a new technology developed by Humans that permitted nearly instantaneous communications across interstellar distances. These VLCAs permitted them to anticipate and outmaneuver KessRith and Ssoran naval attacks.

Trajan also encouraged risings behind enemy lines. He provided weapons and other aid to a Human-Baufrin rebellion led by the Baufrin Suphra Decla in the Orion Arm of the KessRith Empire. When KessRith forces eventually withdrew, the rebels reestablished themselves as the Commonwealth, a civilization that had grown up in the Orion Arm centuries before, and that had always been fiercely independent.

He also aided a Naram rebellion against the KessRith in the area between Terra and the new Commonwealth. The Naram are a people so like the Terrans that Human intermarriage and reproduction are possible. Nearly 20 years after the Commonwealth was announced, the KessRith were forced to withdraw from the Naram worlds. A Naram Republic was set up, and union with Trajan's Terran Republic was considered.

In 6584, the new Commonwealth signed a separate peace with the KessRithians. Alexander Trajan was outraged, and he struggled with them vigorously to continue fighting the common enemy. The Commonwealth declined, however. It had no quarrel with the KessRith except to be left alone, and it was already suspicious of developments on Terra.

The Terran Republic had been organized, according to Alexander Trajan's wishes, along the lines of ancient Rome, with a Senate as the ruling body. (Because of distance, there were three levels of Senators: Clarissimi at the world level, Spectabiles at the

provincial level, and the powerful Illustrus Senators at the capital of New Rome.) Out of gratitude toward the leader who had guided them out of slavery, the Terran people offered Trajan the position of Caesar, or absolute dictator of the realm. Trajan declined, choosing instead the position of First Consul, or executive to the Senate's legislature. The retired general was not a democrat or an egalitarian, however. He firmly believed that people should earn what they got, including citizenship and legal rights. Citizenship belonged to those who fought for the state and defended it. Pacifists, conscientious objectors, cowards, free thinkers—these people had no rights that any Terran citizen was bound to respect, other than the right to physical safety. They were not entitled to property, and what they had could be stripped from them. They did not even have the right to be free. Even though the new Republic had come about as the result of a rebellion against a slave system, the Citizenship Laws saw slavery reintroduced.

Possibly because of the influence of his new wife, Sophia Tyrelli, Trajan subsequently added an intermediate class of Freemen, or Plebians, who were basically the apathetic masses, entitled to limited rights, with a (remote) possibility of earning their way to full citizenship. At the bottom, though, remained the class of "nonpeople."

NARAM (nar am´)

The debate about the relation between the Naram and Humans has raged for centuries. Doubtless, Narams and Humans share a common ancestor because they can interbreed. Nevertheless both Humans and Naram have evidence from their homeworlds that proves they evolved from purely local origins. That fate would create two races so similar within the galaxy is unlikely, and so the debate rages on.

Physically, there is little difference between Narams and Humans. Naram culture, less diversified than Human, dictates that Narams wear their luxuriant hair long, though certain classes, like warriors, may cut their hair. Length of hair indicates how long the wearer will live and the quality of his or her life. Therefore, when warriors cut their hair, it is a symbol of their potentially short and difficult life. Certain other characteristics, such as bushier eyebrows or thick beards, help identify members of the Naram race. The Naram have a narrower range of skin colors than do Humans, and very few have blonde hair. On the average, they are slightly taller and slimmer then Humans who consider their facial and physical characteristics beautiful. The Naram seem spared of some of the diseases that afflict Humans and have fewer stigmas attached to reproduction. The length of pregnancy for the Naram is about two weeks longer than for Humans, but Naram young seem to mature a full two years quicker than their Human counterparts. Although there are tests to distinguish a Naram from a Human, they are lengthy and costly to perform.

Culturally, the Naram are far quieter and less violent than Humans. Some attribute this to the Narams' extremely violent early history, which brought them to the brink of extinction several times. In their early colonizing period, Naram explorers traveled to Terra and established what Humans know as the Mayan culture. Internal dissension, however, forced the Naram to abandon their colonies. Since then, the ways of the Naram have always been less aggressive and destructive than those of their Human kin. The Naram can deal with other races in a less contradictory manner and are more likely to be trusted than Humans are. Nevertheless, their less violent culture has not dimmed their abilities as warriors, and Naram are quite capable of Human-like unpredictability.

The original intention of the First Consul in formulating these laws was to encourage Plebians and noncitizens, through a series of punishments and rewards, to rise to full citizenship. What he saw instead was the law being used to freeze the lower classes in place and to punish political enemies.

Unknown to everyone but his closest friends and family, Alexander Trajan began writing his memoirs toward the end of his reign, summing up his experience, taking to task every corrupt and power-hungry politician he had ever known, and spelling out his original vision of the Republic. He had not intended the effects on the lower classes to be so harsh, and he was troubled. Well he might have been. Terrans carried out huge, murderous, jingoistic riots against the disenfranchised when the Citizenship Laws were first announced. Because of the laws, the Commonwealth kept the Terran Republic at arm's length. The Naram Republic had similar laws, but without as much oppression. In the Human inequality built into the heart of the brave new republic lay the seeds of the horrendous fascistic Terran Overlord Government of today.

THE TERRAN OVERLORD GOVERNMENT TODAY

In the two centuries following Alexander Trajan's death in 6608, the political pendulum has swung occasionally toward an easing of the repression of the bottom layers, but each time the pendulum has returned even harder to the right, where it presently seems to be lodged.

The first hard jog to the right came in the middle of the 67th century, with the reign of Alexander's grandson, Anthony Trajan. Much of Anthony's young life had been spent in a dizzying cycle of drunken debaucheries interspersed with episodes of almost psychotic religious piety. During a decade of unpredictable governmental mood swings, the masses took refuge either in the vicious blood sports in the Coliseum, and in military service. Shortly after Anthony ascended to power, the moderates walked out of the government. Their seats in the Senate remained vacant for nearly a decade while they formed a "Shadow Senate" in hiding. Anthony eventually caught ten of these "Shadow Senators" and had them executed, but his success was his undoing. The Praetorians united behind traditionalist Senator John Kershaw and ousted Anthony in a coup in the first week of 6665.

The Trajan line ended when Anthony fell upon his sword in the manner of the ancient Romans. The military acclaimed Kershaw as the first Caesar, and the pendulum began swinging again toward relative openness. Caesar Kershaw's Code Revisions of 6669 greatly loosened, almost entirely abolished, the laws restricting the rise of the lower classes to full citizenship.

Though the military and the public applauded the new laws, society's elite was not pleased. Kershaw subsequently renounced the title of Caesar and assumed the position of First Consul.

Socially, the 15 years under Kershaw were something of a golden age. Great works of art, many in styles remarkably nontraditional (that is, non-Roman), came to adorn the cities. The blood sports so popular under Anthony Trajan lost their appeal, as people turned their attention to a new wave of fiction, historical writing, and poetry, and expressed their own creativity through music and crafts. The sciences saw a number of breakthroughs, including one that greatly increased the efficiency of VLCA communications. This allowed humanity to stay one step ahead of other realms, including the KessRith, that now had the original VLCA technology.

The loosening of restrictions on the lower classes opened the way for improved relations with the Naram Republic, which had itself abolished all legal class distinctions in 6659 (much to the disgust of Anthony Trajan). The Commonwealth, however, would not relent in its suspicion of the Terran government; its good relations with the KessRith Empire ruled out an opening toward New Rome, which had continued to deal out military setbacks to the KessRith and Ssora and to expand at their expense.

In 6679, a most portentous incident took place above the world of Durmella. A Terran offensive against the KessRith Empire was underway, commanded by Grand General Douglas Constantin, Warlord of the Republic, second in authority only to John Kershaw. Durmella, an important KessRith stronghold, was taken under seige by Terran forces under General Ivanolo Buntari, an officer who had already been broken in rank once for incompetence by General Constantin.

Buntari's siege was successful, and 125,000 KessRith soldiers surrendered to him. After grandly wining and dining the captured KessRith commanders on his battleship, General Buntari had the shutters of a huge window drawn back to reveal a sparkling panorama of the peaceful green planet Durmella. Then, while the KessRith officers watched in horror, he ordered his ships to bombard the planet and all the KessRith soldiers and civilian population until the atmosphere boiled away and the planet burned red with heat.

When reports of this reached Grand General Constantin, he and his carrier battle group, under the command of his sister, Admiral Sefra Constantin, tracked down Buntari and forced him at gunpoint to resign on the spot from the military. Constantin would have executed him summarily, but knew Buntari had a politically dangerous father back in New Rome.

General Buntari's father, Carlos Buntari, a fat, jovial man in his seventies, was a retired Illustrus Senator of the traditionalist persuasion, still one of the most powerful, and enigmatic, men in the capital. The retired Senator went immediately to First Consul Kershaw and demanded that his son be reinstated and that Douglas Constantin be court-martialed. Kershaw firmly refused, and the two parted angrily.

Events followed rapidly. Senator Buntari managed to have Illustrus Senator Gregory Novick sent out on a bogus secret mission to Constantin's forces on the KessRith front. Novick, an ex-slave and a populist, was not only Buntari's adversary but a close friend and ally of First Consul Kershaw.

Next, Buntari ascertained exactly when Kershaw would be convening the next session of the Illustrus Senate in New Rome.

On the afternoon of 15th June 6680, First Consul Kershaw was addressing more than a thousand of the most powerful men of the realm at the opening of the Senate, when a .5 kiloton nuclear device exploded underneath the building. The Senate building and all who were in it were immediately vaporized. The rest of the city's population, some 2 million, died from the concussion wave or in the firestorm. The bomb blast had shorn away most of the supports that held the artificial city above the Mediterranean Sea. After 30 hellish minutes surpassing the great disasters of antiquity, the remaining supports gave way, and with a sickening lurch and groan, flaming portions of the city sank into the sea.

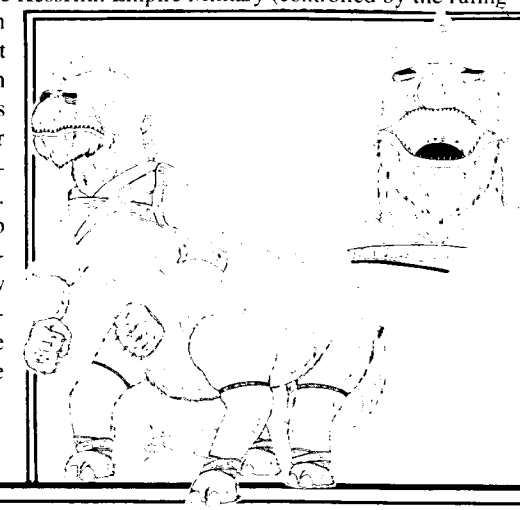
Next in line of succession after the First Consul was the Warlord. In 6680, the Warlord was the same Grand General Douglas Constantin who had once forced Buntari's son Ivanolo out of the military. Presumably, Constantin would be returning from his post as campaign commander at the KessRith front to assume control of the government.

In the meantime, Carlos Buntari moved quickly. Full of grandfa-

KESSRITH (kes´rith)

The appearance of an alligator, the demeanor of a rhinoceros, and a highly advanced intelligence comprise a fair approximation of a KessRith warrior. Standing as tall as most Humans and weighing about 200 kilos, the KessRith are easily the strongest of the major races. Thick skin plates protect the KessRiths' tail, back, chest, and arms, giving them an added advantage in physical combat. A large, thick skull protects their brains and provides an attachment for their thick and massive jaws. The KessRith tend to be dark gray, except that the skin plates are usually several shades lighter. Their eyes are usually a malevolent shade of red. Though technically akin to advanced, warm-blooded reptiles (such as the SSora and the Terran dinosaurs), the KessRith give birth to their young live and after a long pregnancy, like mammals. The family unit treats its young kindly. Although KessRith can live for almost a hundred years, their violent philosophy (which sees struggle as noble), means that few live beyond their 70th year.

The KessRiths are organized by clans and homeworlds. Each clan, organized around the Name family and several lesser families, is based on a martial philosophy many thousands of years old, which perpetuates loyalty to the clan, the homeworld, and to each individual's profession. Fighting among clans is common, but only in the more extreme feuds do the KessRith use swords and other weapons. Currently, the KessRith Empire is united under one clan that rules the KessRiths' world of origin, Sovi' KessRoth. KessRith society treats warriors who join the KessRith Empire Military (controlled by the ruling clan) with great respect. KessRith tend to look down on any race that does not place a high importance on the art of warfare. An alien race has to earn respect on the battlefield or by proving its mettle in "verbal warfare," arguments and negotiations. Sometimes, KessRith loyalty to one's homeworld supercedes loyalty to the clan, which is why many KessRith stayed in the Commonwealth after the KessRith Empire withdrew from that region of the galaxy.



therly words of sadness, he accepted the request of the few surviving Senators (his cronies) to head up the investigation into the atrocity until Warlord Constantin had time to return. It was not long before he reported sadly of course having incontrovertible evidence proving that Illustrus Senator Gregory Novick to be behind the bombing.

Novick, aboard the Constantins' command ship at the front, prepared to leave immediately for home to clear his name. This alarmed Grand General Douglas and his sister, Admiral Sefra. They convinced Novick that if he allowed himself to be arrested, he would be killed "trying to escape," which would feed directly into Buntari's plot. Instead, they put him aboard a fast courier crewed by trusted officers, and sent him off in the direction of the Magellanic Cloud.

Grand General Constantin himself, faced with the choice of going back to Terra alone and putting himself in Buntari's hands, or going back with his Legions and risking a civil war he was not in a position to win, decided to do neither, and stayed put.

In the ruins of New Rome, Carlos Buntari supposedly found the long-lost memoirs of Alexander Trajan in a thick steel and concrete vault. Just as a new Senate was being installed, made up entirely of his followers, Buntari published "excerpts" of the memoirs, which, he claimed, embodied the vision of the first Trajan.

To fulfill this "vision," the new Senate immediately elevated Carlos's son, the cashiered General Ivanolo, as Caesar.

In his acceptance speech, Caesar Ivanolo Buntari announced that in order to purify the realm of disloyalty, he was adding another class to society, the Overlords. Each Overlord would be vested with most of the powers of Caesar himself, and would act under his authority.

This reconstructed polity was to take a new name: the Terran Overlord Government.

TOG had been spawned.

It was not an easy birth. In the riots that followed, Caesar Buntari ordered that any military units that hesitated to gun down the populace were to be gunned down themselves by loyal units. One such unit that was wiped out was the 182nd Heavy Infantry Legion, commanded by Prefect Simon Constantin, son of Grand General Douglas Constantin.

Out along the KessRith front, Grand General Constantin and his sister, Admiral Sefra Constantin, called all the soldiers and sailors of the Fleet to gather around their monitors. In a long and passionate speech, the Grand General made it clear that he opposed the Terran Overlord Government and everything about it. He also made it plain that he thought the Buntaris were far too strong to oppose without help. He outlined his plans to leave the TOG and ask the Commonwealth for permission to flee there. He told his troops that his emissaries were already on their way to the Commonwealth capital, New Britannia. Senator Novick, who had spent the last month conferring with the Human population and the Vauvusar in the Magellanic Cloud, was now speaking to the Commonwealth on the Constantins' behalf.

The General then said to his troops that although he could not order it, he wished that all who cherished the Republic as it had been would join him. He left it to each Legionnaire to decide.

Preparations for the move went forward aboard the flagship the *Righteous Fury*. On 15 September, 6681, 308,364 Legions and 3,804 Battleship groups, along with most of the officers' families, followed the flagship *Righteous Fury* into T-space.

For ten months, this Legion, labeled *renegade* by Caesar Buntari, fought its way across KessRith space, hoping to get to the Commonwealth before being intercepted by a massive fleet sent out by TOG under Grand Admiral Tokar. Understandably, the Commonwealth was being extremely cautious about a request to allow a Terran military force three times the size of its own to enter and remain in its space.

On 15 July, 6682, while the exhausted Legion was hoping to catch its breath on the habitable planets around Frawtaw's Star, a small system in the space between the KessRith and the Commonwealth, it came under attack from a heavy KessRith naval force. For hours, Admiral Sefra Constantin rallied her forces and threw them at the KessRith, hoping to protect the packed troopships. Just as all seemed lost, she was surprised to see the KessRith units pull back. A huge TOG fleet had come up behind the KessRith commander, who was not about to be caught between the defenders and a rescue force.

He was completely amazed to see the newly arrived Terran fleet pass him by, attacking instead the Legions gathered about Frawtaw's Star. He realized that all the talk about this force being considered criminal by the TOG was true. Not wishing to see potential allies destroyed, he came to a quick decision. He moved his KessRith forces back into the battle, this time attacking the TOG fleet.

Totally outflanked, Admiral Tokar was forced to withdraw. As the KessRith departed, their admiral sent a message of health and good luck to the battered defenders.

The good wishes had their effect. Soon afterward, messengers arrived from Regent Debora Stevens in New Britannia, with word that the Constantins and their forces would be allowed to enter and live in the Commonwealth.

The Renegade Legion's long history of faithful service with the Commonwealth was about to begin.

Back on Terra, Caesar Buntari was moving ahead with

SSORA (sa'sor´a)

If the dinosaurs of Terra had been able to continue their evolution, they would have probably evolved into a sentient species much like the Ssora. Standing about one and one-half meters tall and weighing about 70 kilos, the Ssora walk on two legs, balanced by a prehensile tail, and they have two arms ending in three-fingered hands. There are two sexes, which pair for life. Every other year, Ssoran mothers can lay one or two eggs, which hatch after six months of incubation. Ssoran parents care for their young until they reach maturity, ten years after hatching. An average Ssoran can expect to live 80 years.

The ancestors of the Ssora were small, agile predators, whose remarkable camouflage abilities helped them capture their prey. The Ssora retain many of their ancestors' characteristics, the most obvious being the ability to adapt a unique coloration and appearance to worlds where they live. As a result, the range of colors and secondary characteristics, such as bumps and stripings, are extremely varied among the Ssora. While still uncertain, evidence has shown that Ssoras rank each other according to a appearance, which tells others from where they came.

Favoring strong central governments, the Ssoran regard any race without one as a chaotic group of insane beings. As a result, Ssora within the Commonwealth are forever complaining about the lack of organization, while those in TOG, though not agreeing with its policies, admire it for its strong government. In more personal relationships, Ssorans are capable of a variety of emotions, almost as wide as the Human range. Though often devious, they never betray a sworn friend (one with whom a Ssora melds destinies) for fear of jeopardizing their fate as well as their personal honor.

changes that made TOG more and more reminiscent of certain oppressive governments of 20th century Earth. He gathered a super-elite of Overlords-at-Large around himself, and gave them official control of the old Republic Information Service. Now the Overlords had access to the vast information network that had already made its agents, the Lictors, feared throughout the realm. They gave the Lictors a wide range of new powers. In a word, they "took the handcuffs off them", the better to rivet the chains on the Terran people.

Buntari elevated the Praetorian Guards from ceremonial status to being the personal force of the Overlords. He brought them up to their original strength with the best of the new recruits, and gave them special uniforms and the finest equipment. Heavily indoctrinated politically, fanatically loyal to Caesar and the Overlords, the Praetorians became an arrogant elite that was not so much above the law as they were the law itself.

On uniforms, on flags, on buildings, on vehicles, on documents, everywhere, the harsh symbol of the Terran Overlord Government made its appearance—a red-rimmed Earth enclosed in a black triangle, superimposed with a red metallic arrowhead signifying "V," the Fifth Incarnation of Imperial Rome, and the letters "TOG." The days of the Republic were over; a new age dominated by Caesar and the Overlords was at hand.

Caesar Buntari's key mistake was in his treatment of women. In 6691, he issued the Patria Potestas, removing all rights from women and relegating them to the status of possessions. Oddly, women were still welcome in the military, though they could not rise above the rank of Centurion Maximus. As it happened, at the time the new laws were issued, more than 20 percent of the First Praetorian Guards, Caesar's personal bodyguards, were women. Toward the end of the year in which Patria Potestas was proclaimed, Caesar Ivanolo Buntari departed Terra for a palace on a nearby world, accompanied in his private ship by elements of the First Praetorian Guards. The trip was never completed. A passing freighter recovered Buntari's body from space, and the women warriors fled with his ship to the Commonwealth to join the Renegade Legion.

