RENEGADE LEGION

LEGIONNAIRE

THE ROLE PLAYING GAME

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LEGIONNAIRE

ROLEPLAYING

Roleplaying games are a social activity very similar to improvisational plays. They are a form of recreation in which the people involved have to think on their feet. These players (you!) are presented with visions of alien worlds and circumstances, and your participation helps further define these worlds, making them more "real." You have to react appropriately to strange and wonderful situations, and to the culture in which you are playing. You help create a shared fantasy world—with "fantasy" used here to denote anything truly fantastic, not just worlds brimming with magic and dragons.

The Gamemaster—the person who organizes the game—becomes director, set designer and all the extra cast members in this ongoing creation. It is his (or her) job to set the scene for the players. He must provide descriptions, plots, and challenges for the game. He also acts out the part of all the extra characters involved—everyone from lowly beggars and shopkeepers to alien warriors and planetary warlords. It is not necessarily an easy job, but performing it well enough that the others enjoy themselves is very rewarding.

The players, usually two to eight of them, each adopts and enters this world through the persona of a character he creates. This character could be anything from a normal human to a bizarre alien with multiple limbs and bony armor. Characters also have divergent backgrounds and hidden motivations—often the only thing you know about another player's character is what he tells you himself, and that doesn't have to be the truth. Players may end up playing a character of different sex, species, age or background, and it is their job to make their character act as appropriately as they can.

In playing the game itself, the Gamemaster provides the players with all the descriptions and clues needed for their characters to explore the world he has created. He also determines when dice come into play.

WHAT THE DICE ARE FOR

Dice are handy because they help answer any question not already known by the Gamemaster. Can you hit your target? Where is the target, anyway? What happens if you miss—where does the bullet ricochet? Dice provide an element of chance: plans and theories are good for deciding what *should* happen, but only the playing field—where random chance plays an important part—can determine what *really* happens.

In chess, for example, we all know that a rook can take a piece on the same row or column provided no other piece blocks its line of attack. There is no chance that the attacked piece, be it a Queen or lowly pawn, can somehow fight the attack off. The result of each move in chess is already predetermined.

In a roleplaying game, on the other hand, things are not so clear cut. Yes, it is true that a lone character armed with a rifle *should* be unable to bring down a strafing aerospace fighter—but if his hand is steady, his aim true and the dice are kind, it might happen. It would be a truly heroic event, and heroic events are the heart of roleplaying games.

TYPES OF ADVENTURES

At times the game consists of little more than a "shoot and loot" adventure, where characters only need to shoot straight, whether exploring a new planet or liberating an old ally from an Imperial slave camp. Danger runs high in these adventures, and a great deal of the fun is in seeing how closely you can skate to the brink of disaster before pulling through successfully.

Other roleplaying adventures are less bloodthirsty, but not any less entertaining. Often dubbed "character runs," calmer adventures revolve around your ability to act in character and to accomplish things without violence. Adventures of this type range from conning an Imperial official into letting you see classified plans—while pretending to be a member of a super-secret Imperial task force, which explains why he's never heard of you—or simply playing out an evening at the Centurions' Club. Character runs help define and develop the personalities of the characters being played. This is important, because character development is the soul of a role playing game, just as it is in a play on stage.

Most adventures combine both combat missions and character runs into one or more gaming sessions. Typically these adventures begin with character play that puts the players in the position of wanting or needing to complete a certain mission. While at a cocktail party, you overhear an incautious conversation regarding blueprints for a secret weapon. You'll need to raid a renegade base on the nearby moon to get the blueprints, so you have to "acquire" a ship, somehow. Then you'll set up the raid and work your way through security. And finally, you want to locate your prize and escape in one piece.

Dangerous stuff.

Or is it?

That depends on how you approach the problem. Some players just strap on their lasers and head out for a savage series of battles. Other players talk their way onto a ship and into the base, bluffing someone into giving them the blueprints. Most players, however, choose a middle course: something along the lines of talking their way onto a ship, then covertly infiltrating the base and stealing the prints without anyone (still living!) being the wiser.

THE REST OF THIS BOOK

As you read through this rulebook you'll be taken step-by-step through the process of creating characters, learning how to use skills and learning how what you want to do translates into the game mechanics of the 69th century. Later in the book you'll be shown how to create scenarios of your own, and you'll be given plenty of background information to make that possible. Throughout, you'll be able to follow the career of Brennus Africanus (a TOG pilot) and Althea Connor (a Renegade agent), two characters who will be used as examples to help you along. Welcome to the worlds of the Renegade Legion!

LIGHTING THE FUSE

With the last snap of detonator wire into the cable, all the explosive charges were finally set in place. Through it all, the Century of Deliverers of the 2567th Renegade Legion had remained quiet. Now the taller of the two men stooped to finish fusing the last ceramic plate back in place, while the other one scanned the area for any movement. The black clothing and camouflage makeup hid them well. All this time an untrained eye would have seen nothing unusual. Just a formation of grav-tanks laagered hull-down for the night. It wouldn't be until sometime tomorrow that the steering cables would disintegrate from the detonations, causing tons of titanium-armored tanks to careen uncontrollably to certain death.

Suddenly the lookout's light-enhancing goggles picked up a brief shaft of light cutting into the darkness forty meters away. It was the battle-red glow from the interior of a tank, showing for just a second as a hatch opened and closed. Accepted procedure called for a halt of operations if any movement was detected within the laager, but the lookout saw that his partner had only a few more centimeters to go and chose to let him finish. With the thin beam of thermal radiation continuing to silently meld armor, the lookout pulled out his 5mm needle pistol and gripped it tightly.

The last tank's control plate was almost secure now. The slow precision of the man's work meant more time out in the open, but it also helped ensure that no one would detect any tampering later on. In fact, only if they knew exactly what to look for would anyone ever see that the protective plates had been removed.

Then the lookout saw his mistake. The safety lock on his pistol should have been checked before they went out. He thumbed the safety button off and the loud click startled both men.

The taller man saw the drawn gun and immediately turned to face the darkness. The lookout nervously swiveled his head back and forth across the laager, even though the reading from the goggles remained negative.

With the last corner of the titanium plate on the Deliverer still red-hot, the taller man wearily gathered up his equipment and motioned for them to start walking back to their Equus grav-sled. Another job done. But something was wrong this time. Already they had been too careless: the noise, the safety lock, the fact that even now they were walking away from the laager slowly like they had nothing to worry about. A man of his experience knew that such mistakes could be unforgiving. Furious at himself for having allowed this, the taller man reached with his right hand and drew his own weapon. He signalled for his lookout to watch their right flank, while he quartered the dim outline of ground to their left, methodically checking one section at a time for any danger.