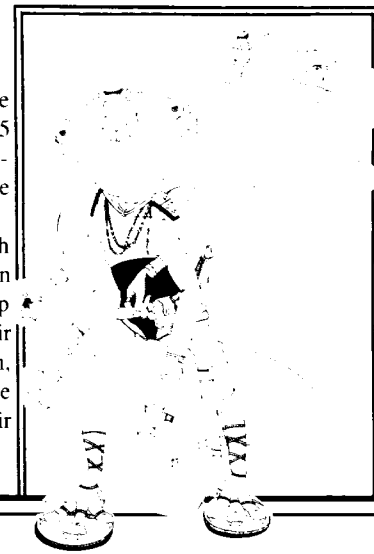
After the assassination, countless women and a few men broke from their Legions and Fleets and made the dangerous journey to the Commonwealth. Many of the women banded together into "Minerva" or "Athena" units within the Renegade Legions. Neither they, nor the TOG units they later faced, would ever forget the reason the women left the TOG.

Over the next nine decades, a succession of Caesars followed Buntari (whose family was promptly expunged after his assassination). During this period, the TOG pushed deeply into KessRith space, and began a series of attacks against the Commonwealth. In 6717, the TOG signed a Treaty of Peace and Friendship with the Naram Republic. The Treaty was very generous; in fact, there were those within the Republic who said it was too good to be true. It was. A picked corps of political operatives, all of mixed Human-Naram ancestry, began infiltrating the Republic government. In less than ten years, they were positioned so as to bring that government to a complete halt. Then the Terran Overlord Government presented its demands. About 40 percent of the Republic's territory was absorbed into the TOG and became known as the Dalvik District (*dalvik* being Naram for "conquered"). The infiltration of the remaining Naram provinces continued, to where the current First Consul of the Naram Republic is possibly a TOG agent.

Realizing something vital was missing from their lives, the Terran people began turning away from mindless blood sports and to take up reading books, both manual and electronic. This concerned the TOG, which set up a Censorship Office manned by the Lictors. The result has been a flourishing of underground publishers. "Bandit murals" began making their appearance during this time, huge paintings, sometimes two-stories tall, accomplished by trucks carrying tall arms equipped with paint nozzles. The artwork, programmed earlier by the artist, is created by the truck as it rolls slowly past the "canvas." The murals almost always have a sharp antigovernment edge, and the Lictors go to great lengths to track down the bandit artists.

The pendulum moved briefly toward the liberal side, in 6779, when the ruling Caesar, Augustus Tourlaville, died, leaving a teenage son as heir. In his will, Augustus named Warren Mischenko, a descendant of the Buntaris, as Protector and First Consul. When the boy withdrew because of a rare genetic nerve disorder, Mischenko continued as First Consul.

VAUVUSAR (vou´voo sár)



This tall race of beings are the ambassadors and representatives of the Magellanic Republic. Standing almost two meters tall and weighing about 85 kilos, the Vauvusar have two main color variations. One group has a dun-colored skin with green striping on their back, while the other group has blue skin and yellow striping.

The early ancestors of the Vauvusar were amphibious predators with mouths on top of their "heads," which they used to trap fish and waterfowl on their homeworld DurVau. When they left the water, these ancestors gave up their hunting habits for a basically vegetarian diet. Through coping with their planet's aggressive plant life, the Vauvusar developed two pairs of arms, which, though not particularly strong, are capable of lightning-quick movements. The unusual placement of the mouth of the Vauvusar forced the migration of their brains down into their torsos, just behind their spines.

Both sexes of the Vauvusar find great delight in a rather promiscuous lifestyle. The vast majority of the Vauvusar are infertile, however. Those that are not become brood mothers to the young, which often number up to a hundred at a time, and become the focus of a great deal of attention and concern from the other Vauvusar.

The Vauvusar are well known for their incredible curiosity. "Curiosity killed the Vauvusar" is a phrase often heard in the Commonwealth. This extroverted nature made them the obvious choice to become the Magellanic Republic's ambassadors to the Milky Way galaxy. It is extremely difficult to anger a Vauvusar, but once accomplished, it is hopeless to try to make amends.Their intellect and curiosity allow them to identify trouble well in advance. They fulfill their role as diplomats quite well, remaining courteous, if not friendly, with all the major races. The KessRith frighten them, however, as they resemble a feared predator from the Vauvusar's distant past.

A few years into his administration, Mischenko loosened many of the social restraints that the previous Caesar had laid upon the lower classes. In 6791, he introduced a Bill of Ethics for the Lictors into the Senate. Though hardly a charter of human rights, the bill would have significantly changed the way the Lictors operated. Five months later, Warren Mischenko was dead, supposedly of a massive heart attack.

Early the next year, the Overlords and the Senate elevated 26-year-old Nicholas Julianus as the next (and present) Caesar. As Prefect of the 72nd Praetorian Guard, assigned to protect the Overlord of the Lictors, Julianus had blackmailed his boss into giving him the "dirt" files on all the members of the Senate. He then used a combination of blackmail and intimidation by his Praetorians to get the Senate to elect him Caesar.

Under Caesar Nicholas Julianus, the TOG seized the Mission Stars District and Medina Province from the Commonwealth. By this time, the KessRith had been reduced to a fraction of their former empire, and were no longer a TOG priority. From the time the TOG had first commenced hostilities toward the Commonwealth in the 6720s, Commonwealth forces had been thrown back from province after province: the Grand Dukedom of Potsdam, Somm Trau Province, the Grand Dukedom of Alesia (in 6783, under the liberal Warren Mischenko), and later under Caesar Nicholas Julianus, the Grand Dukedoms of Nisus and Grenbern. Though TOG commanders were annoyed that the Commonwealth did not just give up, they were aware that in campaign after campaign, the resistance was stiffening, and Commonwealth forces were fighting better.

Since the beginning of the 6800s, the red "R" symbol has appeared with increasing frequency across TOG space, sprayed painted on monuments, scrawled on walls, splashed hurriedly on the sides of TOG tanks and fighters. This is the sign of an underground movement calling itself "the Renegades," in honor of the Renegade Legion. (Interestingly, in solidarity with this movement, Renegade Legion units now use a red graffiti "R" on their combat craft.) Unlike other anti-TOG underground groups, The Renegades operate on the cell principle: a member will organize a small number of others into a group, and they, in turn, will organize still others. Under no circumstances do recruits ever know the identity of their recruiter's recruiter. This makes it extremely difficult for the Lictors to penetrate them. Prisoners in Lictor hands can yield up the identities of only a very few others.

Caesar Julianus has ordered the Overlords and the Lictors to use *any* measures necessary to eliminate the Renegades. Nevertheless, a campaign of bombings and assassinations has hit the outer districts of the TOG in recent years, focused increasingly against VLCA sites and other communication facilities. This is clearly coordinated with the Renegade Legion strategy of destroying TOG communications. At the present rate, TOG worlds along the border with the Commonwealth will go completely deaf within the next ten years.

In the Orion District, the Renegades have been stepping up their bombing campaign. They have also been uncovering TOG agents within the Naram Republic, and clearing out traitors from the "underground railway" that carries escaped slaves and dissidents to the Commonwealth, and smuggles sabotage and agitation agents deep into TOG.

Two very powerful Overlords have been sent to the Orion and Mochov Districts as Inspectors-General. Their reports have been highly critical of the civil and military administrators there. In Mochov, Overlord Kitrrich Dulor has made progress in finding "The Fury," a charismatic and elusive leader of the Renegades in that District. The Overlord has narrowed the list of suspects to just a few, including a Spectabiles Senator named Mikenus.

Honest men and women of Terra! This history is not a dead subject. It affects your everyday lives. The year is 6830, and our "illustrious" Caesar Julianus is 64 years old. He has openly declared his commitment to eliminating the Commonwealth and all Renegades, external and internal, during his lifetime. This would mean the end of those fighting for freedom, the end of freedom itself.

The Caesar has just appointed his closest advisor, Overlord Aldron "Blood" Mannius, to head the "Internal Peace and Unification Program, Orion/Mochov Districts." Mannius served with Julianus in the 72nd Praetorian Guard when that unit helped Julianus take over as Caesar. Mannius's reputation for ruthlessness has recently been reinforced by his brutal crushing of the Renegades in the Ssora District. This Overlord's methods are inhuman, evil, and effective. His new post gives him complete political control of Orion and Mochov, ruffling many feathers among his fellow Overlords. Mannius commands all military forces in these two Districts, as well as a large force of the Lictors that he has used so frighteningly in the past.

The nightmare that is now the Terran Overlord Government is the result of one man's dream of a Republic, a dream we share, a dream that has been warped and twisted by evil men into a government that oppresses its own people, and wages war on those it does not control so that it might oppress them, too.

Honest men and women of the Republic! Almost the entire galaxy is ruled by the iron fist of the Terran Overlord Government. The small sliver that is left is what the TOG calls "Rebel Space." We in The Resistance call it the last bastion of freedom in the galaxy. If the TOG's victory is final, all life forms will kneel before its might.

Our objective is to make the TOG pay for every planet it conquers, for every life form it snuffs out. Today, we will slow them down. Tomorrow, we will stop them.

Join us! In the battle between good and evil . . . THIS ONE COUNTS!

TERRAN OVERLORD GOVERNMENT

POLITICAL STRUCTURE

The current TOG government is modeled on the first Roman Empire of antiquity.

THE CAESARSHIP

At the pinnacle of power in TOG, the Caesar is usually elected from among the Overlords or Illustrus Senators. Though it is an elected office, the selection of a new Caesar sometimes depends more on political blackmail, surviving an assassination attempt, or even a clash of personal Praetorian Guards. Whoever emerges as the most powerful then forces the Senate to approve his claim.

The Caesar rules the TOG personally, and so his word is unwritten law. His personal guard consists of 20 Praetorian Guards. He is also the leader of the remaining Guards, whose devotion to the Caesar is nearly fanatical. Though none can publicly oppose him, the politically shrewd Caesar must take care never to turn his back on either the Warlord (if he has one) or the Overlord of the ISS.

IMPERIAL WARLORD

The Caesar appoints an Imperial Warlord if, for any reason, he is unable to direct the military efforts of TOG or if other affairs of state are too pressing.

As a representative of the Caesar, the Warlord wields full power in dealing with the military and the war effort. He answers publicaly only to the Caesar.

IMPERIAL CONSULS

Imperial Consuls are the Caesar's personal advisors, though they sometimes hold other governmental positions as well. The number is usually ten, though it may vary. There are always seven Regional Consuls to advise the Caesar on each of the seven districts that compose the empire. The other three advise on economics, internal affairs, and foreign affairs.

The power of the Imperial Consuls has waned over the years from their having a voice in shaping policy to serving mainly as the Caesar's information sources.

IMPERIAL SENATE

In an empire composed of billions of worlds, no single group of men could hope to represent so many planets and people. Alexander Trajan created a system of three classes of Senators: the Clarissimi Senators, the Spectabiles Senators, and the Illustrus Senators. Ever since the Patria Potestas, no woman may become a Senator. Though Aliens may become Senators, the number is usually far below their percentage of the total population.

Clarissimi Senators

An elected representative of a single planet, a Clarissimi Senator attends a session of the Provincial Senates at least once every four years via VLCAs. Though each world in TOG is ruled by a Governor, the laws of TOG permit the Clarissimi Senator of that world to dictate policy to the planetary Governor if he so chooses. To further strengthen their power, Clarissimi Senators often attempt to curry favor with the Prefect of the local legion.

Spectabiles Senators

Each Spectabile Senator is the elected ruler of a province within the TOG. They exercise genuine power to set policy for their particular provinces, and are answerable only to their superiors. Spectabiles also act as Proconsuls in their Provincial Senates. They meet at the Prefecture Senate (also called the Spectabiles Senate) every two years. At least twice more every year, they meet via VLCA to discuss issues and pass laws.

Illustrus Senators

The seven districts of the TOG are subdivided into Prefectures, based on population and phenomena such as star clusters, arms, dust clouds, and so on. A single Illustrus Senator represents each Prefecture. The Illustrus Senators are elected by the Spectabiles Senators in their region, rather than by popular vote. Their appointment is then subject to approval by the members of the Illustrus Senate and the Caesar.

Illustrus Senators are something akin to mini-Caesars, especially in their home regions. Indeed, the people of a District often fear an Illustrus Senator more than the Caesar himself, because many regions lie at such great distance from Terra.

The Illustrus Senate must convene in person at least once every four years, though the Caesar may call special crisis sessions. In the off-years, the Senators convene via VLCA. (Every provincial, prefect, and regional capital has at least one VLCA.)

The number of Senators per District is as follows:

Orion District	78
Sandarne District	50
Ssora District	104
Dalvik District	68
Terran District	350
Mochov District	175
Mompono District	175

IMPERIAL CIVIL SERVICE (ICS)

The huge, ponderous, and inefficient bureaucracy of the Terran Overlord Government is both a bane and boon to the realm. Though Trajan created the Civil Service to handle the government's paperwork, he also assigned them the task of upholding "Roman values and culture" to promote allegiance to Terran culture over regional, even alien differences. Trajan's plan worked well. Ever since Caesar Buntari stripped them of that duty, however, the ICS has become a dumping ground for the incompetent.

Governors

In command of a planet's branch of the ICS, governors wield almost total power over the lives of their planet's people. Usually able to get what they want with a quick punch at the ICS computer, they are the de facto rulers of their worlds. Tension between the Governors and Clarissimi Senators usually runs high. The Clarissimi tend to enlist the military as their ally, while the ICS Governors look to the Lictor.

Praetors

Praetors are department heads within a District, but their responsibility tends to be very specialized, e.g., Praetor in Charge of All Statistical Data on the Sexual Behavior of Livestock in Adverse Environments in the District.

Governor Praetors

The Governor Praetor is the head of the ICS in each District. He is a powerful figure whose most important task is to collect taxes. To ensure that nothing interrupts the flow of revenue, the Governor Praetor can override even an Illustrus Senator, using a bit of blackmail as a cudgel. Governor Praetors usually have connections to the Lictor, to the point of actively working for it. At formal occasions, however, the Governor Praetor is lower in status than an Illustrus Senator.

THE HIDDEN GOVERNMENT

The various classes of Senator and members of the Imperial Civil Service represent the public side of the TOG government. The Overlords and the Lictor, on the other hand, make no pretense at being public servants. They are the dark side of the TOG government.

THE OVERLORDS

Caesar Ivanolo Buntari first created the quasi-government position of Overlord. These serve as troubleshooters and hired guns of the Caesar, with tasks ranging from factfinding trips to torture or assassination of enemies. The Overlords are proud of their power and their position, and the people fear them intensely.

There is usually a core group of permanent Overlords who won their posts because of close friendship or alliance with the Caesar. The number varies with the Caesar, ranging from 31 under the reign of First ProConsul Mischenko to 59 during Caesar Tourlaville's reign. The first act of any new Caesar is to replace his predecessor's Overlords with his own.

Overlords wield tremendous power. Once assigned a task, they have free reign to do anything necessary to achieve the goal. The most powerful Overlord heads the Lictor in its work of espionage, assassination, and blackmail. All Overlords maintain a working relationship with the Lictor, and have the authority to give orders to Lictor agents if necessary.

PRAETORIAN GUARD

These legion-sized units are assigned the task of protecting the Caesar and the Overlords, as well as serving as an elite reserve during wartime. Recruits are culled from the elite of the military schools based on their skill and their devotion to both Caesar and the empire. The recruits also undergo special indoctrination that raises their loyalty to near fanaticism.

The organization of the guard resembles that of the Mechanized Infantry Legions. They have a wide range of fighting equipment at their disposal and also employ enough transports and warships to protect themselves and their charges. There are currently 286 Praetorian Guard units. Among the Renegade Legions, there are three: the 51st, the 65th, and the 109th, all having defected to the Commonwealth in the last century.

LICTOR

First created under the reign of First Proconsul Kershaw, the Lictor is the dark arm of the TOG government. Its sinister influence pervades all levels of government, because of its actions and by the sheer paranoia it inspires. The symbol of Lictor is the *Fascio*, an axe bound within a tight bundle of twigs.

The Internal Security Division (IS) handles matters such as infiltration of the underground Renegades and the various assassinations ordered by the Caesar and Overlords. The External Affairs (EA) Division is responsible for matters relating to other realms, such as the Seduction of the Naram. There is intense rivalry between the IS and the EA.

THE GOVERNED

TOG society is rigidly stratified into three major classes: citizens, plebians, and slaves.

CITIZENS

Citizens are protected by the *jus civile*. As conceived by Alexander Trajan, citizenship was an honor bestowed because of an individual's active participation in the effort to free humanity from alien domination. Citizenship is now hereditary, with citizens making up about 30 percent of the population. Women lost their citizenship in 6691 after Caesar Buntari issued the Patria Potestas. Though this relegated women to the status of possessions, they still serve in military. They cannot rise above the rank of Centurion Maximus, however.

TOG citizens are still expected to maintain their citizenship by helping to further the empire. A citizen's duties include three years of military service, the responsibility of voting for Senators, and periodic acts of mercy to their slaves or employed plebians.

A citizen can free a slave without much difficulty, unless the slave is a known criminal, a member of the Renegades, or a member of an alien race that has yet to prove itself. Citizens are also free to marry whomever they choose, with the same exceptions just mentioned. Plebians and slaves may purchase citizenship from corrupt magistrates and senators, though very few can afford it. Members of alien races can become citizens only after the race as a whole has proved itself. Even then, only individual aliens are promoted to citizenship.

PLEBIANS

Plebians are the largest group within TOG, comprising slightly over 45 percent of the population. Alexander Trajan created the plebian class for those apathetic individuals not actively supporting his efforts.

Plebians are protected by the *jus gentium*, a body of laws pertaining to their class and to the administration of conquered races. These laws protect a plebian from bodily harm and provide limited protection of his wealth and property. Plebians can hold posts in major corporations, and may even own them if the firms are not defense-related industries. Plebians can enter into contracts with citizens, including defense-related arrangements if the individual has received Lictor clearance. Plebians can enter the military and may even aspire to citizenship by virtue of some heroic action.

Some plebians have become major moneylenders, either as owners of small financial institutions or as major partners in larger ones. They may move up in status through marriage. Conquered alien races rise from slavery to the plebian class once they have proven their loyalty to the TOG.

SLAVES

Slaves in TOG are the empire's disposable source of manpower. Most of their rights are covered by property laws that prohibit deliberate mutilation or misuse of one's own property. Not much other protection exists for slaves, though a few Citizens Consul groups will take slave cases before Magistrates. (This exposes them to intense and constant scrutiny by the Lictor, however.)

Only citizens can own slaves. Male slaves may not marry into a higher class, though females may. Twenty-five percent of the TOG population are slaves.

A person becomes a slave in various ways. First, he may be someone who was caught actively opposing the TOG. Second, he may be a member of an alien race that has actively fought against the TOG, such as the KessRith. Third, he may have sold himself (or his offspring) into slavery for a certain period of time. Such a citizen can reclaim his rights and property once his term of service is up. Someone who sells himself into slavery would usually serve as a domestic, say, rather than as a miner of laser crystal ore.

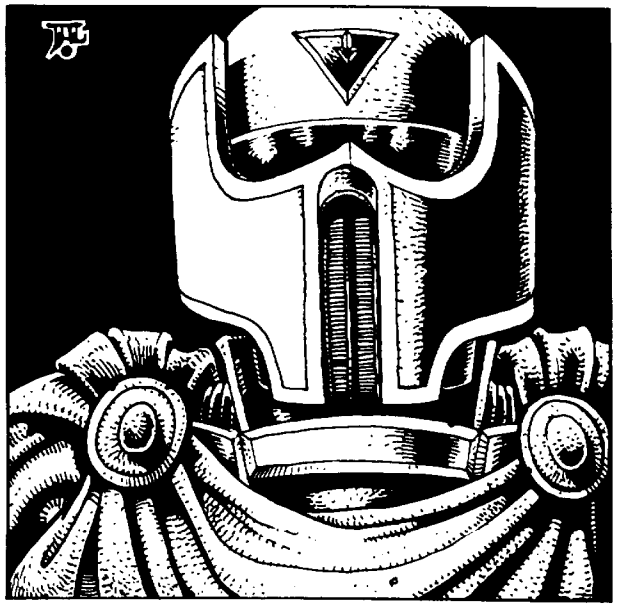
THE IMPERIAL MILITARY

The military might of the Terran Overlord Government is the most powerful ever seen in the galaxy. Divided into the two major branches of Imperial Legion and Imperial Navy, the sheer numbers are mind-boggling. There are almost eight million legions, each composed of over 50,000 men, as well as 100,000 battleship groups and innumerable lesser warships and transports and their crews.