The barren, wind-swept terrain rose up steeply from the laager, then dipped down in a convenient little fold. A distance of 100 meters separated the Renegade tanks and the hidden grav-sled that meant successful escape.

Fifty meters from the sled, the tall man's eye caught a shadowy movement just off to the left, an arm hurling something in the air. In that split-second, his eyes strained to see more in the pit of night. Then everything burned white. The blazing flash from the grenade rocked his body and seared his vision. Just like that it was over. All the intense training, all the previous success had come down to this. One mistake too many.

Flechette rounds ripping into him, the saboteur let out a valiant cry and squeezed off as many rounds as he could in the direction of that one movement. A TOG soldier to the very end, at least he knew he would not die alone.

The steering cables on the grav-tanks down below would see to that.

DESIGNING CHARACTERS

Each **Legionnaire** player must first create a character. In most cases the character will be an active member of either the TOG, Commonwealth, or Renegade Legion military. This character, through whom the player will adventure in the universe, is defined by numbers that correspond to a variety of attributes and skills. These attributes and skills, in turn, determine how able and capable the character is to perform all sorts of tasks during his adventures. Adding personal details for the character, which is helped along by the Career and Fame sections of the rules, will round the character out, making him more interesting and likely to succeed.

(A short note here, regarding personal pronouns. In general, "he," "his" and "him" will be used when referring to players or characters. This isn't intended to suggest that women (or female characters) can't or shouldn't play **Legionnaire**—we hope they do, the more the merrier. However, "him/her," "s/he," "hisser" and alternating usage of "she" and "he" seem more distracting than they are socially relevant. Please assume we mean everyone, regardless of the pronoun, and please do not be offended by it.)

When designing a long-term campaign, the Gamemaster (GM) usually will have a specific type of character in mind for play. That is to say, the GM might want to run scenarios that are better suited for Legionary infantry, rather than Naval officers. Some campaigns are designed for Intelligence operatives, rather than Interceptor pilots. The GM should inform his players, before they start creating characters, what types of characters he's looking for.

Legionnaire assumes that all player-designed characters have military training and are part of an active military unit. This is a dangerous universe that they live in, and such skills are required for almost any adventure. In fact, previous military experience plays a large part in character creation. However a GM is not restricted to active servicemen, and if he wishes he can have his players' characters (or "player-characters," often abbreviated "PCs") retire from the military and take on civilian roles in society.

Character creation requires several things. The first and most important are a pencil and a piece of paper. Photocopying the Character Record Sheet (from the back of the rules) is a good idea because it can be used to record the final choices you make with your character. Until those final choices are made, however, writing things down on scrap paper might be a good idea. An eraser on that pencil might come in handy as well. Lastly, you'll need two 10-sided dice. (It should be noted that the 0 on a 10-sided die is always read as a 10.) Through out these rules, one TOG and one Renegade character will be used for example purposes.

Creating a character is a matter of several simple steps. It is important that these be followed in their listed order. The steps are as follows:

1) Determine Primary Attributes (Agility, Charisma, Constitution, Dexterity, Intelligence, Luck, Speed, and Strength), Subjective Attributes (Name, Sex, Species, Allegiance, Career Path, and Starting Age), Special Attributes (the Edge and Prestige), and Physical Description (pp. 10-15). Modifications in these attributes for playing **Alien Characters** are described on pp. 16-17

2) Select your character's **Skills** (pp. 24-33), possibly using a predesigned package (pp. 34-39).

3) Determine your character's ending **Rank** (pp. 40-47).

4) Roll on the Experience Charts (pp. 48-54) until your character reaches that ending Rank, checking for injuries when necessary (pp. 55-56).

5) Using your **Prestige** (pp. 18-21) and anything else your GM gives you, outfit your character with **Equipment** (listed on pp. 57-93).

CHARACTER ATTRIBUTES

In **Legionnaire**, each character has eight primary attributes, six subjective attributes that are assigned by the player, and two special attributes.

The primary attributes—Agility (AG), Charisma (CH), Constitution (CN), Dexterity (DX), Intelligence (IQ), Luck (LK), Speed (SP), and Strength (ST)—reflect your character's inherent abilities. If your character is an alien, some of these will be modified; for example, a four-legged alien is likely to be significantly faster than a bipedal human, hence have a greater speed value. These attributes will also be modified by skills during play and will help determine in which skills your character will be most adept. These attributes will be explained more fully below.

The subjective attributes—Name, Sex, Species, Career Path, Allegiance, and Age—are chosen by you at any time you wish. They greatly help to round out your character.

The first special attribute is called the *Edge* and is a reflection of that intangible difference between true heroes and normal individuals (generally referred to as "Non-Player Characters" or "NPCs"). The Edge will allow your characters some freedom from the whims of chance, but it cannot be counted upon to save them from their own, or their player's, lack of perception in every situation.

The second special attribute is *Prestige*. In its present form it was developed by David L. Arneson, and is used with his permission. Prestige reflects a character's reputation among others in the Renegade Legion universe. It accrues from family background, military unit and service, and success on adventures. Prestige can win you that audience with the Planetary Governor, or it can be your downfall when former comrades from the unit you betrayed come hunting for you.

Your military rank is determined later in the character creation process.

PRIMARY ATTRIBUTES

You can chose your character's primary attributes in one of two ways. The first method is to roll two 10-sided dice (hereafter "2D10"). Add together the two numbers you roll (giving a value between 2 and 20) and that becomes the basic value for that particular attribute . This method injects a random element into the process and is very quick.

The second method is to begin with a pool of points and allocate them to the various attributes as you wish. If this method is chosen, you have 88 points to divide among the eight attributes from Agility to Strength. No attribute can have a value below 5 or above 17 if this method is used. Note that the 88 points you have here is exactly the number of points you get by multiplying 8 (the number of primary attributes) by 11 (the average roll of 2D10)—the advantage to this method is that you can tailor a character for a particular mission or campaign. An infantryman is generally more useful if he can shoot straight and take lots of damage than if he were a charismatic egg-head.

Players need not restrict themselves to one method over the other. Randomly rolling attributes can produce some unlikely combinations resulting in interesting characters. As noted above, deliberate construction of a character means always having an individual suited to a particular mission. Alternating methods as needed is also a good idea.

Each primary attribute is explained below.

AGILITY (AG)

Agility determines a character's ability with gross motor skills. This covers everything from performing correctly at a ceremonial dance and martial arts to dodging laser fire on foot or in a spaceship.

Brennus' 11 tags him as exactly average in this category. Althea's 6 makes her worse yet; rollerskating, team sports and driving grav vehicles are not her long suits.