The Caesar or his appointed Warlord is at the head of the Imperial Military. Every male citizen and plebian (except those of untrustworthy alien racial background) is conscripted on his 16th birthday. Recruits serve a minimum of three years, though most sign up for at least six to take advantage of better benefits. Slaves are forbidden to serve in the military, except as personal attendants of officers. Women can enlist any time after their 16th birthdays, but the percentage has dropped from 40 percent to 20 percent since the Patria Potestas. There is a strong effort to attract more female enlistment, however, to bolster up some sagging legions. More than 40 alien races are currently represented in the Imperial Military, amounting to about 30 percent of the troops.

THE IMPERIAL LEGIONS

The Legion is the backbone of the military. They are the troops who seize and hold planets for the empire. They also suffer the most casualties.



IMPERIAL NAVY

It takes a navy of massive proportions to transport and protect the 8,000,000 Imperial legions, as well as to take part in offensive actions. With at least a billion separate warships and three times as many transports, the Imperial Navy can mount devastating invasions. In the vanguard are massive warships to escort the invading legions and to be able to quickly transport troops to other areas in response to enemy actions. No other navy can match its size or destructive capabilities.

Fighters

Fighters play a vital part in naval actions, particularly trans-territorial actions (ground-air-space combat). This also means their mortality rate is high, while the conditions of flight can be difficult. A fighter weighs less than 20 tons, and is piloted by a Flight Officer. In a two-seater, he may be accompanied by a Weapons Officer.

The organization of fighter units used by the Imperial Navy is fairly standard with other major navies as well. Fighters are organized into pairs that spend so much time together that great comradeship usually develops between them. The senior of the two is the Pair Leader, and the other ship is known as the Wingman.

Other Classes

Other classes of ships include gunboats, corvettes, escort vessels, frigates, destroyers, cruisers, battleships, carriers, communication vessels, and a dizzying array of transport vessels (some of which can carry several full legions).

Groups of lesser vessels are usually organized around battleships to make a battleship group. These usually consist of a vital communications vessel, one or two cruisers, four to six destroyers, and four to eight lesser picket vessels such as frigates. One or two battleship groups are sometimes attached to the huge carriers (which can carry at least an entire fighter wing) to provide heavy weapons protection for the generally lightly armed carrier. There have been instances of groups larger than a carrier group assembling into task forces and fleets, but these formations disband immediately upon completion of the mission.

Some regional fleets, under the command of a specific admiral, do exist as a floating reserve. Some of the more important Praetorian Guards use a battleship group as protection, while the Caesar uses two complete carrier groups for protection.

Naval Ranks

The Imperial Naval ranks are:
Grand Admiral
Admiral
Vice-Admiral
Rear-Admiral
Commodore
Navarchos
Pluiarchos
Pluiarchos Junior Grade
Archikeleustes (Rank of Flight Officers)
Keleustes
Keleustes Junior Grade
Diopos
Naftis
Naftis Junior Grade

Fighter Organization

A **Pair** is two fighters.
A **Squadron** consists of three Pairs of fighters.
A **Flight** is composed of four Squadrons, with 24 flight officers and 51 maintenance personnel.
A **Group** is three Flights, with 72 fighters and 250 flight officers and men.
A **Fighter Wing** is five Groups, with 360 fighters and 1250 flight officers and men.

THE COMMONWEALTH

The Commonwealth is a Human-Baufrin civilization in the far end of the Orion Arm, comprising some 40,000 stars, and stretching across and arc of space roughly 45,000 light years in length. New Britannia is its capital.

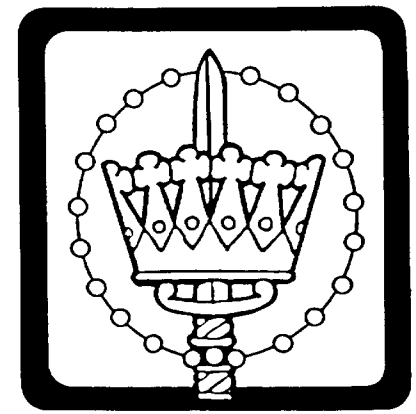
It was around the year 3000 that Human settlements far from the home-worlds around Terra, first began interacting with the Orion Baufrin, a race of nonhiving intelligent insectoids. After some initial friction, the two races worked out an economic and political arrangement called the First Commonwealth, which lasted for almost 2,000 years of peace and expansion, and ended only with the devastation of the Snow Plague.

The Plague affected Humans and Narams only, and wiped out 80 to 90 percent of the Human/Naram population in space. The epidemic left countless planets vacant, both in the Commonwealth in Orion and in the Human Empire around Terra. The KessRith and Ssora empires took these over by default. When a Humanity recovering its numbers after the Plague tried to wrest back control of these worlds in the late 64th century, the two powerful empires struck them down. KessRith and Ssora masters reduced Human civilization to slavery, both in the Orion Arm and around Terra.

A century later, in the second half of the 6500s, a successful insurrection around Terra threw the KessRith and the Ssora into disarray. Alexander Trajan led the liberation forces from victory to victory, and in 6565, he proclaimed the Terran Republic. The new Republic sent arms and aid to a number of insurrections within the empires, including the united Baufrin-Human resistance in the Orion Arm, under the leadership of the Baufrin Suphra Decla.

In 6573, the Orion rebels proclaimed the Commonwealth, with Suphra Decla at its head. Nine more years of combat followed, until the KessRith, reeling from a two-front war, signed a separate peace with the Commonwealth in 6582, leaving the Terran Republic to fight on alone. Alexander Trajan was outraged, but Suphra Decla would not change her mind. One of the Commonwealth's slogans is "Defiance in the Face of Tyranny," and the Human-Baufrin civilization was already repulsed by the reappearance of slavery in the Terran Republic.

This established the enmity that led eventually to the current aggression against the Commonwealth by the Republic's successor, the Terran Overlord Government.



POLITICAL STRUCTURE

A large portion of Commonwealth Humans were of British stock, and they patterned their government on the old British model of an electoral democracy with a parallel nobility. Government consists of a two-house Parliament (House of Commons, House of Lords), led by an elected Prime Minister, accompanied by a noble. A Baron presides at the planetary level, a Count at the County level (about 50 planets), and a Grand Duke at the Dukedom level (50 Counties). There is no Prime Minister at the Commonwealth level. In New Britannia, the "first citizen" is the Regent, elected for life by the Grand Dukes.

The Commonwealth crest is a crown surrounded by 21 stars representing each of the Grand Dukedoms, including eight now in the hands of the TOG.

THE REGENTS

The first Regent of the Commonwealth was the Baufrin Suphra Decla (6585-6591). She is best remembered for reestablishing ties with the former KessRith enemy, and for molding the various revolutionary fighting groups into a permanent Commonwealth Armed Forces, sensing that someday they would be needed to defend against the Terrans. (Technically, it is not really applicable to call a Baufrin "she," as they are asexual until mating time, and even then can assume any one of three sexes, Male, Female, or Mother.)

Over the next 230 years, a succession of Human, Baufrin, and Naram Regents, and even one KessRith, oversaw the ending of discrimination against KessRiths in the Commonwealth, established relations with the Vauvusar race in the Magellanic Republic, took the Renegade Legion and Illustrus Senator Gregory Novick into their realm, created a secret service to penetrate the TOG and subsequently disbanded it when it got out of control, replacing it by hiring the Renegade Intelligence Legion.

War began with the Terran Overlord Government when the Baufrin Regent To' Siptos refused to hand over the Renegade Legions. (To' Siptos, a relatively young Baufrin, later stepped down after he molted into another personality.)

The first KessRith Regent, Valako, arranged a secret pact with the KessRith Empire, allowing Commonwealth and Renegade forces to enter that realm, provided they were not too obvious about it.

Valako's successor, the present Regent, is Stephen Lukather, a Human. At 48, he is the youngest leader of the Commonwealth to date. A distinguished commanding officer of Commonwealth heavy armor units, he left the military after losing his left hand in a battle in which he won two knighthoods, one Commonwealth, one Renegade.

He returned to his homeworld of Gaul, where he got embroiled in opposition politics against a corrupt KessRith administration. (Even though he was raised by KessRith, many KessRith belive that Stephen is prejudiced against them). He and Elizabeth Caliburn, Baroness of Gaul, were married during these years.

Eventually, Gaul sent him to the Grand Parliament in New Britannia, where he led the opposition against tax increases. In 6929, the Grand Dukes chose Stephen as Regent. Shortly after this elevation, TOG agents kidnap-

ped his wife, intending to trap the Regent and/or the commander of the Renegade Legions if they tried a rescue. A rescue force did get through, however, and Elizabeth Lukather was freed. The Regent loves his wife with a passion, but now that she has been with the enemy, his advisors have begged him not to trust her completely. Since her return, he has kept her at arm's length.

COMMONWEALTH MILITARY

The Commonwealth is in the unusual position for a government of having a dual military structure, the larger part of which is not technically under its control. The 300,000-plus Renegade Legions are the backbone of Commonwealth defiance of the TOG. Fighting alongside them are some 200,000 Legions of the Commonwealth Armed Forces (CAF). The Renegade Legions are still organized on the original Roman model of Alexander Trajan. Thus the Renegade fighter organization is similar to the TOGs organization. Although the Commonwealth military has tried to pattern itself on the Renegade Legions, there is still considerable variety of unit composition in the CAF, which has proved to be both boon and bane.

There has been animosity between the two militaries in the past, but there are few bad feelings now. There has been considerable cross-training of officers (the Renegade Legions are considered to be the better fighting force), and members of both extend all military courtesies to the other. Each is obliged to follow the orders of the other when necessary, although the Renegade Legions interpret "necessary" much more independently.

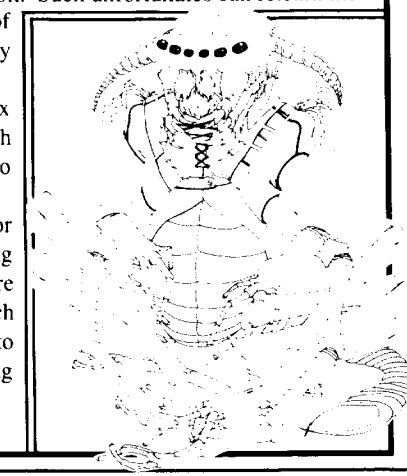
The Renegade Legions actively recruit on Commonwealth planets, and there is still a flow of trained soldiers coming in from the TOG. Young Commonwealth men and women consider it a great honor to be asked to be a Legionnaire.

The Grand Parliament of the Commonwealth provides about 80 percent of the Renegade Legions' yearly budget, with levies on the many planet-owning Renegade families making up the rest.

BAUFRIN (bou'frin)

From the planet Baufrinos, the Baufrin are the culmination of insectoid-dominated evolution. They stand about one meter tall, weigh about 60 kilos, and have three pairs of legs extending from the center of their segmented bodies. They walk much like Terran spiders do, except that their head and upper torso are vertical so that they can see. Baufrin have four arms; the two upper arms are used for intricate work while the two lower , longer arms are reserved for more manual work. Each of their three pairs of eyes are sensitive to a slightly different range of light, giving the Baufrin better vision than Humans. Found on the underside of the bony ear flaps, the ear sacs are less sensitive than the ears of Humans. The thick exoskeleton of the Baufrin is usually a deep emerald-green with intricate striping, though many variations of green and blue can be found among the race.

Baufrins hatch from eggs and can expect to live about 50 Terran years. During their life, they molt (shed their exoskeleton) about 8 times. It is uncommon for a Baufrin to lose its memory and identity during a molt. Such unfortunates can relearn their lost skills, but they can seldom maintain relationships begun before the molt. Because of this, Baufrin society considers those that have lost their identity during a molt as completely different individuals, no matter how important they might have been before the molt.



The Baufrin are family-oriented. The family consists of a Baufrin from each sex (female, male, and mother), who claim sexual, spiritual, and economic loyalty from each other. Sexual desire lies dormant in the race until just before a molt, when their torso carapace becomes iridescent red.

Being family-oriented, the Baufrin tend to chaff under organizations that are larger or more complex than the family unit. This often makes them violently opposed to any strong central government, especially those that try to assert control over them. Baufrins admire and like Humans and Naram for their love of freedom and the unpredictable way in which they behave, but will not tolerate any that try to force their ways on them. Baufrins look to the Independent Elders, strange shadowy religious figures, to judge disputes among themselves.

THE RENEGADE LEGIONS

Service Branches

Among the Renegades, the Legions are surface fighting units, while the Navy fights in space and within the atmosphere. Aquatic navies, or units used for ship-to-ship actions, are considered special divisions of the branches.

Ranking

The Renegade Legions still use the ranking system adopted by Alexander Trajan in 6575. Greek terms, rather than Roman, are used for naval rankings because the ancient Greeks had a seagoing tradition, whereas the Romans tended to look down on the navy.

The Legion	The Navy
Grand General	Grand Admiral
General	Admiral
Lieutenant-General	Vice-Admiral
Major-General	Rear-Admiral
Brigadier-General	Commodore
Prefect of the Legion	Navarchos
Legatus Maximus	Pluiarchos
Legatus	Pluiarchos Junior Grade
Centurion Maximus	Archikeleustes
Centurion	Keleustes
Optio	Keleustes Junior Grade
Sergeant	Diopos
Mastati	Naftia
Principes	Naftia Junior Grade
Triarii	

Uniforms and Insignia

Uniforms worn by members of the Renegade Legions are similar to those worn by the Commonwealth Armed Forces. (Actually, Renegade Legionnaires wear a combination of Commonwealth uniforms and uniforms from the armed forces of the old Terran Republic.) They are colored a deep sky blue, with metallic facings, and silver-grey puttee-like leggings below the knee made of impervious pseudo-plastic. Some ground units wear ribbed arm and torso coverings of the same silver-grey material.

The Renegade Legions still use the old insignia of the Terran Republic military, which for the most part are also used by the TOG. Renegades have added the prominent red graffiti "R," always found somewhere on their uniforms, their fighting vehicles, and their ships, in solidarity with the Renegade underground operating inside the TOG. Renegade Legions do not use

offensive insignia like the Death's Head worn by TOG Legionnaires for successful invasions, or the symbol of the secret Lictor police, the *fascio*, an axe bound in a tight bundle of twigs.

Renegade Legions either display the state symbol of the Commonwealth in their banner, or fly a Commonwealth streamer from their standard.

MILITARY PERSONALITIES

Grand General Jon-Tal Venzina

Tall, slim, and long-haired (he is Naram-Human), Jon-Tal Venzina, 51, is the current Commander of the Renegade Legions. Under him, the Renegade Legions have been strengthened with the latest equipment and machinery. He has always believed in cooperation with the Commonwealth government, and his efforts have paid off with a great reduction in anti-Legion sentiment. He also believes in cultivating friendship with the Vavusar, those enigmatic aliens from the Magellanic Clouds. He sees a major offensive coming from TOG, and hopes to blunt it by launching his own offensive and beating them to the punch.

Grand Admiral K'Tusar

Current Commander of the Renegade fleets, K'Tusar is the first non-Human/Naram to reach so high a post (she is KessRith). She harbors an extreme hatred of the TOG because of its actions against the KessRith Empire. Her advancing age is causing health problems. She is bitterly opposed to Grand General Venzina's plan to launch a preemptive offensive. She also has a rather low opinion of the Commonwealth military. Her flagship is the *RS KessRith Revenge*, a KessRith Battleship.

COMMONWEALTH ARMED FORCES

Composition of Forces

About half of the 200,000 Commonwealth Legions are modeled after the typical Renegade Legion. The rest are a variety of organizational forms representing the different civilizations that have gone into making up the Commonwealth.

Units designated "B'ekkal" are patterned after the Naram B'ekkal. They are highly mobile, lightly armored, and equal in size to Legions. They are manned mostly by Humans and Naram-Humans.

"KessRith" units follow the unit organization favored in the KessRith Empire. They are heavily armored and highly potent, but rather slow, and smaller than Legions.

Units designated "Baufrin" are modeled after the organization favored by the Baufrin: medium armor, medium potency, average speed. They, too, are smaller than the average Legion.

"Vavusar" units, of which there are only a few, are extremely potent and agile, but they have little armor. They are smaller than Legions.

"Mixed" units are just that.

"Infantry" units are composed mainly of foot soldiers, with enough light vehicles to move them about swiftly, but minimal air, armor, or artillery support.

"Heavy Infantry" units have more armor, air, and artillery support, and the better protected infantrymen carry more potent weapons.

"Mechanized Infantry" has all the support of Heavy Infantry and also uses heavily armored personnel carriers, with heavy support from tanks and artillery.

Units designated as "Air Mobile" are basically the same as the light Infantry units, but they move about the battlefield by air rather than on the ground.

Units designated "Armored" or "tank" have the use of weapons vehicles, either ground effect, tracked, or anti-grav, depending on whether they are classified "Light," "Medium," or "Heavy." They usually have heavy artillery support.

"Artillery" units are armed with long-range weapon systems like cannons, large lasers, or missiles. They are usually supported by small infantry units and tanks. They are designated "Mobile" if the weapons are mounted on anti-grav or tracked vehicles or packed into aircraft.

Service Branches

Whatever their composition, Commonwealth military units are organized into services based on the military of the old British Empire of Terra.

The Royal Army undertakes most ground action. **The Royal Navy** is responsible for all starship action, including action by fighters of the Royal Fleet Aerospace Arm. The Legions and smaller units of **The Royal Marine Corps** handle boarding actions between ships. They are also trained to deal with certain types of ground action, such as seizing and holding spaceports. Action by all fighters based on planets are the responsibility of **The Royal Aerospace Force.**

Antiterrorist squads, combat engineers, and commando units make up the **Special Forces.** The **Planetary Militia** are composed of forces specifically related to the various planets' surfaces, such as aquatic navies, ground effect vehicle units and special terrain forces, as well as transportation and supply for all military operating on their worlds. They also act as reserves, and provide special terrain advisors to Royal Army and Royal Marine Corps units on their planets.

Ranking

Commonwealth military ranks follow the model of the British Empire in the Second World War, almost 5,000 years ago. The one exception is the position of Sky Marshal, the pinnacle of the military hierarchy, which is separate from and above the individual service branches.

Royal Army	Royal Navy	Royal Marine Corps	Royal Aerospace Force
Grand Marshal	Grand Marshal	Grand Marshal	Grand Marshal
Field Marshal	Admiral of the Fleet	General	Chief Aero Marshal
General	Admiral	Lieutenant-General	Aero Marshal
Lieutenant-General	Vice-Admiral	Major-General	Vice Aero Marshal
Major-General	Rear-Admiral	Brigadier	Aero Commodore
Brigadier	Commodore 1st Class	Colonel	Group Commander
Colonel	Commodore 2nd Class	Lieutenant-Colonel	Wing Commander
Lieutenant-Colonel	Captain	Major	Squadron Leader
Major	Commander	Captain	Flight Lieutenant
Captain	Lieutenant-Commander	Lieutenant	Flying Officer
Lieutenant	Lieutenant	2nd Lieutenant	Pilot Officer
2nd Lieutenant	Sub-Lieutenant	Warrant Officer	Warrant Officer
Warrant Officers	Warrant Officers	Quartermaster-Sergeant	Flight Sergeant
Staff Sergeant Major	Chief Petty Officer	Color-Sergeant	Sergeant
Sergeant Major	Petty Officer	Corporal	Corporal
Sergeant	Leading Rating	Lance-Corporal	Leading Aerocraftman
Corporal	Able Seaman	Marine	Aerocraftman
Private	Ordinary Seaman		

Uniforms and Insignia

While the actual design of CAF uniforms varies with the unit and the mission, the basic components are a body covering of silver-grey leatheroid material, with metallic facings, and leggings and torso cover of ribbed impervious pseudo-plastic colored a light purple. The crown of aerospace fighters' helmets is covered by the same purple material.

Somewhere on his or her uniform, every member of the CAF wears the Commonwealth seal, a crown surrounded by 21 stars. Special racial units also wear the insignia of their particular race, as well as a Legion/Regimental patch.

THE SKY MARSHALS

Sky Marshals are those men, women, and aliens who have proven their expertise in the military sciences. They have usually spent decades on the front, proving their ability to orchestrate all manner of battles, from the smallest skirmish to the largest invasion. They have usually been commanders of one of the four branches of the CAF when chosen to become Sky Marshals. Now they are expected to run entire fronts, coordinating the grand strategy that will shape the future.

Sky Marshal Schafer Greenway

Schafer Greenway is Senior Sky Marshal of the Commonwealth. He entered the Commonwealth Armed Forces as a teenager, and at 68 he is beginning to show the effects of the strain of a long, demanding career. His superiors recognized his strategic skill early, and sent him into service with the Renegade Legions so that he would get lots of battle experience. He served with, and eventually rose to command, the 932nd Air Mobile Renegade Legion (The Bug Squishers). Back in the CAF he quickly rose in rank to Sky Marshal.

Schafer Greenway is tired. He wants to retire, but he knows the conflict with the TOG is entering a crucial phase that could determine the life or death of the Commonwealth.

Sky Marshal Anthony Pontius

At 47, Anthony Pontius is the youngest of the Sky Marshals. He was born into a family with a strong Renegade Legion tradition. At 30, he was already Prefect of the Renegades' 5791st Heavy Armored Minerva Legion (The Free and Equals).

Why he suddenly resigned his commission and signed with the Commonwealth Armed Forces is unknown. Some have speculated that his creative mind was stifled by the regimented life of the Legions (he paints and writes poetry). Other say that his love for the Duchess Sula Marava was the real reason. Her career as commander of the 325th Naram B'ekkal was legendary, and it is easy to see why Anthony Pontius was drawn to this genius of a woman who was also devastatingly beautiful.

Whatever the case, his term as Commander of the Army has resulted in several developments away frpm the direction of modeling the Commonwealth military after the Renegade Legions. The result has been to bring the Commonwealth Army almost up to the elevel of the Legions.

Sadly, his life with Duchess Marava ended with her death on Valdex. Now Anthony Pontius has to cope with his teenage son Marcus, who is apparently quite rebellious.

TECHNOLOGY IN THE TIME OF TOG

Though travel at speeds faster than light was long thought impossible, late in the 20th century, scientists discovered the existence of Tachyons, subatomic particles that seemed to defy all logic by travelling *faster* than the speed of light. Indeed, the speed of light seemed to be a Tachyon's minimum velocity, because it was impossible to slow one down.

By the next century, Professor Hsieh Ho had pioneered a new branch of mathematics called Polydimensional Non-Euclidean Geometry. Though physical reality appeared to be a seamless whole, Ho postulated that it was actually assembled more like the pieces of a jigsaw puzzle. There were "seams," points where dimensions touched, and the Professor theorized that space travel could take advantage of these cracks between dimensions. In 2156, the *UNSS Magellan* proved Ho's theories when it disappeared from the friendly confines of space around the sun, and reappeared many light years away.

T-SPACE

What man had discovered was Tachyon Space, or T-Space. In this dimension, which lies at right angles to our own, the absolute minimum speed of any particle is the speed of light. When a ship reaches its entry speed for T-space, its drive sends it neither right nor left, up nor down, forward nor backward, nor any combination of these normal directions. Instead, the vessel shoots THAT way at a seemingly impossible right angle through one of Professor's Ho's dimensional seams. It instantaneously reaches a velocity above the speed or light in proportion to its speed of entry. The minimum speed for entering T-space is 2.5×10^{-5} C (C=speed of light), which puts the vessel into T-space at a speed of one light year per month (ly/month). Maximum entry speed is .5C, which results in the incredible speed of 100,000 ly/month once the vessel enters T-space.

It is the I-K (Ippolito-Kuldunov) Drive that permits vessels to reach these entry speeds. To accelerate the ship forward, the I-K Drive uses an anti-gravity compression chamber that superheats hydrogen and helium atoms to near relativistic energies before they exit the chamber.

In T-space, where stars are black objects radiating streams of Tachyons of all possible colors and speeds, ships could not communicate with other ships or planets, fire their weapons, or maneuver in that alternate reality. The energy necessary was several grades beyond the impossible. Though scientists experimented with a number of solutions, the results were disastrous. The engines either dissolved into puddles of molten metal or whole vessels exploded into Tachyon particles. These failures led to the discovery of a new inviolable universal law: In T-space, it is possible to travel only in a straight line.

To navigate in T-space, a ship *must* aim precisely toward its destination as it accelerates to entry speed. The further the destination, the longer the distance the ship must travel before entering T-space. To put the ship on a precise enough path required the development of highly precise navigational computers. These computers are rated at the acceleration in Gs at which they can calculate an accurate course.

For example, it takes a 5 G navigation computer 150 hours to calculate a course through T-space toward a destination 100,000 light years from the entry point. During these hours spent calculating, the ship must be accelerating up to .5C and be under the computer's complete control. For a computer rated at 20 G, it would take only 50 hours to navigate a safe course over the same distance of 100,000 light years. (In a crisis, a captain might choose to override the computer and take his ship directly into T-space before the computer calculations are complete. He knows, of course, that he risks becoming permanently lost in doing so.)

Knowing a ship's path and speed is a sure way to infer its destination, especially because T-space vessels leave telltale trails that indicate their direction of movement. When pursued, a ship's captain must often play cat and mouse by making many short hops in zigzag fashion in and out of T-space, hoping to throw his pursuers off the trail.

Because normal matter is slightly out of synchronization with the energies of T-space, when the two come into contact, it creates a kind of disharmony, or friction. The phenomenon is known as Shimmer Heat, and shows as a brilliant flash of light as T-space vessels reenter normal space. The bodies of the passengers also continue to shimmer slightly upon reentry. Over time, this disharmony results in serious overheating. The time limit that vessels or people can remain in T-space is about 30 days. After that time, Tachyon Meltdown—and death—occur. First the ship and its passengers melt into a pool of metals and assorted organic smears, and then the whole mass explodes into a shower of Tachyons, with the atoms of the victims converting into base Tachyon energy.

To disperse the effects of Shimmer Heat, people and things must spend an equal amount of time in normal space as they have just spent in T-space. Someone who has spent 29 days in T-space, for example, must then spend another 29 days in normal space to totally rid himself of Shimmer Heat.

COMMUNICATIONS AND DETECTION

With the development of faster-than-light travel, the communication sciences had to catch up. T-space vessels could now travel across the galaxy in the same time it would take a radio message to get halfway to the nearest star.

PHASE-POLARIZATION COMMUNICATIONS SYSTEM (P-COMM)

More than a hundred years after the development of T-space travel, the scientists of Delta Alphecca discovered the Phase-Polarization Communication (P-Comm) System, with help from alien scientists of Huldice.

The basic principle behind the P-Comm system is relatively simple. When an electromagnetic wave is passed through a wave grate generator, polarization occurs. Those portions of the electromagnetic wave not lined up with the wave grate being generated are filtered out. If two wave grates were operating with their wave directions at right angles to one other, they would effectively block the electromagnetic wave from passing beyond the second wave grate. What no one understood was what happened to the energy present in the thwarted wave. It remained a mystery until the scientists of Delta Alphecca passed a Tachyon detector behind two working wave grates and discovered that an extremely energetic system wave of Tachyons was being emitted.

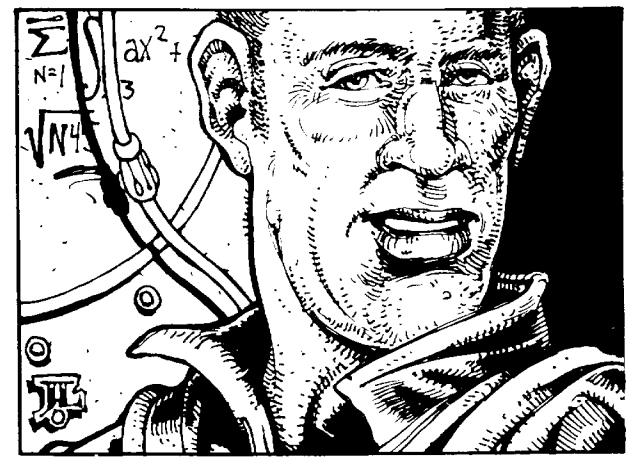
To test their momentous discovery, the scientists set up two identical sets of wave grates and radio sets on two different planets. On July 4, 2257 (Standard Calendar), the scientists on Delta Alphecca huddled around their receiver waiting for some word from the Huldice scientists, who where on Omicron Tau, some 20 light years distant. Through the fuzz and crackle, they suddenly heard a clearly audible message from the jubilant Huldice.

The beauty of the P-Comm system is its simple technology. (Indeed, it is so simple that almost anyone can construct a crude P-Comm system to listen in to what the galaxy is saying.) The P-Comm system also compacts easily onto a group of circuit cubes, and so is suitable for use by even the smallest ship.

The P-Comm system does have its limitations. The easiest to overcome is the static that grows more and more severe as transmitters become more distant. A good filter and leveler system solves the problem, making it possible to send and receive at longer distance. A ship cannot transmit or receive using a P-Comm while traveling in T-space, which could be inconvenient. It was not until Humanity had colonies scattered clear across the galaxy that the P-Comm's most serious limitations became evident: messages sent via P-Comm could travel no faster than 20,000 ly/month. With some empires of Humanity being 70, 80, even 90,000 light years in diameter, it meant that a message would take four months to arrive, and the receiver four months to respond. Such slow, unwieldy communications put an empire at the mercy of any enemy that could move fast enough.

VERY LARGE COMMUNICATIONS ARRAY (VLCA)

One of the scientists involved with the P-Comm discovery had scribbled some notes describing a peculiar, almost imperceptible echo that occurred when a P-Comm transmitter was aimed at a P-Comm receiver. Not even the fabled Huldice scientists had realized the importance of this chance observation at the time, yet it would one day help to create the greatest empire the galaxy had ever seen.



Years later, two scientists investigated casual observations left by their long-dead colleague while they were studying possible improvements in the fidelity of the P-Comm system. Using a high-powered P-Comm system attached to a large, flat array on his lab roof, Professor Neil Stomtra of the University of Washington aimed it at a similar device located on Pluto. Waiting on Pluto to monitor the results was Dr. Jessica Sulta, his assistant.

What the scientists expected from the experiment was that an echo would follow the message at a measurable interval. What the experiment actually did yield left them stunned.

When Stomtra transmitted his message at the appointed time, Dr. Jessica Sulta was startled to hear the Professor's voice over her speakers at the same instant he spoke. A few moments later, the same message came across via the P-Comm. After hurriedly verifying the reliability of the local time devices, the two mulled over their discovery. It seemed impossible, but the "echo" they had been pursuing was not the trailing ghost of a message but the instantaneous transmission of information from Terra to far-off Pluto.

Just as Hsieh Ho had speculated about a multitude of dimensions all lying at right angles to one other, Stomtra and his aide theorized that there must be numerous realities using any combination of dimensions. "Normal" reality uses length, width, height, and time. Those also exist in T-space, but with a slight difference in the boundaries of possibility. What the two soon-to-be rich and famous researchers assumed was that their messages had traveled (if such a word applied) through a previously unknown reality, where time was not a factor! The military was especially quick to react to the implications of this device. The government soon undertook an enormous program to build larger, more powerful versions of what came to be known as the Very Large Communications Array (VLCA) in all the star systems, as well as designing communication ships that could be used as portable VLCAs.

The VLCA changed the course of human history by freeing Terran Humanity from its prison of ten planets. With astonishing ease, and to the complete surprise of the enemy, fleets under the command of Alexander Trajan were continually able to outflank their opponents, resulting in the eventual creation of the Terran Government.

This is not to say that the VCLA is without disadvantages. The first of these is the sheer size of the system. In order to communicate effectively with the most distant star an array of ultra-sensitive polarizing transceivers at least a kilometer in area is required. This requires that each installation must draw enormous power from either solar panels or an harmonic crystal generator. Like its predecessor, the P-Comm, the VLCA is also inoperable in T-space.

The most serious limitation was that the array must be aimed directly at the recipient of the message, which requires sophisticated computers to accomplish.

As a result, VLCAs are usually huge complexes of arrays, solar collectors, and maneuvering engines orbiting a few select worlds. Some of the larger VLCAs are equipped with several arrays to handle several messages simultaneously. Communication ships, usually reserved for navies, are huge affairs bedecked with enormous, yet fragile, panels that can be lowered and stored for flight.

Given the crucial importance of VLCAs, it is no wonder that they have become the focus of so many battles.

T-DOPPLER SHIP DETECTION

In 2551, an important spin-off of the P-Comm device was developed. Scientists discovered that by coupling a working P-Comm transceiver system with a doppler radar set, they could obtain a visual or aural picture of the surrounding sphere of T-space. This joining of the two systems became known as the T-doppler, and allowed operators to see approaching and departing ships as they traveled in T-space.

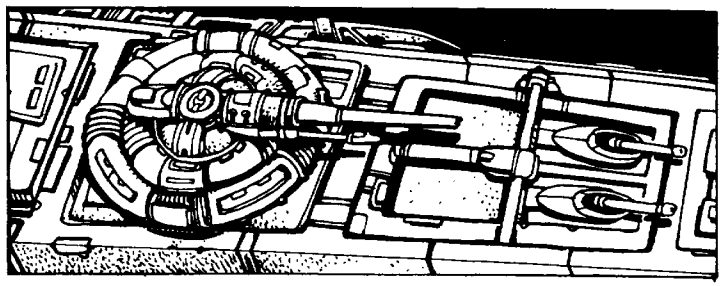
Though the T-doppler was a boon to space traffic control, the major benefactor was the military. Though the device detects approaching ships within only a certain sphere, it does offer the military enough warning time to prepare a proper defense.

SPACE WEAPONRY

MASS-DRIVER CANNONS

Mass-driver cannons represent the most modern form of projectile weapons, whose long evolution began with the first thrown rock. Mass-driver cannons usually consist of a long tube made of superconductive metal to which twining rails of a magnetic material are attached. Fed into the breech of this tube are the projectiles, usually four or five-centimeter slivers of hardened steel. An extremely strong current passes through the tube to accelerate the projectile down the barrel on the crest of a wave of magnetism generated by the tube and the rails. These bullets travel at high speed and a hit can gouge a huge crater in an enemy vessel.

On the downside, the Mass-driver cannon is heavy and tends to take up quite a bit of space, which is precious in the smaller vessel classes. Also, the speed of a Mass-driver shell is relatively slow, so its effective range in a high-speed space battle is limited. But, the Mass-driver cannon is a tried and true design requiring little maintenance and low power consumption. It is a good alternative to weapon systems with high power demands and balky technology.



LASERS

Lasers are coherent beams of light generated through Gennium-Arsenic crystals. Once up to power, the laser bolt is turned loose and focused through optical lenses or electromagnetic aiming devices. The amount of damage it can do depends on the laser's distance from the target, as its beams tend to disperse and grow weaker over long distances.

Lasers have superb penetrating power. While most weapons cause conical-shaped damage profiles when striking armor plating, the damage profile of a laser hit is a column. It is not uncommon to see armor plate that can easily absorb a Mass-drive hit be drilled right through by a laser hit.

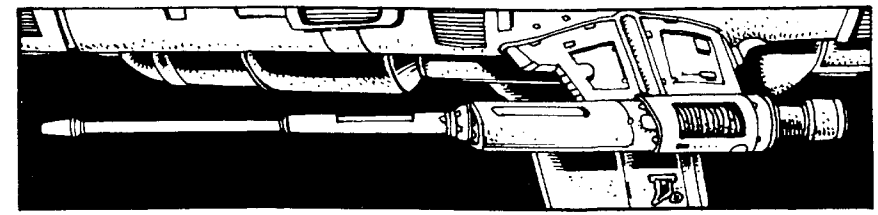
LASER CRYSTALS

Gennium-Arsenic is a dun-colored ore that exists only on violent worlds whose catastrophic forces combine perfectly to create this rare ore. Because the ore is so often associated with poisonous gases or radioactivity, or with volcanos and other unstable land conditions, many realms force slaves or criminals to do the dangerous work of mining Gennium-Arsenic. At the worst TOG mines, the average life expectancy of a "miner" is about two days.

Once mined, the ore is sent to be grown into crystal. This process is so complex that it can be done only in a zero-G environment. First, the crystal is "seeded" by immersing a diamond "bud" attached to a rotating shaft in an electrically charged froth of crushed ore. The charged ore collects on the surface of the diamond and begins to crystallize. Once a sizeable crystal is started, the diamond bud is broken off, to be used again. The crystal is then examined for purity and trueness before being placed back upon the rotating shaft, to be bathed and grown in the ore again. After another interval, the crystal is examined once more. This lengthy process of bathing and then examining the crystal continues for as long as it takes to create one of the right length and diameter.

Crystals range in size from .5 meters long and about a centimeter in diameter for hand weapons to an incredible ten meters long and ten centimeters in diameter for the largest laser cannon on a battleship. Purity is essential. An impure crystal may be good for a few shots, but eventually the impurity will cause a locus of disharmony and literally shake the crystal to pieces, causing a back surge in power that will explode the power pack of the weapon, to the misfortune of the user.

Needless to say, both the mines and the orbiting facilities at which the crystals are grown, often known as "Crystal Gardens," are prime military targets.



ELECTRON AND NEUTRON PARTICLE GUNS

These weapons use the basic building blocks of the atom as projectiles.

The Electron Particle Cannon (EPC) strips away the electrons from atoms, usually hydrogen or helium atoms from the I-K Drive's fuel reserve. Then, a complicated series of superconductive magnets and focusers accelerate the streams of electrons to near the speed of light before spewing them at the target. Though the magnets, focusers, and mechanisms to acquire the electrons are relatively small and lightweight, the power required to fire the weapon is high.

The EPC is a short-range weapon. The beam, which is visible in space as a faint blue line, is most effective for close-in fighting between ships. An EPC hit is dispersed over the surface of the target. Thus, rather than penetrating armor plating, EPCs boil it off in large chunks, a layer at a time. Because planetary atmospheres prove to be too much of a barrier to the high negative charge of the EPC beam, it has not been possible to develop versions suited to planetside combat.

The Neutron Particle Cannon (NPC) works by first stripping the neutrons from an atom (usually helium or lithium). As neutrons have no charge, it is impossible to manipulate them with electromagnetic forces, a problem that scientists long ago solved with "masking." In this process, the cannon's mechanism bombards the neutron with tachyons (1) to substantially reduce the neutron's mass and (2) to lay an almost imperceptible charge on

the neutron. Once the neutron is charged, superconductive magnets and focusers, much like those in the EPC, can accelerate the neutron.

Once it has left the cannon, the neutron gradually reconverts to its original state. This accounts for the unexpected ability of the cannon to do more damage at a distance than up close, making it an excellent long-range weapon. Because neutrons are many times heavier than electrons, the neutron beam can effectively penetrate armor if it hits a target. Its major drawback is that the weapon requires much power to fire and its machinery is frequently sullen.

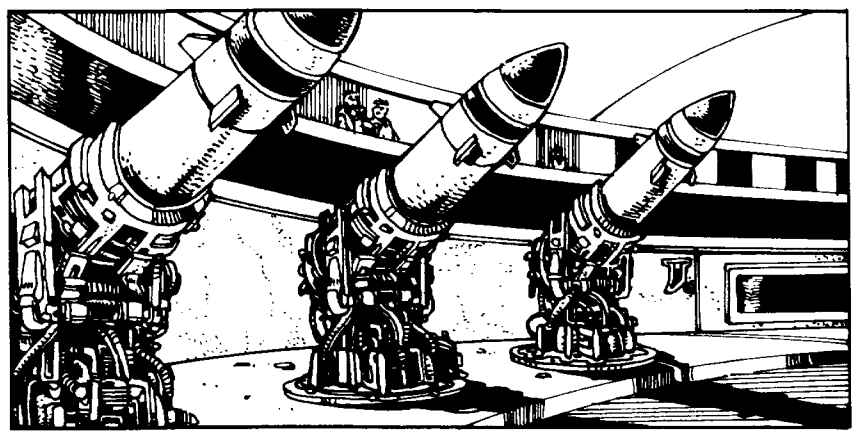
Though there have been many attempts to have the two weapons share focusers, magnets, and the like, all efforts have so far been disastrous failures.

MISSILES

Missiles are an important aspect of warfare today. While hard to target, due to a wide variety of countermeasures, a missile strike can mean the difference between victory and defeat in an evenly fought contest.

Radiation Intensity Seeking Missile (RIS)

The RIS missile is guided by the radiation emissions of its target. Modern countermeasures have greatly reduced these emissions from most areas of a combat craft, but the engine exhausts are still "hot" enough for these missiles to home in on. Their relatively simple guidance controls allow for a larger warhead, but by quickly swinging the stern of their craft out of the RIS's scanning arc, maneuverable ships can cause the missile to lose their lock-on.