CHARISMA (CH)

Charisma is the attribute that measures both physical attractiveness (especially within your own species) and force or nature of personality in general. While only a mother could love a KessRith, anyone can appreciate the wisdom of one of their leaders. The alien species have Charisma modifiers because the game is seen from a human viewpoint, and most humans have a distaste for anything alien. Still, it should be realized that these modifiers do not apply between two members of the same species, and might easily be turned back upon humans to see how they are viewed from the other direction.

At 10 each, Brennus and Althea are average looking, and they have no personality traits that would offend or attract a member of any other sapient race.

CONSTITUTION (CN)

The current level of a character's constitution is important because it determines if a character is dead or alive, conscious or unconscious. Given the state of weapons technology in the 69th century, only good body armor stands between an individual and death when hit by a military weapon. When rifles shoot projectiles designed to penetrate a Grav tank, there's not much in a human body that will even slow the slug down.

Once a character's CN has dropped to 0 or less, that character becomes unconscious and is possibly dying. Fortunately, given the state of medical technology, death may only be a temporary state, depending on the circumstances. With a sufficiently skilled doctor and the proper facilities, a character can recover from almost anything. He might not come away with all of the parts he had at birth, but he'll be alive and most of those parts can be regrown.

Brennus has a CN of 14. This is a reflection of his proper diet and exercise when raised in a wealthy family, as well as his fine military training. He can take some damage before he's out of the fight which, in his chosen profession, is not a bad thing. Althea has a CN of 10 which is a touch below average. This could be a problem, as many weapons kick out enough damage to kill her instantly. Luckily for her, personal body armor is available to prevent that sort of thing from happening all the time.

DEXTERITY (DX)

Dexterity defines a character's abilities with fine motor skills. It is basic to determining how well the character shoots a weapon, rewires a computer, or performs the microsurgery necessary to reattach a severed limb to the body it came from.

Brennus's 18 in DX, as determined by a random roll of 2D10, means he's a crackerjack shot with a hand-held weapon or when piloting his Spiculum space fighter. Althea's 16 is by no means shabby, and she's got a cool hand when using a personal weapon. She, however, puts her Dexterity to use as a technician who can take apart or put back together (with modifications) almost any piece of hardware she can get her hands on.

INTELLIGENCE (IQ)

IQ determines what skills a character may select, as all skills have minimum IQ requirements before they are available. It is also the base value for the Perception skill, successful use of which can point out what the GM's subtle clues have failed to reveal.

Brennus again proves to be rather exceptional with his IQ of 18. This places him firmly in the genius class and means there is little he is unable to understand. Althea's 14 marks her as incredibly bright as well, and makes her a valued asset to the Renegade Underground.

A quick note should be made here about character intelligence versus player intelligence. A Gamemaster may find there are times when the players are off their game and their normally brilliant characters are not picking up even blatant clues. Those are the times to employ a Perception skill check to give them the information they need for the game to continue. On the flip side of that coin, having a smart player take on the role of a less gifted character can be great fun, especially if the player is willing to bite his tongue and follow along when the others make incorrect assumptions based on the evidence provided.

LUCK (LK)

Luck is the attribute which covers everything from Divine Intervention to Karmic Retribution. It separates the living from the injured or dead when a heavy Commonwealth fighter waltzes through on a strafing run. It determines how well a character fares at a gambling house or if he gets one of those "funny feelings" when about to step into an ambush. Luck can make or break military careers or a person's life.

Brennus once again proves to be exceptional (bad) in this category. His luck is 3. This probably manifests itself, in his case, when his wingman suffers an engine failure just as the enemy fighters close, or when a pilot wipes out the fighter recovery bays on a capital ship right before Brennus lands. Althea, on the other hand, has a Luck of 14, which helps explain how she has survived as a Renegade agent in very hostile territory for as long as she has.

SPEED (SP)

Speed reflects a character's flat out land speed and reaction time. In an attempt to elude pursuers it has its obvious uses as well. When a die roll is needed to determine if a character has time to react to a surprise situation, this is the attribute to check against. Note: Some of the alien species have Speed modifiers that are followed by an "L" or "R". These stand for Land Speed or Reaction Speed and mean that the modifier only adjusts that aspect of Speed.

Brennus has a 13 for SP, which makes him fairly quick, but Althea's 17 puts him to shame. It does not mean she can play pattycake with a tiger, or always snatch the dinner away from a cobra, but she is fast and, as long as she's not running an obstacle course (where her AG would come into play) she'll be hard to catch.

SUBJECTIVE ATTRIBUTES

Your character's subjective attributes are up to you, subject to the approval of the GM.

There are no particular advantages to one choice or another in these categories, but knowing what they are helps establish the character in your mind and helps you roleplay the character.

NAME

This is an obvious but important detail of any character. The style, complexity and sound of a character's name can convey important details about his personality and status in a culture. Romanized names are used in TOG by the upper class. Slaves normally only have a single name. The same can be said of the Commonwealth. A character named Reginald Alexi Ramoran IV will more than likely have sprung from some Commonwealth aristocratic family, while Blind Joe is probably a member of the underclass.

The two characters who are used in the examples come from different backgrounds, and their names reflect this. Brennus Africanus is from a rather famous TOG family, hence the romanization of his name. Althea Connor is from a more common human family on the same world as Brennus. Her family is unusual in one respect, however, and that is that they are connected with the Renegade Underground and actively work to bring TOG to its knees.

ALLEGIANCE

In Legionnaire characters can either hold allegiance to TOG, the Commonwealth, the Renegade Legions, or (rarely) to some other entity, such as the Free Traders. For character generation purposes, a Renegade Legion character is treated the same as a Commonwealth character.

Allegiance should be used as a general guide to a character's sympathies rather than a goad to force a player to toe the party line. If a character's loyalty is to TOG, for example, it does not mean he must or will immediately comply with the wishes of anyone directly above him in the chain of command. Few TOG warriors would risk certain death just to win their Centurion another commendation.

And let there be no question about it, allegiance can shift during the course of a campaign.

Brennus' allegiance is to TOG. Althea's allegiance is to the Renegade Legions.

CAREER PATH

Players should determine at this point what path their careers are going to follow. The GM should have input here. For example, if he wants to run a campaign where the players are members of an Interceptor squadron, he will prefer that his players chose Naval rather than Legion careers for their characters.

This helps you create your character since it provides some rough idea as to what skills and career packages he may have. It also provides some depth to characters, reflecting their goals and ambitions within the military or intelligence services. Further, the career path you selected is important in determining your character's eventual rank in that branch of the military.

STRENGTH (ST)

Strength indicates how strong a character is and how much force he can exert when performing a task. It has three specific functions:

Lifting—Multiplying ST by 5 gives the mass (in kilograms) a character can lift on a normal 1 gravity world (where a kilogram is roughly 2 pounds).