Scanner Silhouette Seeking Missile (SSS)

The SSS missile scans its target prior to launch and builds up a three-dimensional image, or silhouette, of its target. As the SSS guides itself to the target, it continually scans every object in its scanner arc and compares it to the computer image of its target. Necessary adjustments are made in its course, and the missile flies itself into the target. Early versions of the SSS could be confused by having a ship of the same class cross closely behind the target ship. Current versions of the SSS have more effective discrimination systems that are not as easily fooled.

Transponder Guided Missiles (TGM)

TGMs track a fighter's transponder signal. This signal is normally broadcast by a fighter to identify it to other ships. TGMs are unique in that they do not require a lock-on like other missiles. Rather, the missile is lobbed out into space where retros stop all of its forward motion, and then it angles itself into a preprogrammed position. The TGM then starts to scan for a target not broadcasting the appropriate transponder signal. Some models will lock on any target not broadcasting a friendly signal, while others will attempt to discriminate between enemy ships and friendly ships that simply have a malfunctioning transponder. Because of the TGM's high level of sophistication, the TGM warhead is smaller than an RIS or SSS warhead.

Dead-Fire Missile Clusters (DFM)

A DFM cluster is not a missile in the normal sense, but is rather like a shotgun shell slung in a missile rack. When within range, the pilot fires the DFM, which spews tens of thousands of small pellets in the direction of the target. While many pellets will miss or be turned away by the shields, a sufficient number hit, causing a significant scouring of the target's armor.

SHIELDING

At one time, the thickness of a ship's armor plating was its only defense against a weapons hit. This was slim protection against the dizzying array of powerful weapons available.

In 2289, G. Greerson discovered the shield principal. A professor and technologist with a manufacturer of anti-gravity devices, Greerson had been pondering why anti-gravity tanks rarely took hits on the lower half of their bodies. A little experimentation soon turned up the answer. Planetary gravity reacted with a tank's anti-gravity device to create a wake of pressure-gravity, a fine sheet of extreme gravity extending a few centimeters around the tank's lower surface. This made all but the most powerful weapon veer harmlessly away or detonate prematurely.

Greerson soon had a working model of a device to generate a similar shield around an object without having to interact with a planet's gravity. Placing the device on an assistant, the professor stood back and threw the switch. The results were less than satisfying, for the shield quickly drew more power than the system could supply. In later trials, the professor discovered that when the shield passed the point of no return, the wave of pressure-gravity collapsed upon itself. His unfortunate assistant was literally rippled to death even before the shield detonated.

To lessen the shield's power demands, a new version was developed to flicker like a strobe. In the fixed type most used on fighters, the flicker rate was preset and unchanging. In the variable version, the pilot could set the shield to flicker at different rates, according to his needs.

A shield's effectiveness is measured by the number of on-off cycles it goes through in a second (flicker rate). Under combat conditions, a shield rated at 70 would intercept most incoming attacks 50 percent of the time. There is no theoretical limit to a shield's flicker rate. There are two practical limits, however. First, as the flicker rate is increased, the power usage increases geometrically. A flicker of 200 would have a power requirement of a small city. Second, there seems to be a limit on battlefield effectiveness. No matter how fast the flicker rate, at least 10 percent of all shots get through.

THE SHANNEDAM COVNTY CAMPAIGN AREA

HISTORY

The Shannedam County is the seat of the Alaric March Grand Dukedom. First established in the early 67th century, the Grand Dukedom, in general, and Shannedam County, in particular, are well known for their rich resources and well-developed industrial centers. It is little wonder that the region is so fanatically defended by the Commonwealth Armed Forces and the Renegade Legions.

There are 40 worlds in the County. In the current game year of 6831, TOG has captured 16 Shannedam worlds during the 20 years of fighting within the County. Eight worlds are currently being actively fought over. This includes Defiance, the capital of the Grand Dukedom. Two other worlds have been granted neutral status, and are currently controlled by the Merchant Aliens for their personal use. This leaves a total of just 14 worlds under the control of the Commonwealth.

RESOURCES AND ECONOMY

The County has been one of the Commonwealth's major suppliers of Gennium-Arsenic ore, the raw material from which G-A crystals are grown. The G-A crystals are the core of all laser weapons used on the battlefield today. A constant supply of the vital ore and crystals is crucial to the Commonwealth's continued survival against the Terran Overlord Government.

The planets of Ope' Diar, Rolunitru, Messana, Mysia, and Pisae are the five major sources of the crystal in the Shannedam County. Before the fighting, most of the mines on these worlds were co-owned by the Commonwealth government and the Massus Mining Company, a corporation partly owned by Grand Duke Duclassius Massus. As the mining of the precious ore is an extremely dangerous procedure, the people who worked at these mines tended to be very hardy and very well paid. The alien Baufrins, with their tough semi-exoskeletons, are especially suited to the mines, though they do not like the hellish conditions any better than anyone else.

Precious metals are another vital resource with which the Shannedam County is blessed. It mattered little what metal was needed, be it TroCobalt for the construction of advanced electronics, or rare Molybdenum-Titanium alloys, Ancona, Henders, Moshelle, New Janos, Tarraco, Thapsus, or any of another handful of County worlds could probably provide it.

Industrial worlds to process the abundant natural resources are numerous in the region, but none are more important than the Tiven-Rilus-Ope' Diar Industrial Megaplex. This consortium of major industries on the three worlds banded together about a century ago to drop all barriers that restricted free trade between them. As a result, goods and resources travel between these three worlds without any of the normal governmental hassles.

Though this unrestrained free enterprise system has resulted in many complaints about the callousness of the Megaplex toward the common person, the Grand Duke did little, saying that the benefits flowing from the consortium far outweighed the bad. This attitude was not surprising, considering that Massus Interstellar, owned by Grand Duke Massus, was a charter member of the Megaplex.

PEOPLE OF SHANNEDAM COUNTY

With the many natural resources and industries in the region, it is little wonder that Shannedam County had a very high population before TOG started making its presence felt. The average population of each planet in the county was about one billion, with the highest on Shannedam IV (now known as Defiance) at about four billion, and 300,000 on Novuta, the least populated planet in the realm.

Of the 40 billion inhabitants, about 42 percent are Human of mixed ancestry and beliefs. By far the largest percentage of the Humans are long-time citizens of the Commonwealth, whose ancient ancestors settled the region and then participated in the effort to overthrow the KessRith Empire in the last century. Though their religious beliefs are many, most tend to follow Tavaly B.C. (Buddhism-Christianity).

Refugees started flowing into the region almost immediately after the TOG was formed in 6681. Most were either political refugees who could afford to flee the TOG, or disgruntled soldiers who had the opportunity to slip across the border. They formed a steadily increasing flow into the region. They brought with them Neo-Roman-Catholicism, a much stricter belief and set of moral values than Tavaly B.C.

Friction between the refugees and the original inhabitants resulted in several major riots, but for the most part, the richness of the area offered too many possibilities for any one group to feel displaced by the refugees.

The next largest group in the County are the Narams, who form 25 percent of the population. As with the Humans, the Narams are of two groups, those who originally settled the area, and those fleeing the tyranny of the TOG. The flow of Naram refugees has taken a dramatic upturn since the sabotage and subsequent annexation of over half the Naram Republic by the TOG in 6726.

The Naram brought with them K'ekasa, or Naram Pantheism. This religion is easily one of the oldest in the galaxy, with copies of the *K'ekasalavo*, the *Naram Book of Tales*, being found in archaeological ruins over 8,000 years old on Naram Prime and on Earth among the Mayan ruins.

As the Naram and the Human races are so close genetically, it is not surprising that the distinction between the two races has blurred considerably in the County. Only the Narams' desire to wear their hair as long as possible (like the heroes of the *K'ekasalavo*) gives a hint of a person's ancestry.

The Baufrin form the next largest group in the Shannedam County, with about 22 percent of the population. The Baufrin are perhaps the oldest settlers of the region, with colonies on Messana and Mysia dating back some 3,000 years. As a race, the Baufrin have always been tolerant of the actions of "the soft two-leggers," but they are sometimes bewildered that beings with so many varieties of thought can manage to reproduce, let alone do anything requiring the cooperation of more than two.

In their official dealings, the Baufrin have always maintained a respectful distance from Humanity and the Naram, keeping official contact at a minimum. Socially, the Baufrin are much more open, and friendships between the Baufrin and other races are many. Their religion is aimed at the reattainment of the single-consciousness—much like the Hivers' One Mind—from which the Baufrin evolved to advance to their high technology level.

The remaining 11 percent of the County's population is made up of a variety of alien peoples, including many KessRiths native to the area, Ssoran refugees, Raynsarr, and members of the Merchant Races. There are even some members of the enigmatic Huldice in the county, as well as Vauvusar representatives from the Magellanic Clouds.

COUNTY UNDER SEIGE

The TOG conquered Ja Jasos, the last planet in the Keserdal County, in 6809. This gave the TOG an opportunity to pause and regroup its forces before moving on into the Shannedam County. This also gave the Commonwealth the opportunity to prepare its defenses.

Twelve Commonwealth Legions, bolstered by an additional nine Renegade Legions, would form the first line of defense on those worlds in the County under immediate threat from the TOG. A reserve force of five Commonwealth and seven Renegade Legions would form the second line by protecting the remaining worlds in the County. Five carrier groups and ten battleship groups would form the core of the Commonwealth's naval forces in the region.

The Commonwealth was not expecting Caesar Julianus to place so much importance on seizing the capital of the Grand Dukedom. In 6811, a massive TOG armada, made up of three carrier groups and four Legions, bypassed such obvious targets as Thapsus or Ve' Fros, and struck instead at Ancona. The defenders there, though warned, could not hold back the TOG Legions.

With Ancona theirs, the TOG took advantage of the confusion by striking out in several directions at once. In the next ten years, attacks were launched by the TOG from Ancona at Grosianus, Mysia, Yolz, and Olisipio, while other TOG Legions from the Keserdal County launched their own attacks.

THE BATTLE FOR SAGUNTUM III

In 6815, the 121st Commonwealth Legion (The Stone Throwers), stationed on Saguntum III, were attacked by the elite 3241st TOG Strike Legion (The New Rome Spearmen). While the planet is not resource-rich, nor does it have important industry, it is a nexus that would give the TOG access to the Yoventrov County, which sits adjacent to Shannedam.

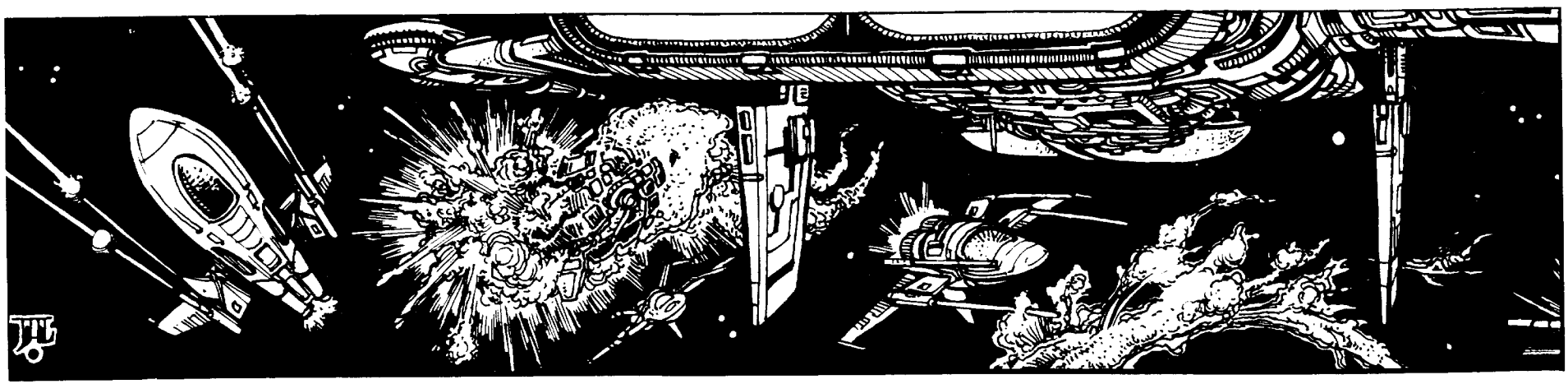
Many observers of the ground action between the two forces were surprised when it became obvious that the Commonwealth Legion was outmaneuvering the TOG Legion. This was due in large part to the actions of the commanding officer of the Commonwealth Legion. Brigadier Sesutra Kenderson, a Naram, was able to take advantage of Saguntum's perpetually foul weather to split her Legions and sneak them past the TOG Legion time after time to wreak havoc on the rear lines.

In the end, Saguntum III fell in 6818, due to the overwhelming presence of the Strike Legion's Fighter Wing. The fact, is, though, that the Commonwealth defenders were able to hold on for two years, instead of the nine months the TOG officers were expecting. This threw into chaos the enemy's plans to conquer the Shannedam County in ten years.

CAESAR LOSES INTEREST

One result of the Commonwealth's stubborn defense of Saguntum III was that Caesar Julianus lost interest in the region, and the TOG military in the region suddenly found its supplies cut in half and a quarter of its troops being transferred to the Keserdal County offensive.

Despite this, the TOG made further advances in the next seven years. Major victories at Pisae and Carthage X put the TOG in firm control of over half of the Shannedam County.



The attempts to take Messana and Caralis were proving difficult. Both worlds are major resource centers, and therefore major targets of the TOG military from the very beginning. Resistance on both worlds was proving extremely stiff. Messana was laced with large fortifications built by a long-dead alien race, for which the defending Renegade Legions were most grateful. On Caralis, the problem for the TOG forces was one of supply. The planet was protected by a very energetic Commonwealth naval force that took every chance it had to destroy the freighters and cargo ships carrying the attacking TOG Legion's supplies.

CURRENT EVENTS

There is reason to believe that Caesar Julianus is ready to give more attention to the region. In 6825, he replaced the commander of the regional TOG forces with Lieutenant-General Marcus Spartivalcus, a veteran of ferocious reputation. Caesar Julianus also declared the worlds the TOG had acquired in the region to be a Military Annexation, with Thapsus as the capital.

General Spartivalcus launched the TOG forces into an immediate offensive aimed at crushing the Caralis-Messana Pocket. Poor coordination resulted in a poor TOG showing. The enemy's efforts did convince the Commonwealth commanders, however, that it would be impossible to hold the two planets. With very daring convoys, they began evacuating resources and people to safer Commonwealth worlds.

In 6829, with the promise of more Legions from Caesar Julianus, General Spartivalcus turned his attentionto Syriph XX, a world he wanted as a staging area for attacks on the capital of the Grand Dukedom, Shannedam, just recently renamed Defiance. What he did not realize was that Syriph was a major reinforcement point for the Renegade Legion, something they had managed to keep secret from the TOG. So when two TOG Legions landed on the planet, confident that they would overwhelm anything, they found themselves face to face with three Renegade Legions fresh for the fight.

Surprised, the TOG forces were almost pushed off the planet, which they promptly nicknamed Caesar's Folly for the mess they were in. Superior support from the Imperial Navy kept the TOG forces well supplied, however, and harassed the Renegade Legions. The battle has raged on that planet ever since, highlighted by the complete destruction of the TOG 816th Strike Legion by the 871st Renegade Strike Legion (The KessRith Tamers) in 6830.

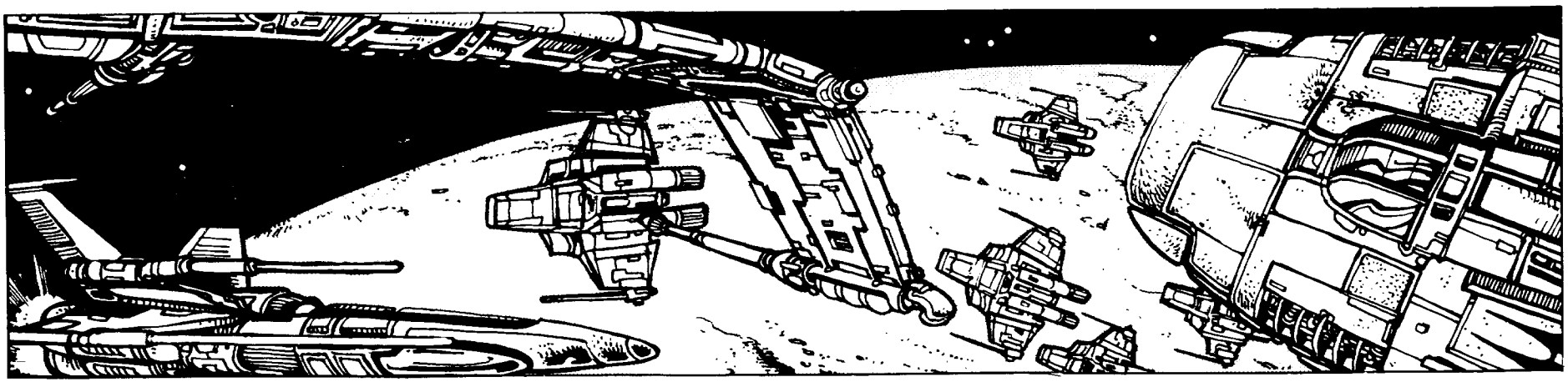
General Spartivalcus, realizing that Caesar's Folly was not going to fall anytime soon, used the new Legions coming from other portions of the empire to launch an attack on the capital itself. In 6829, a full carrier flotilla moved into the Defiance system. The plan was for the flotilla to bully its way past the system's defenses and drop the two legions the ships carried. The naval forces of the Commonwealth, though outnumbered, put up such a struggle that the possibility of landing the Legions suddenly looked very remote.

When the TOG battleship *IWS Death Wind* was rammed and destroyed by the Commonwealth heavy cruiser *CPS Windwona*, the battle was permanently lost for the TOG. The sight of one of the TOG Navy's best battleships floating about dead caused one of the two TOG carriers to turn tail and run. In doing so, it stranded one of its own Fighter Wings. Seeing this, the rest of the TOG naval forces no longer fought to win, but merely to survive. Though the battle was to last another two days, the TOG forces never came close to landing their ground units.

With the First Battle for Defiance a total mess, General Spartivalcus has been feeling a great deal of pressure recently. He has been successful in conquering five worlds during his command, but his inability to take Messana and Caralis, as well as his losses on Caesar's Folly and Defiance, have caused his superiors to question his abilities.

With Caesar's attention apparently back on this portion of the front, General Spartivalcus is definitely feeling the need to come up with a major victory somewhere. The three new Legions that have just entered his command have given him the resources with which to launch his most ambitious offensive ever.

On the Commonwealth side, General Timons McKettrick has retired after commanding the forces of the Shannedam County for the past 20 years. In his place, General Anthony Biders, a member of the Renegade Legion, stepped in to assume command. A veteran of the Shannedam fighting, and the aide to General McKettrick, General Biders is expected to perform well in the coming battles. The only question that worries the Commonwealth is the apparent ill will that exists between the General and Grand Duke Massus.



FIGHTER WINGS OF THE TOG
IN THE SHANNEDAM COUNTY

816TH STRIKE LEGION (AVENGERS OF THE 816TH)

Slogan: *Memento mori* ("Remember to die").

The pilots of this unit blame themselves for the death of the 816th Strike Legion, which is why they have adopted that Legion's name. The 816th was a proud fighting unit whose history and traditions stretched back almost to the beginning of the Terran Overlord Government. Every Legionnaire and fighter pilot in the unit knew this illustrious history and felt bound to honor it.

On Caesar's Folly, things suddenly changed. One fateful day, the Fighter Wing of the 816th left the planet to pursue a group of Renegade Fighters about the star system. They did not realize they were being led away deliberately. When they returned to Caesar's Folly, they found their ground units had been overwhelmed and destroyed while they were out in space chasing phantoms. The 360 pilots of the 816th swore vengeance against the Renegade Legion.

Caesar Julianus, well aware of what can be accomplished through blood vendettas, has seen to it that the grim pilots of the 816th have the very best fighters with which to avenge their fallen comrades. Since then, many Renegade and Commonwealth pilots have had the misfortune of seeing the Imperial Eagle and the fateful "816" flash by as they died.

The 816th Fighter Wing is a unit of fighters, fighter-bombers, and light bombers, mostly aerodynamically streamlined craft, all suited to atmosphere and near-orbital missions.