Throwing—Multiplying ST by 3 gives the distance (in meters) a character can throw a 1 kilogram object on a normal 1 gravity world. He can throw half a kilogram twice as far, and two kilograms half that far.

Jumping—Multiplying ST by 1/2 gives the distance (in meters) a character can jump with a running start, on a normal 1 gravity world. Without a running start, characters can jump half that far.

Most occupied worlds in the Renegade Legion universe have a level of gravity very near to the Terran norm. On those which don't, all three of the above factors are proportionally adjusted. For example, on a 2-gravity world, multiply ST by 2.5 (not 5) to find the mass a character can lift, multiply ST by 1.5 (not 3) to find how far he can throw one kilogram, and divide ST by 4 (not 2) to find how far he can jump with a running start.

Brennus's Strength of 13 is a bit above average, but that's appropriate for a noble who has the luxury of being able to train for his career in the military. Althea's strength of 10 is just a hair below average, but not enough that anyone would notice. Please note that Althea did not lose Strength because she is female—Toggies might not consider females equal, but these rules do.

Nearly all career paths can be chosen by a character of any allegiance—the Renegade Legions, TOG, or the Commonwealth. (If your character's allegiance is, for example, with the Free Traders, pick the TOG, CW or RL branch in which he received his initial military training. If he did not train with any of these three, you'll have to work out the details with your GM.) The paths are as follows:

Navy
    Fleet
    Fighter
    Marine Aerospace Corps (Commonwealth Only)
    Technical Support
Legion
    Combat Arms
    Technical Support
    Fighter (TOG Only)
Intelligence Services
    Deep Cover Agent
    Insurgency/Counter-Insurgency Agent
    Courier

Since all characters are assumed to have some military background, even players that are considering civilian characters should select the career path that their character followed when in the service.

Brennus selects the Navy(Fighter) as his career path, wanting to pilot fighters in space battles to extend the might of TOG in space. Althea has elected Insurgency/Counter-Insurgency as her path, hoping that it will provide her with the background and skills for later work in the Renegade Underground.

SPECIES

This is a very important subjective attribute, one that will have a direct effect on your character. It determines to which of the Human or alien races your character belongs. Humans get no attribute adjustments, since attributes are figured on a human-normal scale. Alien characters have xenobiological modifiers that increase or decrease particular attributes. These modifiers are discussed more fully in **Alien Characters**.

Brennus and Althea, for the sake of simplicity, are both Human. This gives them an advantage while operating in TOG space as TOG is xenophobic, with reason, as noted in the brief history.

AGE

The age of your character can be an important attribute since it helps determine some of the things he can and cannot do. At its most basic, a character who is underage (as determined by the laws on each particular world) could be unable to conduct business or go certain places.

Running a character through the character generation process (particularly the Career Tables) will add to his age, so characters start the generation process at 17 years old (Terran Standard). Note that the selection of a skill package (see **Career Packages**) also ages a character. The GM can make exceptions if a player wants to play a character younger or older than that.

For the moment, before they're both run through the Career Tables, Brennus and Althea will start the process at 17 years of age.

SEX

This attribute is very important because TOG does not treat women as equals. Women are by law not allowed to rise very high in TOG society and it is preferred that they stay home to raise children. This can be traced back to the fact that 2000 years ago, around 5000 (give or take a century) the Snow Plague wiped out 80% of Humanity and most of the survivors were conquered by the KessRith and the Ssora. It took more than 1300 years for mankind to throw off their alien masters. As a result, most of the TOG citizenry are xenophobic and are very concerned about maintaining a sufficient population base to insure that Humanity never again falls under alien dominance. Thus the idea of any woman staying long in the military is anathema to them. The Commonwealth, and to a lesser extent the Renegades, have a more liberal attitude concerning both alien species and women.

Brennus is male and Althea is female.

PHYSICAL DESCRIPTION

Your character also needs to be "fleshed out" in a physical sense. Give it some consideration, then write down his height, mass, hair and eye colors, and any unusual features. Because the Renegade Legion universe is such a diverse place, do not be afraid to add interesting detail to your characters, such as their hair being worn in a peculiar style or that, according to tradition, this character always wears a black glove on his right hand. Small details like that help make a character more real and distinctive. You might not know why the character wears that glove, but you can probably figure it out somewhere along the line and let that fact enrich your game world.

Even though we're only partway through the character creation process, you can tell certain things about our two sample characters already, and start to build in your mind what they look like and what their personalities are like.

Physically, Brennus Africanus is slightly under average height but has normal mass (167 cm and 85 kilos). He is small but stocky to represent his relatively high Strength and Constitution and still make him suitable to be a pilot. He's got brown hair, brown eyes and an aquiline Roman nose (without benefit of surgery!). Aside from his hawknose, he's not got any noticeable physical traits or scars. As is the style, he is clean shaven.

Brennus is a deadeye shot with any weapon he's been trained with. His high intelligence is important, but because he comes from a famous family (a fact that would normally be worked out between you and your GM), he is somewhat arrogant. Then again, he is a TOG loyalist, so that's not so far from average, anyway. However, his intellect is often reflected in curiosity, and that's not always a good thing.

Althea is a tall, slender red-head (170 cm and 60 kilos) who still moves with a gawky coltishness, as if she is not yet used to her adult body (accounting for her poor AG). Her eyes are an unusual shade of blue-green, not enough to make her remarkable, but a memorable feature. She's got a quick mind and wit—almost an animal cunning—and she is a very good judge of character. Her Luck has kept her safe in brushes with TOG security personnel, and has even gotten her hired to repair some of their equipment when the bureaucracy moves too slowly for the local commander's liking.

Quick with her hands, her intelligence makes her very good at spotting trouble, both inside machines she's to repair and out in the real world. Her reaction time is excellent and, coupled with her dexterity, she's one of the few people capable of successfully drawing a weapon against a foe who has the drop on her and actually getting an accurate shot off first.

SPECIAL ATTRIBUTES

THE EDGE

Once the primary attributes have been determined, it is time to figure a value for the Edge. The Edge is always given a value by starting with the roll of 2D10. The two dice are rolled once only—what you see is what you get. As with the other attributes, it is possible to increase the Edge over the course of play, but to begin with, you start with the roll of 2D10. From that roll subtract 13. The resulting number, positive or negative, is your character's initial Edge value.

The Edge reflects the difference between player characters and NPCs—the difference between heroes and the rest of us. Each point of the Edge can "buy" a new die roll during a game. The limitations on this are as follows: only one reroll can be bought at any one time, and the number of rerolls than can be purchased in any gaming session is limited to the starting value of a character's Edge. Rerolls cannot be purchased for another character. A GM, if he finds himself breaking an adventure into multiple sessions of play, may decide to stretch a single cycle of Edge use throughout the adventure, regardless of the number of sessions the adventure takes, though he must spell this out at the beginning of the adventure so players don't squander all of their Edge in the first session.