991st CARRIER FIGHTER WING (DEFENDERS OF THE FIFTH EMPIRE)

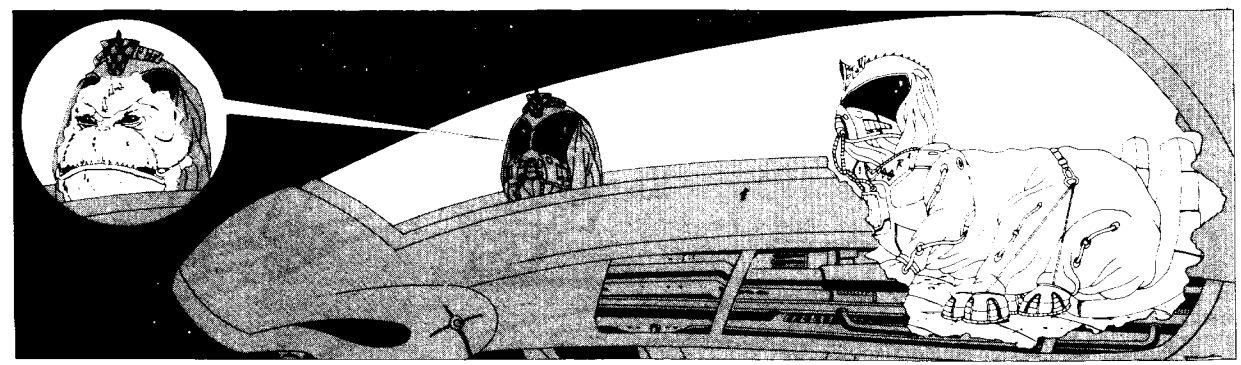
Slogan: *Mandamus* ("We command").

Fliers of the 991st Carrier Fighter Wing had every reason to be self-assured when they appeared in the Shannedam County aboard their new carrier, the *IWS* (Imperial Warship) *Wolf's Blood.* An elite unit of assorted fighter types (fighters, interceptors, fighter-bombers, and light bombers), in a mix of streamlined and anti-grav models, they had spent 20 years fighting the alien KessRith Empire, whose fighter pilots were skilled and determined. Against the KessRith, there were none better than the pilots of the 991st Carrier Fighter Wing. They even had the honor of carrying an Imperial Icon on their shield as a sign of their prowess.

The High Command had promised the pilots of the 991st that there would soon be a decisive battle with the Commonwealth and their allies, the Renegade Legions. It would all soon be over. After that, the 991st would be allowed to go home. With the might of the TOG behind them, what had they to fear from a handful of traitors and fools?

The months have now turned into years, and all the talk about how easy things would be seems like the boasting of fools to them now. Though the enemy flies an odd assortment of fighters, each a patchwork of repairs, they fight as if they were invincible. Enemy fighters return again and again, even if it means facing overwhelming odds. At least, the KessRith pilots knew when it was prudent to turn tail and flee. Insanity seems to be a requirement for flying for the Commonwealth.

Now, the 991st Carrier Fighter Wing and their carrier are battered and bloodied from long and difficult battles. Where was the one decisive engagement they had been promised by the TOG High Command? When he first got to Shannedam County, the Commander of the 991st was of the opinion that handling a bunch of ragtag Renegades and idealistic fools in rusty fighters was going to be easy. He bragged as much to various superiors, and even to an Overlord or two. Now, he is beginning to realize that getting rid of this enemy will not be at all as easy as he had predicted. Now he faces the prospect of having to tell his superiors that he had been over-optimistic, or else come up with some spectacular victories to quiet his growing critics.



3021st INTERCEPTOR WING (BLOOD EAGLES)

Slogan: *Malis avibus*
("With bad birds," meaning "Under ill-omens").

As an Interceptor Wing, the Blood Eagles launch either from a friendly planet or from a floating base, and intercept detected enemy movement. Their sphere of responsibility is large, and the Wing is split and assigned to three planets on the rimward edge of the Shannedam County. Being veterans of the area, they have been given a particularly nasty assignment. They are responsible for intercepting and destroying convoys of Commonwealth ships from the besieged worlds of Caralis and Messana. Though they understand the importance of these missions, the fact that many of the ships they are sent to destroy are filled with refugees does not sit will with the pilots of the 3021st.

Having spent so much time in the region, the Blood Eagles realize that all the recent TOG attention focused on the Shannedam County, so long in coming, could easily evaporate and leave them to face the enemy alone once again. This is why the unit has been fighting particularly hard recently, and taking advantage of all the extra help by participating in daring attacks and raids.

The nemesis of the Blood Eagles is the Renegade Legion's 672nd Minerva Pursuit Wing, also known as the Witches of Defiance. The two fighter wings have opposed each other many times. What began as common battlefield courtesy has developed into a code of conduct between the two opposing fighter groups that is both unusual and admirable. Many of the women pilots who made up the original 672nd Minerva Pursuit Wing came from the 3021st Interceptor Wing.

Of all the TOG forces in the Shannedam County, the 3021st Interceptor Wing is the most pragmatic. They realize that many more lives will have to be lost before the Imperium ultimately prevails.

Though they see much action, the Blood Eagles suffer from a lack of supply. They tend to blame the Carrier Wings for this predicament. They especially do not get along with the 689th Interceptor Wing (The Death Express), which shares responsibility for attempting to stop the evacuation convoys.

689th INTERCEPTOR WING (DEATH EXPRESS)

Slogan: *Potius mori quam foedari*
("Death before dishonor").

Come with us now, and see what gallant exploits our boys in the 689th Interceptor Wing are up to, as they combat the dastardly efforts of the evil Commonwealth and the traitorous Renegade Legions. Come and watch ***The Death Express!***

Those are the opening words from one of the most highly rated holoshows on Terra today. In it, the real and unreal events in the lives of the 689th Interceptor Wing are depicted in graphic and gory detail for the enjoyment of millions. So stirring are the shows that they are responsible for many young men and women joining the military. It was once calculated that over 40 percent of all TOG fighters had been inspired to join the military because of the "Death Express" show.

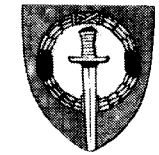
The public acclaim has gone directly to the heads of the pilots of the Death Express, who are probably the most conceited bunch ever to climb into fighters. Despite their inflated egos, or perhaps because of them, they are very good combat pilots—almost as good as their press releases claim they are.

An ancient unit, well supplied with the latest fighters, the Death Express has always done things with a certain flamboyance that naturally gets on the nerves of fellow units, especially the Blood Eagles. Unfortunately for all concerned, the Death Express often shares convoy-hunting missions with the Blood Eagles. At mission's end, it's difficult for some of the of the Blood Eagles to decide who the real enemy was, the Commonwealth and Renegade fighter pilots, or the prima donnas of the Death Express.

Attempts to curb the excesses of the unit, which include unauthorized missions, congames, and general carousing have proved futile. All attempts stopped when Caesar Buntari learned about their exploits and decided they would be useful for recruiting. They are one of a handful of TOG units whose Wing Patches most of the public would recognize instantly.

1027th CARRIER FIGHTER WING (SWORD OF CAESAR JULIANUS)

Slogan: *fortibus favet* ("Fortune favors the Ruthless")



There are Fighter Wings whose every move seems blessed with extraordinary luck. Then there are units like the 1027th Carrier Fighter Wing, whose every move seems haunted with ill fortune, disaster, and death.

It was not always so. Three decades ago, the 1027th was a highly decorated unit, allowed an Imperial Icon for its shield and the high honor of using Caesar's name. With elite status came higher expectations. The 1027th, operating off the carrier *IWS Dark Nova*, found itself expected to travel all along the Commonwealth border. Its supply was soon a snarl.

The most disastrous case of misfortune for the 1027th came during the First Battle for Defiance. The skipper of the *IWS Dark Nova* panicked and pulled his ship out of the action. Unfortunately, the carrier wing that shared the *Dark Nova* with the 1027th, the 4345th Carrier Fighter Wing (the Stellar Banshees), was out in the middle of the fighting and was not informed that the carrier was leaving. Very few of that unit's fighters survived. In the subsequent Court of Inquiry, the skipper of the *Dark Nova* tried to make it seem that the commander of the 1027th was somehow responsible. Though the commander of the Sword was cleared and the carrier commander was executed, there is continued tension between the Fighter crews and the crew of the *Dark Nova*. Added to this tension is the fact that the remaining members of the Stellar Banshees have been assigned to the Sword of Caesar Julianus. Pilots of the Sword cannot help feeling somehow cursed, and they wonder what catastrophe will occur next.

FIGHTER WINGS OF THE COMMONWEALTH

IN THE SHANNEDAM COUNTY

2031st STRIKE LEGION (THE LEGION FROM OMEGA 10)

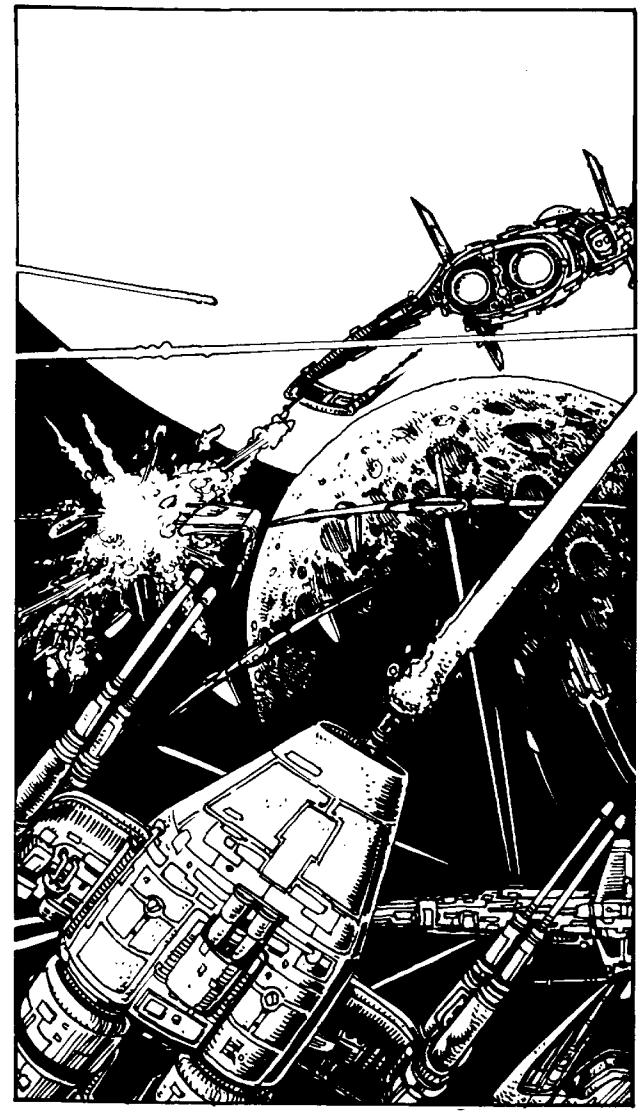
Slogan: "The first to defend, the last to give in."

When the majority of Grand General Constantin's now-Renegade Legions left the KessRith border for the Commonwealth, the 2031st Strike Legion and its attendant Fighter Wing decided to stay. Their baseworld of Omega 10 became the center of the hurried defensive line thrown up by the reserve legions. As expected, the KessRith quickly launched a major offensive. It was the 2031st Strike Legion and its attendant Fighter Wing that formed the anchor about which a makeshift defensive line was formed. When news reached the unit that a new Grand General had arrived with reinforcements to take command of the situation, the 2031st Strike Legion felt that the worst was over.

They were very wrong. The new commander did not trust the 2031st because they had been under General Constantin. He decided to pull his troops back to a more defensible line of planets, but he did not bother to inform the 2031st Strike Legion of his plan. The Legion and many in the Fighter Wing were quickly overwhelmed by KessRith forces.

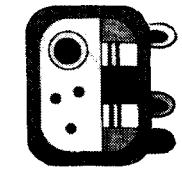
When the survivors of the 2031st Strike Legion's Fighter Wing finally caught up with the other TOG units, they learned why they had been abandoned. Feeling no loyalty to a military and a government that showed no loyalty to them, the fighters of the 2031st Strike Legion left the TOG military to follow General Constantin and the Renegade Legions.

Since that time, the Fighter Wing of the 2031st has served the Renegade Legions loyally, doing their best work providing air support for Legions on contested worlds. Today the unit serves on the coreward side of the Shannedam County.



369th NARAM FIGHTER WING (THE GRAND JAGUARS)

Slogan (in Naram): *Tikal tuv quezt onrom.*
("Tyrants must sleep with one eye open")



The 369th was a unit in the military of the Naram Republic before that realm was seduced into giving up half its worlds to the TOG in the last century. Realizing that the political terrorism that caused the loss of so many worlds could easily happen again, the Grand Jaguars fled to the Commonwealth hoping they could one day return to oust the stench of the Terran Overlord Government from their native worlds.

Till then, the Grand Jaguars, so named because they paint the tails of their fighters in yellow with jaguar-like black splotches, serve the Commonwealth Armed Forces. The 369th is an all-around unit, at home whether based on a world or on a carrier. Their mix of fighter types are used with great skill by the Naram pilots, and they have gained a reputation as being a unit of unusual strengths and abilities.

The Grand Jaguars have made a point of retaining some independence from the Commonwealth and from the Renegade Legion. The unit is staffed entirely of Naram and Naram-Humans who have at least some connection with the Naram Republic (refugees and the like). Though they accept the orders of the Commonwealth High Command, they have refused all attempts to move them from the Alaric March, because they want to be as close as possible to the remnants of the Naram Republic. They hold out hopes that the remaining Naram will somehow rise up and shake off the bureaucratic stranglehold of the TOG. Then the 369th will return, to lead the military ouster of the TOG spies that have infiltrated the Naram Republic.

Until then, the Grand Jaguars are sharing duties with the Witches of Defiance in patrolling the interior portion of the Shannedam County.

1151st INTERCEPTOR WING (THE IMMORTALS)

Slogan: *Mors tua, vita mea* ("Your death, my life").

Even before the creation of the Terran Overlord Government, during the days of the Terran Republic, the 1151st Interceptor Wing was famous. They were among the first Fighter Wings formed by the legendary Alexander Trajan. Since then, the 1151st have fought with honor and distinction against both the Ssora and the KessRith. They earned their unit name, the Immortals, many times over, cheating annihilation with feats of incredible skill and daring.

During the last days of the Terran Republic, the 1151st was offered the honor of using an Imperial Icon on its shield. The pilots of the Immortals politely refused, thereby losing the chance to have their exploits portrayed on a weekly holoshow.

When General Douglas Constantin announced to his troops, including the 1151st, his intention to flee the coming tyranny of what was to be the Terran Overlord Government, the choice for the pilots of the Immortals was obvious. They too had grown sick of seeing the idealism of the Terran Republic give way to a lust for power, the motive behind the destruction of the Illustrus Senate and the creation of the TOG. For them, there was no choice. They would follow General Constantin to the Commonwealth.

Since that time, the 1151st has served the Commonwealth well. The unit has gained so many unit commendations that it requires two shields mounted on poles to carry all its campaign ribbons and service stars. Though no longer as well-supplied, or as well-equipped as it once was, the unit still maintains high standards among its pilots. The force is made up of a wide variety of ship types in all states of readiness. What hasn't changed is the ability of individual fighters and the unit's esprit de corps. The Immortals are the obvious choice for the Commonwealth's many hopeless missions. As a result, they are in the Shannedam County escorting the convoys of citizens and supplies from the encircled planets of Messana and Caralis.

345th COMMONWEALTH CARRIER WING (THE PRIDE OF XIPHIAS)

Slogan: "By the grace of God and the beauty of Xiphias."

The 345th Commonwealth Wing is a unit newly formed from the remnants of the 132nd Commonwealth Carrier Wing (The Disrespectful) and the 321st Interceptor Wing (the Commonwealth Hustlers), both of which were decimated in the First Battle of Defiance. The remainder of the new wing was filled with pilots and weapons officers fresh out of various academies. Most of these untried men and women came from the planet Xiphias, perhaps the most beautiful planet in the entire Commonwealth.

The unit's completely new carrier, the *CPS* (Commonwealth People's Ship) *Beauty of Xiphias*, was built at the Xiphias shipyards, as were many of the fighters the sons and daughters of the planet would be piloting. This unit is truly an effort of the Xiphian people, the ship decorated with pictures, holos, and books about the planet, which is a real paradise.

Many of the older pilots wonder whether these youngsters can handle the ugliness of war. The new pilots have yet to face their first real combat, though they have had a few successes in patrol skirmishes. Now that they have just entered the Shannedam County, the veterans are tense with expectation. Will the new pilots gel into a single unit of warriors, or will they crack under the pressure and wish they were back on Xiphias?

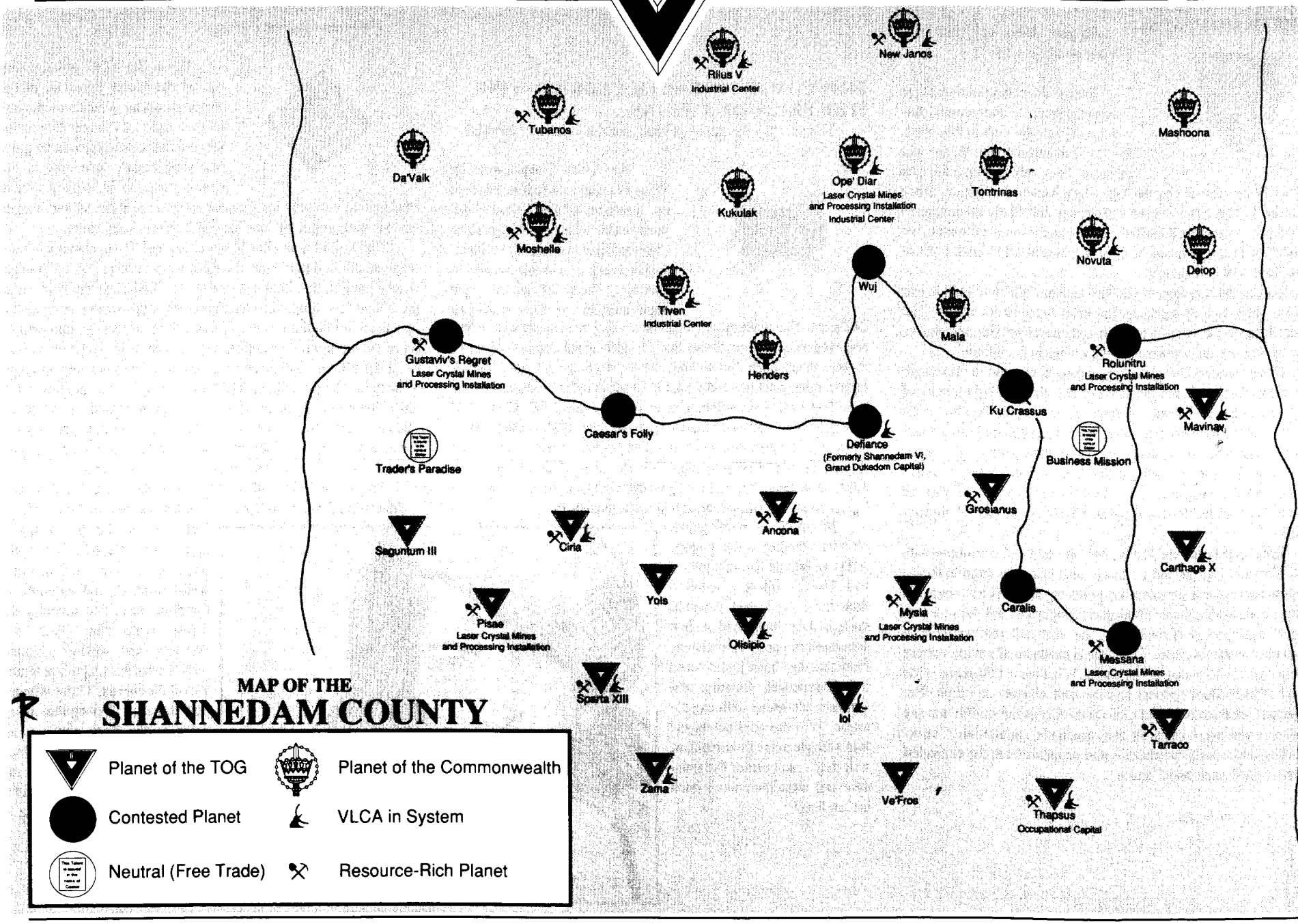
672nd MINERVA PURSUIT WING (WITCHES OF DEFIANCE)

Slogan: *Audemus jura nostra defendere* ("We dare defend our rights").