Edge use is simple. A character needs to roll a 10 or less to hit a target. He rolls a 12. Burning one Edge point, he rerolls the dice and gets his 10. He could then roll for hit location on his target and reroll if he did not get the head shot he wanted, provided he had another Edge point to burn.

When Edge points are used, they only go away until the end of the session or adventure. (Yes, a Gamemaster could allow Edge regeneration in midstream, but that would be solely up to him; if he does, players should take that as a warning that their characters are in way over their heads!)

Brennus, like most characters, starts with a negative Edge. His is –1 (a dice roll of 12, minus 13) and does not mean that the GM can call back a crucial die roll the player has made and force him to make another. It just means that Brennus has to earn his way up to positive Edge. Althea, on the other hand, has an edge of +2 (having rolled a 15). This helps account for how she has survived with her poor Agility.

PRESTIGE

Prestige is a measure of a character's reputation and/or notoriety. As a character successfully completes more and more missions, his Prestige will increase. During the course of a game the character can use his Prestige to get additional help, equipment or other aid from his superiors. He can also stake his reputation on completing a mission in order to increase the normal Prestige award. See **Prestige** for more on how it is acquired, used, and awarded in the game.

A starting character's Prestige always begins at 0. This can increase over the course of the character generation process, but it is possible that your character will begin play with no Prestige.

FILLING THE CHARACTER SHEET

NAME, ALLEGIANCE AND CAREER PATH

List your character's name in the first blank. "Allegiance" is either to TOG, the Commonwealth, the Renegade Legions or (rarely) to some other entity, such as the Free Traders.

ATTRIBUTES

For each primary attribute, list its current value (modified by any alien species modifier).

DESCRIPTION

This section lists the subjective attributes you choose for your character, and is self-explanatory.

ARMOR

This is the place where you note what type of armor your character is wearing. **Equipment** lists the armored combat suits available, and the character sheet reflects the AF (Armor Factor) protection each suit can provide to the Head, Upper Torso, Lower Torso, Arms and Legs of a character. Because personal body armor is so important, it is best to make sure, at the beginning of each adventure, that you update your character sheet with whatever your character is using.

PRESTIGE/PRESTIGE USED

"Prestige" lists the amount of prestige you have available at any time; this will change from adventure to adventure. "Prestige Used" lists the prestige that you currently have at risk, usually in the form of equipment that has been checked out or borrowed from company stores. "Prestige Used" can never be higher than "Prestige."

EDGE/EDGE USED

"Edge" lists the current value of your Edge. This number may be negative, until your character has improved it through experience. "Edge

Used" lists the number of times you have used your Edge in this adventure to get a reroll for your character. "Edge Used" can never be higher than "Edge;" if "Edge" is negative, you can not use any Edge at all.

APs

APs is the abbreviation for Adventure Points. In the course of the game your character will earn adventure points for successfully accomplishing missions and for roleplaying within the adventure. As you will learn in **Adventure Points**, characters are allowed to increase attributes and skills because of their Adventure Point totals, which reflect their growth and the learning experiences of their adventures.

TALENTS (T)

This refers to the amount of money your character has available to spend. This is, in essence, your liquid capital or small change, depending upon your perspective. To determine the starting value, roll 2D10 and multiply the result by 1000. If you happen to roll doubles (the same number on each die) the amount is still multiplied by 1000, but represents monthly income from a family trust fund, a government stipend or some other source of money—possibly including payments from enemy governments or organizations.

Brennus and Althea start out with T17,000 and T12,000, respectively.

SKILLS

This section lists all the skills your character knows. List each skill, along with your initial level of ability in it. "SDS Rolls" refers to "Sufficiently Difficult Successful Rolls." To improve your level in a skill,

you must first use it well a certain number of times. Each time you do so, you'll note that use in this column. "Sufficiently Difficult Successful Rolls" are more completely described in **Adventure Points**.

WEAPONS

This section lists the weaponry your character is carrying. All of the details about each weapon, including:
- the amount of damage it does,
- the number of shots it has per clip and the number of shots already used in the current clip,
- its modifiers to offensive and defensive rolls (if any),
- the target modifiers for Short (S), Medium (M) and Long (L) Ranges (for ranged weapons),

and any other details must be noted here. As well, if the item is supposed to be hidden, like a knife in a boot, or a small gun in an ankle holster, the location on the body should be given here.

PROVISIONS

Note down here all of the other items your character owns or has been issued. As you progress in the game, this list can get rather long, so it is often limited to the items he would normally have on his person (except armor and weapons, which are listed elsewhere). Longer and more detailed lists of equipment being used on a specific adventure, or stored in the trunk of a Grav car or on the family estate can be kept on separate sheets of paper. If it isn't listed somewhere, your GM may not let you have an item when you most need it.

Often the provisions available to a party of characters are governed by what is available for a particular mission, as well as other factors, such as the characters' Prestige.
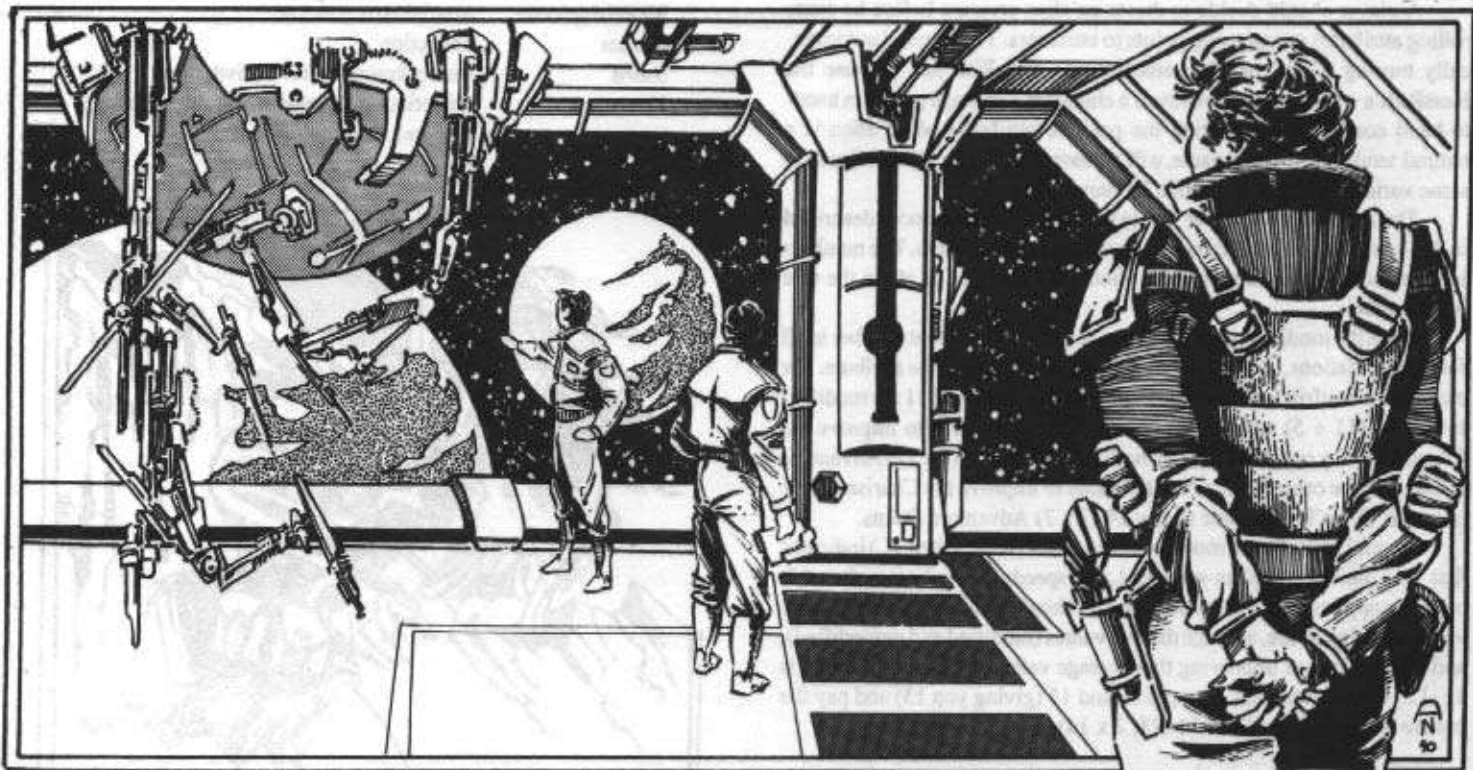
ALIEN CHARACTERS

One of the more interesting aspects of many roleplaying games is the ability to create and run characters that are not human. Alien species provide characters with different abilities, perspectives and goals. The seven non-human races are described more fully on pp. 156-176, with emphasis on the culture of each species, but the generation of alien characters is covered here, along with a brief description of each race.

Playing an alien character looks like an easy way to get extra points in the attributes most important to you, and that it is. However, it will also be demanding of you as a player because the Gamemaster will be looking for you to run the character appropriately to his race. While a Human or Zog character could easily abide polite insults at a cocktail party, a KessRith or Menelvagorean couldn't. That's not to say that neither restraint nor an understanding of politics is possible for those races, but the way they restrain themselves, or what they do later to the person who insulted them, should be different from a Human's approach to the same situation.

ATTRIBUTE MODIFIERS

First, alien creatures differ from Humans in that their starting attributes receive bonuses or penalties because of their different physiologies. An increase or decrease in an attribute does not make an alien character better or worse than a Human character overall—just better suited to doing certain things or handling certain situations.

A player should decide to create an alien creature before he starts rolling attributes or assigning points to attributes. Try to avoid automatically turning ST 19 or 20 characters into KessRith just because the KessRith's +5 ST bonus gives such a character 4 damage points in hand-to-hand combat. Accentuating the positive attributes of an alien is a natural tendency, but the game will be more fun if you allow aliens the same variations in attributes that humans have.

The **Attribute Modifier Table** lists the seven alien races described in this book, and the modifiers associated with each of them. The numbers indicate how the starting attribute should be modified to attain the true initial value.

Once the modified value has been determined, use that number in all future calculations, including the calculation to improve the attribute. For example, a Baufrin's original attributes of CN 11 and CH 11 are modified to CN 16 (11 + 5) and CH 6 (11 - 5). When he wants to improve his Constitution by one point (to 17), he'll have to pay 34 (2 x 17) Adventure Points. On the other hand, when he wants to improve his Charisma by 1 point (to 7), he'll only have to pay 14 (2 x 7) Adventure Points.

Several of the Speed modifiers have (L) or (R) attached. (L) indicates that this modifier applies only to Land speed; (R) indicates that this modifier applies only to Reaction speed. When improving an alien's split-value Speed attribute, average the two values (modified and unmodified), and pay the cost of improving that average value. If a Ssoran's Speed is 11, 15 (+4) for Reaction, average 11 and 15 (giving you 13) and pay the cost to improve from 13 to 14 (28; 2 x 14).

ATTRIBUTE MODIFIER TABLE

Race	AG	CH	CN	DX	IQ	LK	SP	ST
Baufrin	+3	-5	+5	-	-	-	-2 (L)	-
KessRith	-3	-3	-3	+5	-	-3	+4 (L)	+5
Menelvagorean	-3	-5	+3	+5	-	-	-3	-
Naram	-	+3	-	-	-	-	-3	-
Ssora	+5	-	-3	-	-	-3	+4 (R)	-3
Vauvusar	-	-3	+5	-	-	-	-3	+4 (R) -3
Zog	+3	-3	-3	-	+3	-	-3	- +3

CULTURALLY-TAUGHT SKILLS

The following are skills that come naturally to each race. All characters of a race are assumed to have level 1 in each skill listed for that race. This first level does not cost a skill point—it was learned at an early age, before the character reached maturity. This means that an orphan Baufrin raised by humans in the Commonwealth will *not* have Electronics or a Repair Tech skill for free. On the other hand, an orphan human raised by Baufrin monks *would* acquire those skills (and, if the player can put together a good story, possibly one or two others).

Baufrin	Electronics, Repair Tech (choice)
KessRith	Blade, Tactics (choice)
Menelvagorean	Martial Arts (choice)
Naram	Seduction
Ssora	Bureaucracy, Protocol, Swindling
Vauvusar	Negotiation, Protocol, Scuba, Strategy (choice), Swimming
Zog	None

DIFFICULT SKILLS

On the other hand, the following are skills that individual races have difficulty with. This reflects such things as the inability of a KessRith to seduce very much of anything, (even another KessRith, most of the time), or the Narams' phobia of living in urban metropoli. When checking any of the skills listed for your alien character's race (or when modifying any target number with the levels of one of these skills), you must add an additional die to your roll. If you learn a difficult skill for your race, note that that skill is "+1 die" on your character sheet, so that you won't forget it.