When the TOG government passed the Patria Potestas, effectively stripping women of almost all their rights, the anger of women serving in the military was so great that they began defecting to the Commonwealth in droves. Many of these women warriors banded together to form Minerva units to vent their anger by humiliating TOG military units.

The 672nd is an elite Minerva Fighter Wing, most of whose original pilots came from the 3021st Interceptor Wing. As fate would have it, the 3021st is one of the TOG units the women of the 672nd face. There is a certain courtesy that exists between the two units when they meet. Though they do their damnedest to force each other out of action, neither side will go out of its way to hinder efforts by the other side to retreat or to rescue comrades in trouble. The pilots in the 672nd were taught to respect their old unit. Their grievance is with the government and not with the 3021st. On the other side, the pilots of the 3021st, especially the few women pilots, see the women of the 672nd as warriors with an understandable complaint against the government.

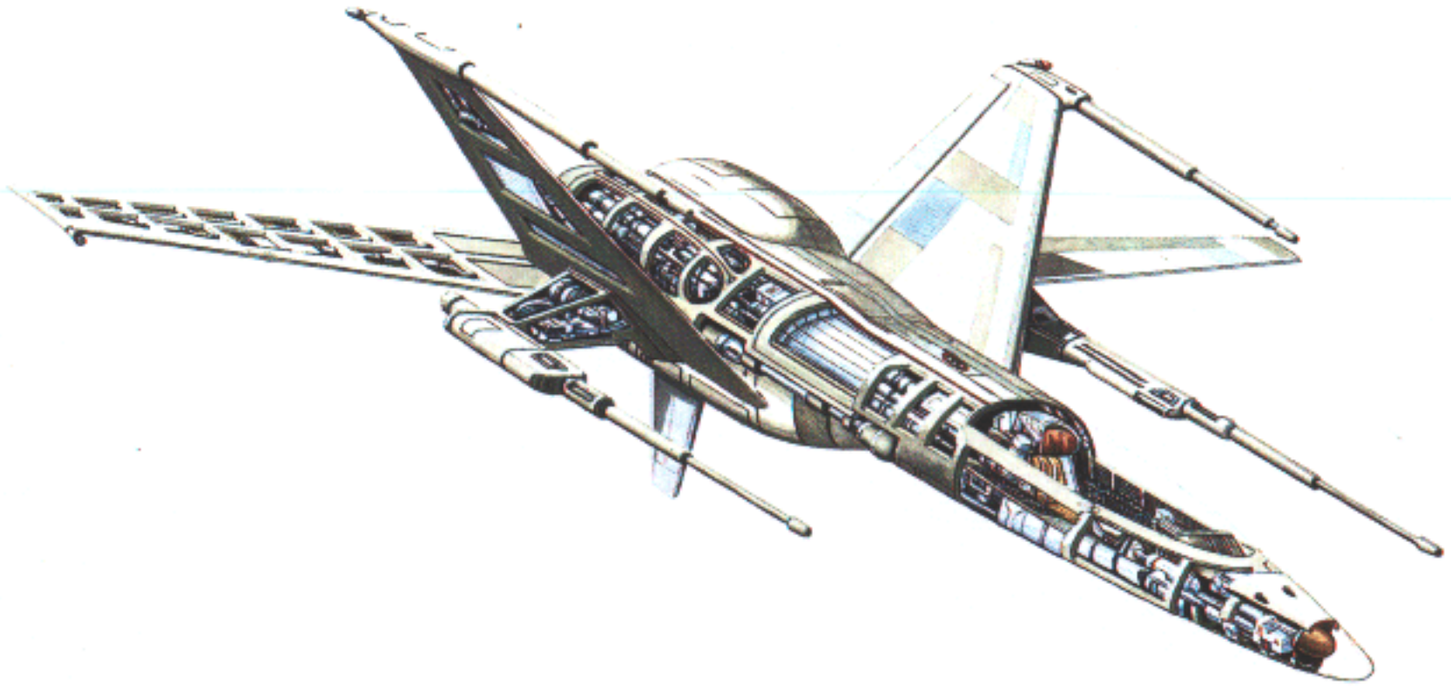
The 672nd has been based on the capital of the Alaric March for the past 20 years, and when Shannedam changed its name to Defiance as the TOG forces approached, the 672nd adopted its present unit name. The unit is well-equipped, and as some of the pilots have just recently defected from the TOG, the Witches are well-acquainted with the modern fighting strategies of the enemy. Those who are just turning Renegade often bring with them the newest models of TOG fighters, which gives them certain devious advantages in combat, and gives the other fighters something to practice against in training.



MAP OF THE SHANNEDAM COUNTY

Planet of the TOG	Planet of the Commonwealth
Contested Planet	VLCA in System
Neutral (Free Trade)	Resource-Rich Planet

Cheetah



Class: Light Fighter
Mass: 73
Cost: 2,366,300

Engines:

Center Engine Rating	600
Right Engine Rating	450
Left Engine Rating	450

Thrust: 10
High Thrust Modification
(w/ Lasers Replaced) 11

Streamlining: Yes
AntiGrav: No

Shields:

Bow	50
Right	40
Left	40
Stern	50

Armor:

Bow	50
Right	30
Left	30
Stern	50

Weapons:

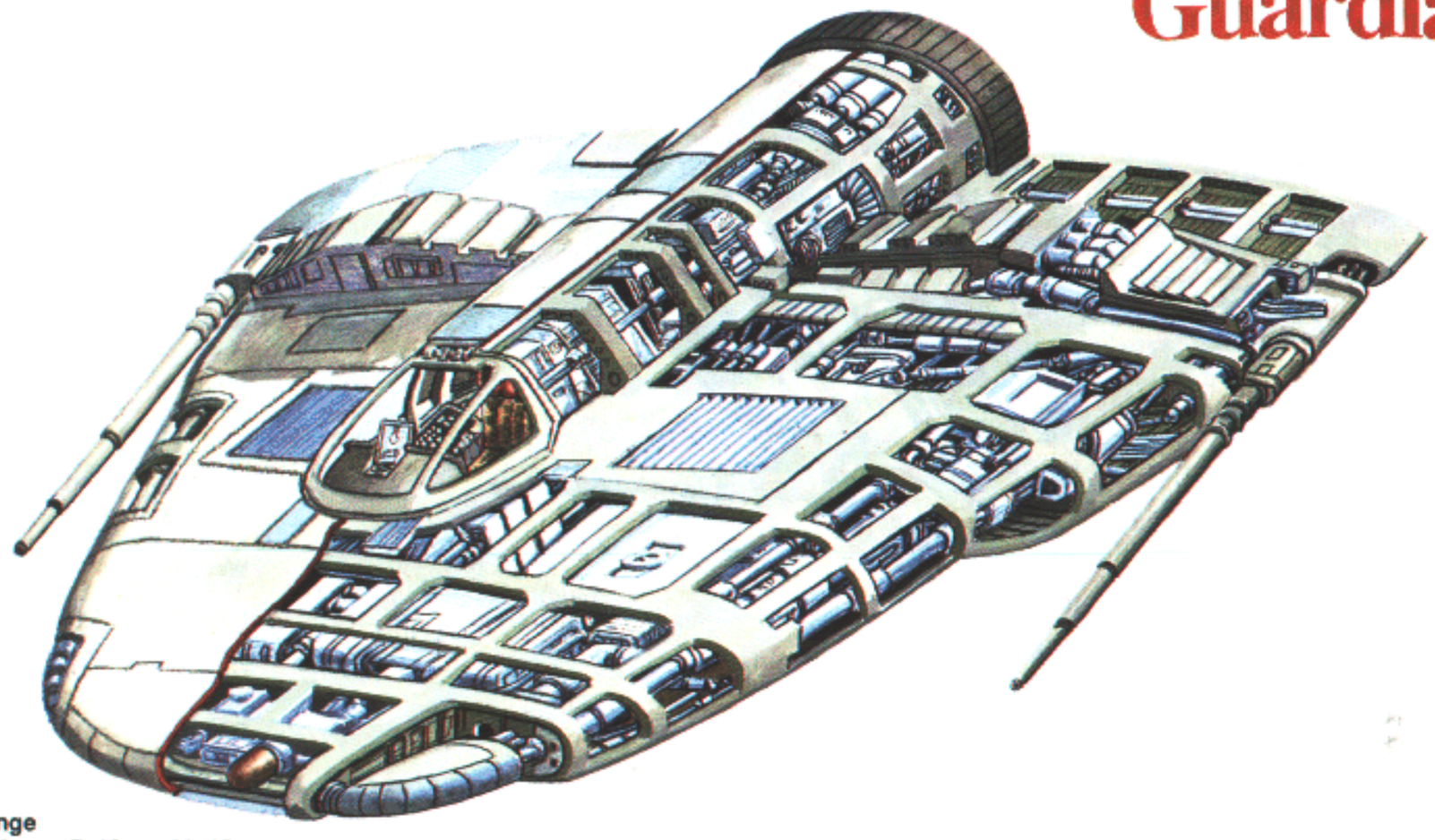
			Range			
Type	**Location**	**1**	**2–3**	**4–6**	**7–10**	**11–15**
5/1 Laser	L/Wing	4	3	2	1	0
5/1 Laser	R/Wing	4	3	2	1	0
EPC 9	L/Wing	9	5	3	0	0
EPC9	R/Wing	9	5	3	0	0
Hard Point	Bow					

The *Cheetah* is the Renegade Legion's finest light fighter, a pilot's dream come true. The *Cheetah* has enough firepower to defeat most fighters and enough thrust to run from those it cannot. In the hands of a skilled pilot, a *Cheetah* can defeat TOG fighters up to twice its mass.

Since its introduction in 6815, the *Cheetah* has been deployed exclusively in a reconnaissance role. Jumping into a hostile system on an Escort class ship, the *Cheetah* will make a high-speed pass through a system, carrying surveillance equipment in lieu of its lasers, rendezvous with its mothership, and jump out. Most TOG system defense forces do not have fighters that can successfully intercept a *Cheetah* using such tactics successfully, and the few fighters that can (the *Lancea* and *Spiculum*), are in for a hard fight.

The *Cheetah* has two main drawbacks: its paper-thin armor and its cost. *Cheetah* pilots, unlike *Penetrator* pilots, do not complain about lack of armor. Most feel that armor is used by bad pilots as a crutch to make up for their mistakes. *Cheetah* pilots are also never concerned about the cost of their ships, although the citizen who pays taxes is. Ton for ton, a *Cheetah* is the most expensive fighter on either side of the border. For these reasons, the *Cheetah* operates in small numbers and almost exclusively in reconnaissance squadrons. Squadrons with high-speed attack or defense missions are normally equipped with the marginally slower but more survivable high-thrust-modified *Penetrator* .

Guardian



Class: Medium Fighter
Mass: 106
Cost: 1,638,500

Engines:
Center Engine Rating 900

Thrust: 4
High Thrust Modification
(w/Lasers Replaced) 4

Streamlining: Yes
AntiGrav: No

Shields:		**Armor:**	
Bow	50	Bow	100
Right	40	Right	80
Left	40	Left	80
Stern	50	Stern	100

Weapons:

		Range				
Type	**Location**	**1**	**2–3**	**4–6**	**7–10**	**11–15**
5/2	L/Wing	5	4	3	2	0
5/2	R/Wing	5	4	3	2	0
EPC 18	Bow	18	9	3	3	0
EPC 18	Bow	18	9	3	3	0
Hard Point	Bow					

The *Guardian* is a common point-defense fighter, assigned to protect important space and ground installations. Though quite painfully slow, the *Guardian* packs a tremendous offensive punch and is capable of absorbing damage that would devastate any other fighter of its class.

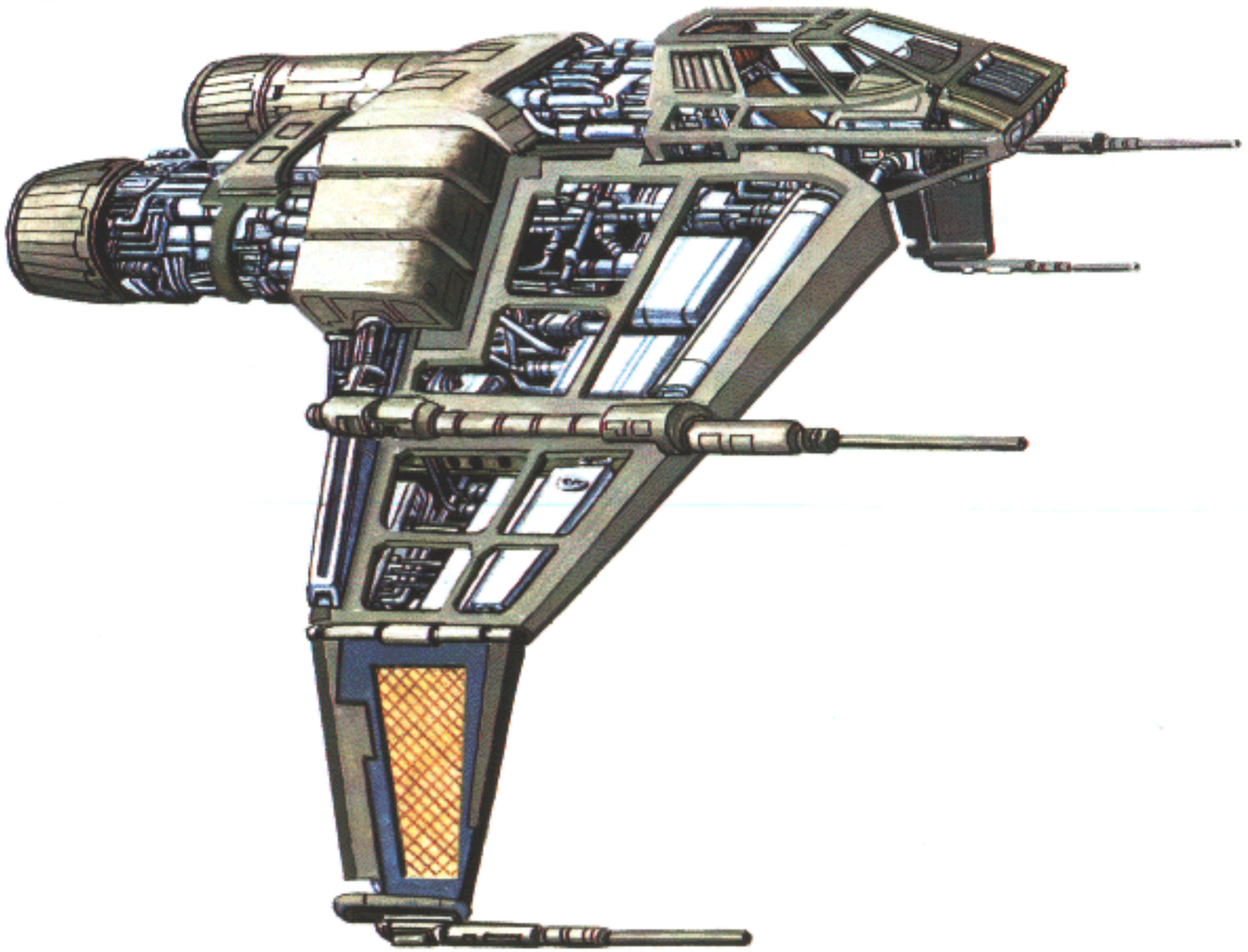
After the catastrophic loss of the Grand Dukedom of Alesia in 6783, the Commonwealth replenished the Fleet by stripping local garrisons of their fighters, leaving many planetary systems without space defenses. Because of the *Guardian*'s simple design and low construction costs, many planets were able to mass-produce a great number locally and deploy them in very little time.

The *Guardian* is a difficult craft to use properly. Its low thrust means that a deep in-system interception becomes tricky affair. An attacking force can easily make an end run around an intercepting squadron of *Guardians*, hit the target, and return to the recovery vessel without the *Guardians* ever firing a shot. Many local commanders were used to deploying high-thrust fighters. They would send their *Guardians* off after enemy contacts thousands of kilometers away, only to see the attackers change course, side-step the *Guardians*, and then make high-speed attacks on the Commonwealth command posts.

Current standard doctrine calls for deep in-system interceptions by *Penetrators*, *Cheetahs*, or *Avengers*, while the *Guardians* stay close to their assigned installations and engage only those TOG forces that come within a few hundred kilometers. For systems with many inviting targets, this means that only a fraction of their total *Guardian* forces will engage the enemy, but a system can afford to have many *Guardians*.

After 50 years of operational service, the *Guardian* may now be nearing the end of its usefulness. Because of the great number built, however, and their effectiveness when deployed skillfully, *Guardians* will continue to see use in system defense forces for a long time to come.

Space Gull



Class: Medium Fighter
Mass: 126
Cost: 2,450,000

Engines:

Right Engine Rating	750
Left Engine Rating	750

Thrust:	6
High Thrust Modification (w/MDCs Replaced)	8
Streamlining:	No
AntiGrav:	No

Shields:

Bow	40
Right	30
Left	30
Stern	40

Armor:

Bow	80
Right	60
Left	60
Stern	80

Weapons:

				Range		
Type	**Location**	**1**	**2–3**	**4–6**	**7–10**	**11–15**
MDC 8	L/Wing	8	8	8	0	0
MDC 8	R/Wing	8	8	8	0	0
EPC 14	Bow	14	7	3	1	0
EPC 14	Bow	14	7	3	1	0
Hard Point	Bow					

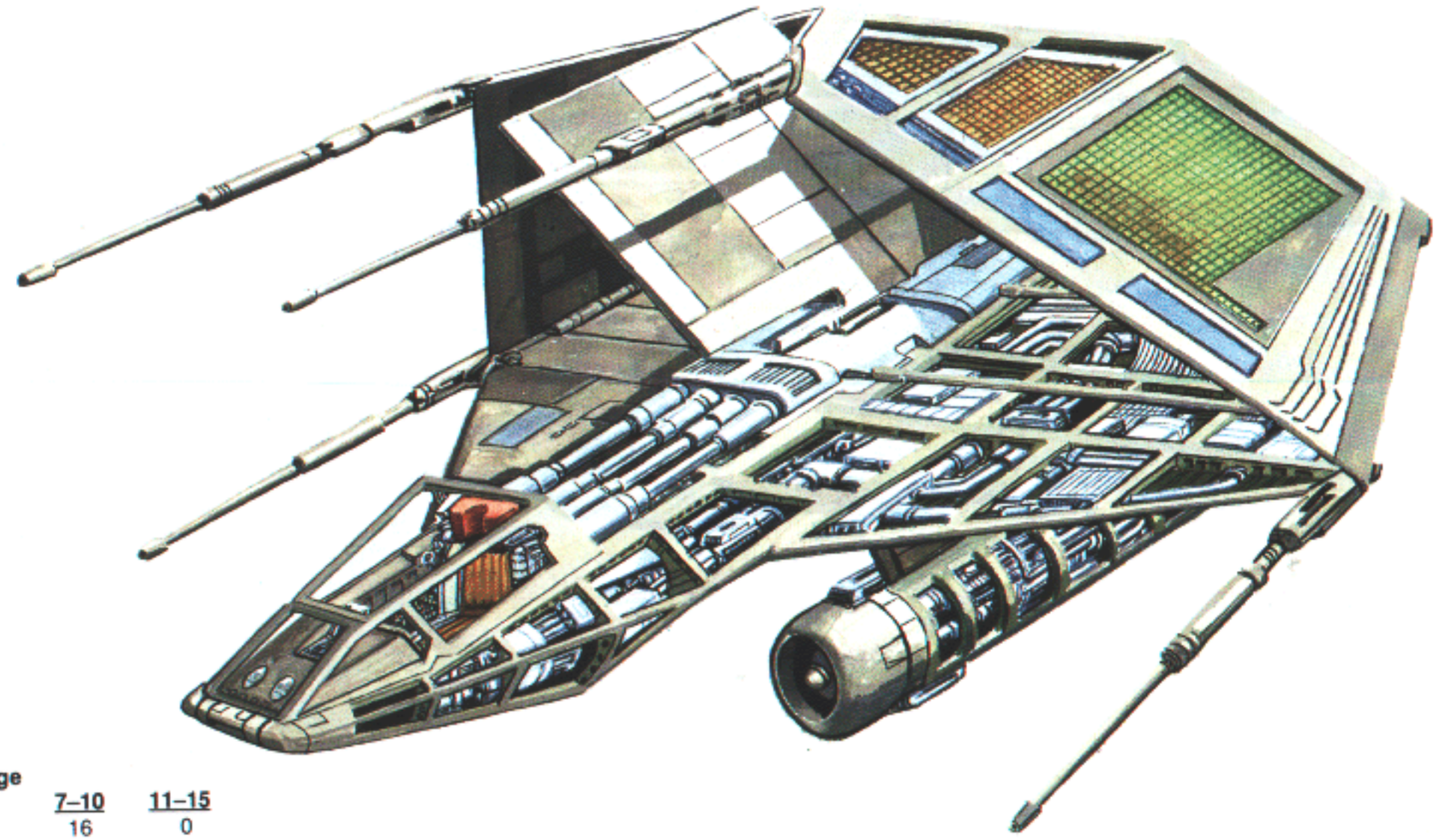
The *Space Gull*, so named because of its wings, is a standard medium fighter. The *Space Gull* is normally assigned fleet escort, interception, and other defensive missions. The *Gull* squadron sometimes serves in a strike role also, but it is limited to targets that are in orbit or in vacuum.