Baufrin	Brawling/Pugilism, Martial Arts, Wrestling/Club
KessRith	Bounce Pack Operations, Seduction, Garrote, Swimming, Zero-G Ops, Zero-G Martial Arts
Menelvagorean	Research, Xenobiology
Naram	Interrogation, Urban Environmental Survival
Ssora	Cryptography, Mountaineering/Climbing, Swimming
Vauvusar	Ambush, Seduction, Swindling
Zog	Negotiation, Research, Seduction, Swindling

BAUFRIN

The Baufrin are an insectoid people with mandibles, six eyes, and five pairs of mobile limbs. They are, in many respects, a human nightmare scuttling along on the six lower legs, which they use for movement. Their head and thorax are connected to their abdomen at an upward-bending right angle so they take on a centaur- or KessRith-like appearance. The upper two pairs of limbs function like hands—the upper pair being used for delicate close work while the longer, lower pair is used for work requiring strength. Their 3 pairs of eyes are each sensitive to a different range of light, so they can see better than humans, but their ear sacs are less developed, so their hearing is poorer than human hearing.

KESSRITH

Build a burly centaur from the body of a rhinoceros, add the head of a Tyrannosaurus, cover it with the skin of an alligator, and you've got a KessRith. Bony plates cover him from head to tail, including his back, breast and arms (treat as An armor Factor of 2). Dark gray to green in color, his smile is lined with sharklike teeth—making this incredibly strong creature very fearsome to look at. From a clan-based society, KessRith are warriors who adhere to a code as strict and strange as the Japanese code of Bushido. They are consummate warriors and fierce enemies of the Empire.

MENELVAGOREANS

Menelvagoreans are tall, blue-skinned creatures with bony skin (akin to that of an armadillo), three eyes, and a tail. They are very long-lived warriors, if they don't die in combat first. Their eyes can see in the ultraviolet range. Each hand has three fingers and a thumb, all ending in razored talons. They are taciturn and dislike worlds where the normal temperature is below 120° F. Their homeworld lurks in the remnants of a nebula, so its night sky is as almost as bright as the daytime—which means they are a bit uneasy in the dark.

NARAM

The Naram are a very Human-like race. Generally taller, more slender and more attractive than the average human, only expensive and difficult DNA mapping can actually distinguish between Humans and Naram. While evidence on both planets suggests that Humans and Naram evolved independently, the fact that they can interbreed and look so much alike has fueled debate concerning a common ancestor for the two species.

SSORA

These bipedal creatures look much like intelligent terrestrial dinosaurs. The Ssora have two three-fingered hands and a prehensile, forked tail. Ssora believe in strong central control and organization—as is evidenced by the fact that these egg-laying creatures pair for life. This makes the social order in TOG very attractive to the Ssora, though they have trouble dealing with TOG's general xenophobia. Often described as devious, Ssora are unswervingly loyal to friends, which makes them one of the more dependable species.

VAUVUSAR

The Vauvusar are four-armed, bipedal aliens with a tail. Their eyes are set on either side of their enormous head, much like a hammerhead shark. Because they evolved from amphibious creatures used to grazing on surface-floating creatures, their "head" is largely mouth—their brains sit in the upper part of their chests. A Vauvusar's arms are not particularly strong, but they are capable of quick movement—so quick, in fact, that no wise human plays in a card game with a Vauvusar dealer.

ZOG

Zogs, an extremely rare species today, have been likened to a short gorilla upholstered in Gila monster skin. Zogs have strength out of proportion with their small size. Their three-fingered hands are suitable for manipulating controls created for humans. While fierce-looking, Zogs are known for being laid-back; some individuals mistake this ability to ignore a human's emotional tirades for stupidity. Zogs are, in fact, quite bright, yet they tend to be secretive about their race—which are known to molt every 16-20 years in a painful and private ceremony.

INTERBREEDING

The only species capable of interbreeding are Humans and Naram. In the case of such a hybrid, roll 1D10. If it comes up odd, the child resembles the father; even, it takes after its mother. It will have the appropriate attribute modifiers (if any) for whichever species it most resembles.

PRESTIGE AND FAME

Two attributes in **Legionnaire** are Prestige and Fame. They are developed from a concept by Dave Arneson.

Prestige Points measure how well regarded a character is by those who serve with him and above him. Several factors might influence a character's beginning prestige. In the game, these factors can affect his Prestige Points, usually for the better: his family's prestige, his unit's prestige, and the steps his career took prior to the start of the game.

Furthermore a character can increase his Prestige during play.

Fame Points measure a character's notoriety—how well he is known outside his military unit. Many characters, especially those working in the Underground, may have a great deal of Prestige, but very little Fame. They are trying very hard to keep it that way—fame and recognition spell death for such characters. On the other hand, some characters' flashy exploits (on or off the battlefield!) may have bought them widespread Fame, but they have little or no Prestige within their unit because their exploits are more flashy than worthwhile or commendable.

What good are Prestige and Fame in the Renegade Legions universe? Characters can use their Prestige Points to borrow specialized equipment or support; Prestige Points can also lead to promotions and commendations. Fame is not as directly useful, unless a character is preparing for a career in politics. It is more of a roleplaying tool, to help the GM and players measure their characters' popularity outside of the military. Fame might be useful, when rallying a populace to insurrection; it might be harmful, if a character is recognized while undercover.

GENERATING INITIAL PRESTIGE

At the start of play, characters have no Prestige Points. This is altered as the characters pass through the **Previous Experience** tables), where they can attain recognition and begin to build up prestige. In addition, there are up to two other ways to develop Prestige—through Family and Unit Prestige—but only if the GM chooses to use either or both of the following optional rules.

Characters can gain prestige prior to the start of a campaign simply because they are "riding the coat-tail" of well-known relatives, using the family recognition to increase their own Prestige. Being assigned to a widely recognized and acclaimed military unit can add to a character's Prestige as well. While unit assignment is at the discretion of the Gamemaster, characters who are fortunate enough may benefit a great deal from being part of a famous unit.

FAMILY PRESTIGE (OPTIONAL)

Players who wish to may roll 2D10 on the chart below to determine what Prestige, if any, their characters gain from their families' background. If the Gamemaster allows it, players may make a Luck Roll prior to rolling on the Family Fame Table. A successful roll indicates that the player may then add an additional +2 to his roll on the table.

Note that two of the entries actually remove Prestige. This indicate such adverse and unstable family conditions that the character actually is deterred and held back from attaining Prestige in later life. With such a result, it might be that the character was raised in an impoverished refugee camp or ghetto, where the chances of becoming well-known are drastically diminished.

FAMILY PRESTIGE TABLE

Roll	Prestige Points Added or Removed
2-4	-2
5-7	-1
8-16	0
17	+1
18	+2
19	+3
20-21	+5
22	+1D10 (minimum addition +5)

UNIT PRESTIGE (OPTIONAL)

The prestige of certain military units that a character belongs to can also add to that character's Prestige. To determine the addition, add the character's Rank Number (See **Rank**) to the modifier listed below and divide by 4 (rounding down) to determine the additional Prestige Points.