With its two MDC 8s and two EPC 14s, the *Space Gull* has good attack capabilities, along with fine maneuver and defensive characteristics. In order to get a relatively high level of armor protection, however, the *Space Gull*'s designers did not install any form of atmospheric controls. This lack of atmospheric capabilities restricts the deployment of the *Space Gull* exclusively to space operations.

When the *Space Gull* was evaluated for acceptance into service, many senior officials and the tacticians at the Commonwealth Staff College wanted the *Gull* redesigned to allow for atmospheric operations, even through its primary mission was fleet defense. An atmospheric modification would have resulted in the removal of six tons of armor. When the project's test pilots heard about th proposed change, they immediately started a "Save the *Gull*" campaign. Though some of the pilots' campaign tactics might have been high-spirited (one member of the evaluation board had his office designated a *Gull* Sanctuary and walked in one morning to find it filled with 300 very angry sea gulls), the pilots did a very convincing statistical study. This study showed that 40 percent of TOG's critical war industrial capacity was in space or on vacuum worlds. The study also showed that if TOG responded to *Gull* deployment by relocating only 10 percent of that capacity back onto planets, the economic loss to TOG would be 156,457 times the cost of the entire projected *Gull* procurement. Thus, the current *Gull* design, with its capability for attacking in space, was far more cost effective than it would be if it were modified for atmospheric operations.

The logic impressed the evaluation board, which ordered full production of the *Space Gull* without modifications. Since its introduction in 6825, and despite its operational restrictions, the *Space Gull* has acquitted itself well.

Penetrator



Class: Medium Fighter
Mass: 139
Cost: 2926,700

Engines:

Right Engine Rating	1,000
Left Engine Rating	1,000

Thrust: 7
High Thrust Modification
(NPCs Replaced) 9

Streamlining: Yes
AntiGrav: No

Shields:		**Armor:**	
Bow	70	Bow	90
Right	50	Right	40
Left	50	Left	40
Stern	60	Stern	80

Weapons:

		Range				
Type	**Location**	**1**	**2–3**	**4–6**	**7–10**	**11–15**
NPC 16	L/wing	1	4	9	16	0
NPC 16	R/Wing	1	4	9	16	0
EPC 14	L/Wing	14	7	3	1	0
EPC 14	R/Wing	14	7	3	1	0
Hard Point	Bow					

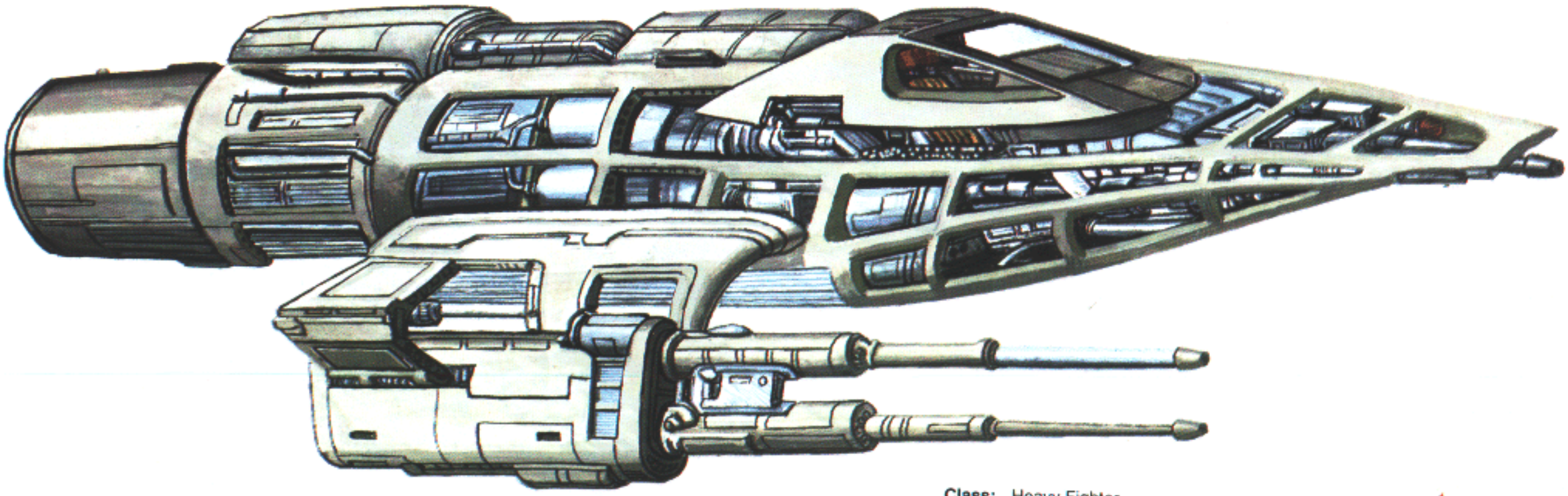
The *Penetrator*, the standard Commonwealth medium fighter, is deployed in attack, interception, and reconnaissance squadrons. Its standard weapons mix consists of two NPC 16s mounted high on the upper wings and two EPC 14s carried on the tips of the lower wings. Though the unique diamond-shape wing configuration allows the craft excellent atmospheric maneuverability, it also cuts down rear visibility for the pilot.

In an attack mission, the *Penetrator* is capable of closing rapidly with its target and engaging it at long range with NPC fire. This tactic allows the ship to deliver damaging fire to installations and other large targets without exposing itself to well-aimed defensive fire.

Ground crews can quickly exchange the NPCs for missiles and install a module compensator. In this configuration, the *Penetrator* is capable of 9 Gs of thrust while still carrying an impressive punch. *Penetrator*s such as these are used for interception, reconnaissance, and other missions requiring a high degree of thrust.

The *Penetrator* is a fine all-round fighter, but some pilots are concerned about the thin side armor. Though well-shielded, the side armor is capable of absorbing only one hit from most TOG fighters. A solid hit in the side from a *Pilum*, *Gladius*, or *Verutum* normally means destruction of the craft. Because of this weakness, most *Penetrator* pilots use high-speed, in-and-out tactics rather than engaging in protracted, close-in dogfights.

Avenger



Class: Heavy Fighter
Mass: 175
Cost: 3,552,300

Engines:

Right Engine Rating	1200
Left Engine Rating	1200

Thrust: 7
High Thrust Modification (w/Lasers replaced) 8

Streamlining: Yes
AntiGrav: No

Shields:

Bow	50
Right	40
Left	40
Stern	40

Armor:

Bow	100
Right	60
Left	60
Stern	100

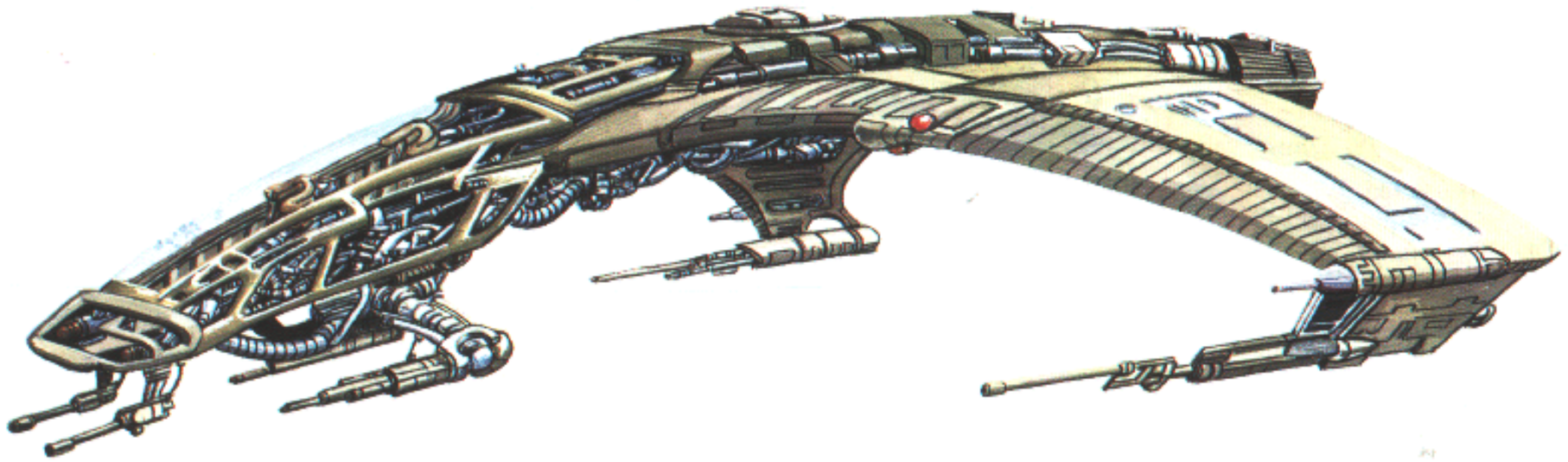
Weapons:

		Range				
Type	Location	1	2–3	4–6	7–10	11–15
5/4 Laser	L/Wing	7	6	5	4	0
5/4 Laser	R/Wing	7	6	5	4	0
MDC 8	R/Wing	8	8	8	0	0
MDC 8	L/Wing	8	8	8	0	0
EPC 18	Bow	18	9	3	3	0

The *Avenger* flies with attack squadrons throughout the Commonwealth and often operates in conjunction with squadrons of *Fluttering Petals*. The design of the ship is a many-times modified version of an original TOG ship used by the Renegade Legion at the time of their defection to the Commonwealth. Although the ship is streamlined, many *Avenger* pilots assigned to fleet operations leave off the engine and weapons cowlings. Though irate senior officers condemn the practice, the pilots claim that permanent removal makes maintenance of the engine systems easier, and thus reduces turnaround time. Many Wing Commanders feel pilots remove the cowlings just because it makes the ships *look* faster.

TOG has been studying this venerable design closely. Recently, TOG heavy fighters have fared badly in many encounters with the *Avenger*, and so TOG is rethinking its dependence on missiles as a ship's primary offensive weapon. Strangely enough, the *Avenger* is the only standard Commonwealth fighter that does not have at least one hard point: unless the wing lasers are removed, the *Avenger* normally goes into combat without the benefit of ECM pods.

Na'Ctka Moquka (Fluttering Petal)



Class: Heavy Fighter
Mass: 245
Cost: 4,482,000

Engines:

Center Engine Rating	900
Right Engine Rating	800
Left Engine Rating	800

Thrust: 5
High Thrust Modification
(w/ 7.5 Lasers Replaced) 5

Streamlining: No
AntiGrav: Yes

Shields:

Bow	70
Right	60
Left	60
Stern	70

Armor:

Bow	100
Right	100
Left	100
Stern	100

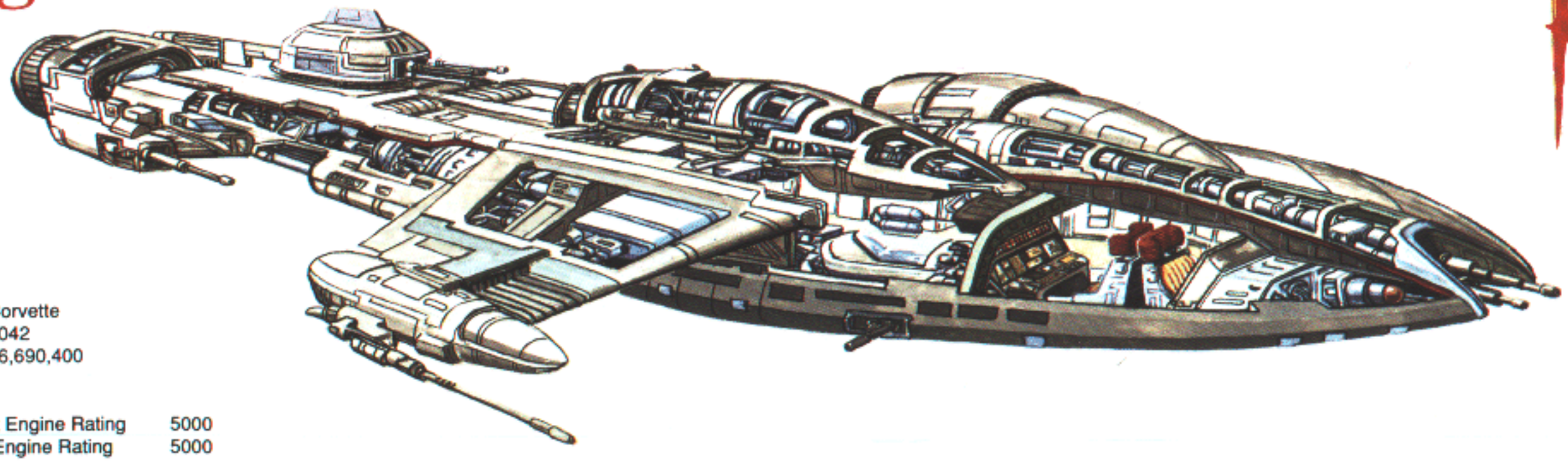
Weapons:

	Location			Range		
Type	Turret #	1	2–3	4–6	7–10	11–15
MDC 8	L/Wing	8	8	8	0	0
MDC 8	R/Wing	8	8	8	0	0
7.5/5 Laser	L/Wing	9	8	7	6	5
7.5/5 Laser	R/Wing	9	8	7	6	5
5/5 Laser	1	8	7	6	5	0
5/5 Laser	1	8	7	6	5	0
5/4 Laser	1	7	6	5	4	0
5/4 Laser	1	7	6	5	4	0
Hard Point	1					
Hard Point	Bow					

The *Na'Ctka Moquka*, or *Fluttering Petal*, is a KessRith design that has become the standard two-man fighter for all forces fighting TOG. The *Petal*'s graceful curves and fragile appearance belie its underlying ruggedness and awesome firepower. The *Fluttering Petal* is deployed in fleet and system-based attack squadrons in areas where action against strong enemy forces is likely.

The *Fluttering Petal* is a classic product of KessRithian design philosophy. KessRithians believe that acceleration should be secondary to strong shielding and armor, and that offensive armaments should be exclusively laser-based. The prototype *Petal* had two 7.5/6 lasers in place of the MDC 8s, and tiny 1.5/1 lasers instead of the current hard points. This weapons mix resulted in a 4 G acceleration for the ship. The designers grudgingly gave in to strong requests from Commonwealth and Renegade Legion military leaders for at least two hard points and the installation of the mass drivers. Though this final configuration is the standard, certain KessRithian units have unofficially converted their ships back to the prototype armament.

Pegasus



Class: Corvette
Mass: 1042
Cost 16,690,400

Engines:

Right Engine Rating	5000
Left Engine Rating	5000

Thrust:	4
Allocatable Power	1406
Streamlining:	No
AntiGrav:	Yes
Crew:	7
Passengers:	3
FTL Capable:	Yes
Cargo:	10
Turret Hex:	Rear

Shields:		**Armor:**	
Bow	Variable	Bow	200
Right Front	Variable	Right Front	180
Right Rear	Variable	Right Rear	200
Left Front	Variable	Left Front	180
Left Rear	Variable	Left Rear	200
Stern	Variable	Stern	200

Weapons:

Type	Power Usage	Location/ Turret #	Range 1	2–3	4–6	7–10	11–15
7.5/6 Laser	25	Forward	10	9	8	7	6
7.5/6 Laser	25	Forward	10	9	8	7	6
7.5/6 Laser	25	Forward	10	9	8	7	6
7.5/6 Laser	25	Forward	10	9	8	7	6
7.5/6 Laser	25	Rear	10	9	8	7	6
7.5/6 Laser	25	Rear	10	9	8	7	6
5/6 Laser	20	Left	9	8	7	6	0
5/6 Laser	20	Right	9	8	7	6	0
MDC 12	15	Bow	12	12	12	12	0
MDC 12	15	Bow	12	12	12	12	0
EPC 18	50	1	18	9	3	3	0
EPC 14	35	1	14	7	3	1	0
NPC 20	20	1	3	9	16	20	0
NPC 16	10	1	1	4	9	16	0
Hard Point		1					

The *Pegasus* is a newly commissioned Commonwealth Corvette. In addition to typical convoy escort duties, *Pegasus* squadrons will patrol uninhabitable systems within the Commonwealth's borders. In the last few years, TOG has been establishing advance supply bases deep within the Commonwealth. These bases typically support a squadron of fighters and their mothership. The mothership will jump the squadron into a system, allowing the fighters to ambush an incoming or outgoing convoy, and then rendezvous with the mothership to jump out again. Instead of making a long journey back to TOG space, however, the mothership will return to the supply base, so that the fighters can take on munitions, be repaired, and then go out again quickly for another strike.

Because there are so few of these bases and so many uninhabitable systems, it is not feasible to garrison every possible base site. Pairs of *Pegasus* corvettes are assigned to patrol a group of stars, which they visit on a routine basis. Their high firepower and excellent armor protection ensure that even if they are attacked by two squadrons of fighters, they would be able to escape destruction and inform the Commonwealth military of the base's location.

ASTEROID PILOTING TABLE

Velocity	*Piloting* Skill Roll Modifier
1–2	–1
3–4	–2
5–6	–3
7–8	–4
9–10	–5
11–14	–8
15–20	–10
20+	–14

ASTEROID DAMAGE TABLE

Die Roll	Damage Location
1–6	Front
7–8	Left side
9–10	Right side

PUSHING THE PLANT TABLE

Current Maximum Thrust	Extra Thrust Points Desired 1	2	3	4	5
1	8	–	–	–	–
2	8	A	–	–	–
3	8	6	A	–	–
4	8	6	4	A	–
5 and greater	8	6	4	2	A

Key:
– means that the fighter cannot push the plant to that level.
A means that the ship automatically takes damage.
A **number** denotes the die roll or less to successfully push the plant with no damage.

RANDOM MOVEMENT MANEUVER TABLE

Die Roll	1	2	3	4	5	6	7	8	9	10
	–1V	+1V	–2V	+2V	+3V	TR1	TL1	TR2	TL2	DIS

+1V means Velocity increases by 1. Move ship forward 1 hex.
–1V means Velocity is decreased by 1. Ship stays where it is. Velocity cannot drop below 0. If this movement is rolled and would cause the velocity to drop below 0, drift the fighter 1 hex and roll again.
TR1/TL1 means turn ship right/left 1 hexside and move one hex.
TR2/TL2 means turn ship right/left 2 hexsides and move one hex.
DIS means the ship spins out of control, and ends up facing a random direction. The ship stays in the same hex. Roll 1–6 and consult the mapsheet direction key for facing.

ATMOSPHERIC TURNING TABLE

Velocity	Straight Hexes Before a Turn Is Allowed
1	1
2	2
3	3
4	4
5	5
6	6

RANDOM MOVEMENT THRUST COST

Current Velocity	Die Roll 1	2	3	4	5	6	7	8	9	10
1	**1**	**1**	**1**	**2**	**3**	**1**	**1**	**2**	**2**	**3**
2	1	1	2	2	3	1	1	2	2	3
3	1	1	2	2	3	2	2	4	4	3
4	1	1	2	2	3	2	2	4	4	3
5	1	1	2	2	3	2	2	4	4	3
6	1	1	2	2	3	3	3	6	6	3
7	1	2	2	2	3	3	3	6	6	3
8	1	2	2	2	3	3	3	6	6	3
9	1	2	2	2	3	4	4	8	8	3
10	1	2	2	2	3	4	4	8	8	3
11	1	2	2	2	3	4	4	8	8	3
12	1	2	2	2	3	5	5	10	10	3
13	1	2	2	2	3	5	5	10	10	3
14	1	2	2	2	3	5	5	10	10	3
15	1	2	2	2	3	6	6	12	12	3