Modifier	Unit
RENEGADE LEGIONS	
-2	2567th Infantry Legion (Provisional)
+2	5791st Heavy Armored Minerva Legion (The Free and Equals)
+3	2031st Strike Legion (The Legion from Omega 10)
+4	1151st Interceptor Wing (The Immortals)
+4	354th Renegade Armored Legion
+5	672nd Minerva Pursuit Wing (The Witches of Defiance)
COMMONWEALTH	
+1	932 Air Mobile (The Bug Squashers)
+1	325th Naram B'ekkal
+4	369th Naram Fighter Wing (The Grand Jaguars)
+5	345th Commonwealth Carrier Wing (The Pride of Xiphias)
+5	2nd Armored Calvary Regiment (2nd ACR)
TOG	
-4	Assignment to any TOG Penal Unit
+2	816th Strike Legion (The Avengers of 816th)
+2	9999th Infantry Legion
+2	9865th Infantry Legion
+2	991st Carrier Fighter Wing (The Defenders of the 5th Empire)
+3	3021st Interceptor Wing (The Blood Eagles)
+3	1027th Carrier Fighter Wing (Sword of Caesar Julianus)
+4	3241st Strike Legion
+4	149th Praetorian Guards
+6	13379th Strike Legion (The Harbingers of Death)
+6	689th Interceptor Wing (The Death Express)
ADDITIONAL	
+2	Assignment to any Special Forces Unit

For example, a Renegade character with Rank 5 is assigned to the 5791st Minerva Legion (modifier of +2). 5 + 2 = 7. 7/4 = 1. Thus the character could add 1 Fame Point.

EARNING PRESTIGE

Every 5 Adventure Points (APs) earned for doing your job well (as opposed to roleplaying well) are also worth 1 point of Prestige. This increase in Prestige is in addition to the APs earned; it doesn't cost APs to buy Prestige. (In fact, you *can't* buy Prestige with APs—you can only earn it, in this way.) Keep track of how many APs a character has been awarded (for Mission Completion or "Along the Way") in the "APs for Prestige" blank on his character sheet. Each time it totals 5 or more, reduce it by 5 and increase Prestige by 1.

APs awarded for roleplaying don't count toward Prestige, since "good roleplaying" is not the type of thing that earns prestige for a character from his colleagues.

THE USES OF PRESTIGE

At the beginning of an adventure or scenario, a character may use his Prestige to "borrow" additional goods or services for his mission. Based on the character's prestige, someone in authority sees fit to release a certain amount of equipment for his use. In game terms, this means that he temporarily converts Prestige Points into Talents (money) to check out or borrow equipment. For example, a character sent on a sabotage mission may wish to have a Grav Tank (and its crew) provide some extra support or cover during the operation. This tank has a Talent value, and the player would have to convert his Prestige Points into Talents to "borrow" the tank and crew for the mission.

When Prestige Points are used in this manner, record them in the "Prestige Used" blank on the character sheet. Obviously, a character can't use more Prestige than he has; "Prestige Used" can never exceed "Prestige." These points are not permanently subtracted from the character as long as the borrowed equipment or service is returned in good condition. At the beginning of every adventure, characters can convert their Prestige into equipment.

If the goods or services are damaged, lost, killed, ruined, or otherwise hurt, the character loses some of his prestige with whomever authorized him to use the equipment; the Prestige Points expended on the items are permanently removed from that character's sheet. (He will, of course, gain more Prestige in further adventures.) Thus if characters spend 4 Prestige Points to check out a weapon at the beginning of an adventure, then lose the gun (even for the best of reasons!), they will permanently lose those 4 points.

Characters on a mission together may pool their Prestige Points, or they may spend them individually. The availability of specific equipment is entirely at the discretion of the Gamemaster.

Each Prestige Point is good for the temporary use of equipment worth 10,000 Talents. Thus a character with a Prestige of 3 could borrow equipment worth up to 30,000 Talents. That's not enough for a Grav Tank, but it could be used to have an NPC assigned to the group for added firepower.

Since characters may add their Prestige together, they have extra flexibility. A group of five players with 15 Prestige Points between them would be able to muster 150,000 Talents worth of equipment. This would allow them to requisition a Scamp Armored Car, if the GM indicated that one was available.

To put things in perspective, if the characters want an Iron Duke Battleship (Cost in Talents, with crew, 32,015,967,403) to cover them on a clandestine mission, they would have to have 3,201,597 Prestige Points among them! On the other hand, a Liberator Grav Tank (at 1,636,350 Talents), would require 164 Prestige Points, somewhat more reasonable.

All equipment has a Talent value assigned to it. The following table lists a few more frequently requested services and personnel. Their costs may be modified by the Gamemaster.

Talents	Item
10,000	1 Civilian Body Guard
25,000	1 Armed Infantry Soldier
32,000	1 Intelligence Agent
1,500,000	1 Armed Bounce Infantry Squad
2,000,000	1 Thor Orbital Bombardment

AWARDS AND PROMOTIONS

As a character's Prestige increases, there is the possibility of medals, commendations and increases in rank. Every time a character's Prestige reaches a multiple of five (i.e., at 5, 10, 15, etc.), roll 1D10 on the following table. (If he reaches two multiples at once, say by going from 4 to 10, roll twice on the table, but the second roll is at -2.)

Roll	Impact of Increased Prestige
1-4	Awarded a medal for Gallantry, Meritorious Service, Honor, Bravery, etc., determined by the Gamemaster.
5-8	Commendation and medal are presented to the character. This could mean a large award ceremony or social function, as well as a better shot at future promotions. Characters with a Commendation get a +2 on their next roll on this table.
9-10	Promotion. Character is increased one level in rank.

DEMERITS AND DEMOTIONS

Of course, not all changes in Prestige are positive. Any time a character's Prestige drops and falls *below* a multiple of 5 (i.e., at 4, 9, 14, etc.), there is a chance he will be reprimanded. (Measure this drop only after the conclusion of a mission, when equipment has been returned and Adventure Points awarded. If a character starts a mission with 6 Prestige Points, then loses 2 points worth of equipment but gains 1 Point of Prestige from the adventure, he has 5 Prestige Points (6 - 2 +1) and isn't reprimanded.)

Note that it is possible for each character to lose the same amount of Prestige, yet only some of them will fall below a multiple of 5. That's the breaks. The unlucky characters are the ones the Supply Sergeant and the Commanding Officer target for their wrath.

Each character who meets these unfortunate criteria must roll 1D10 on the following table.

Roll	Impact of Lost Prestige
1-4	Extra KP or Drill, but no permanent record
5-8	Permanent mark placed on record. Two awards or one commendation will nullify this mark. Until it is nullified, all rolls on the Awards table are at -1 (cumulative with other such marks).
9-10	Loss of one level in rank.
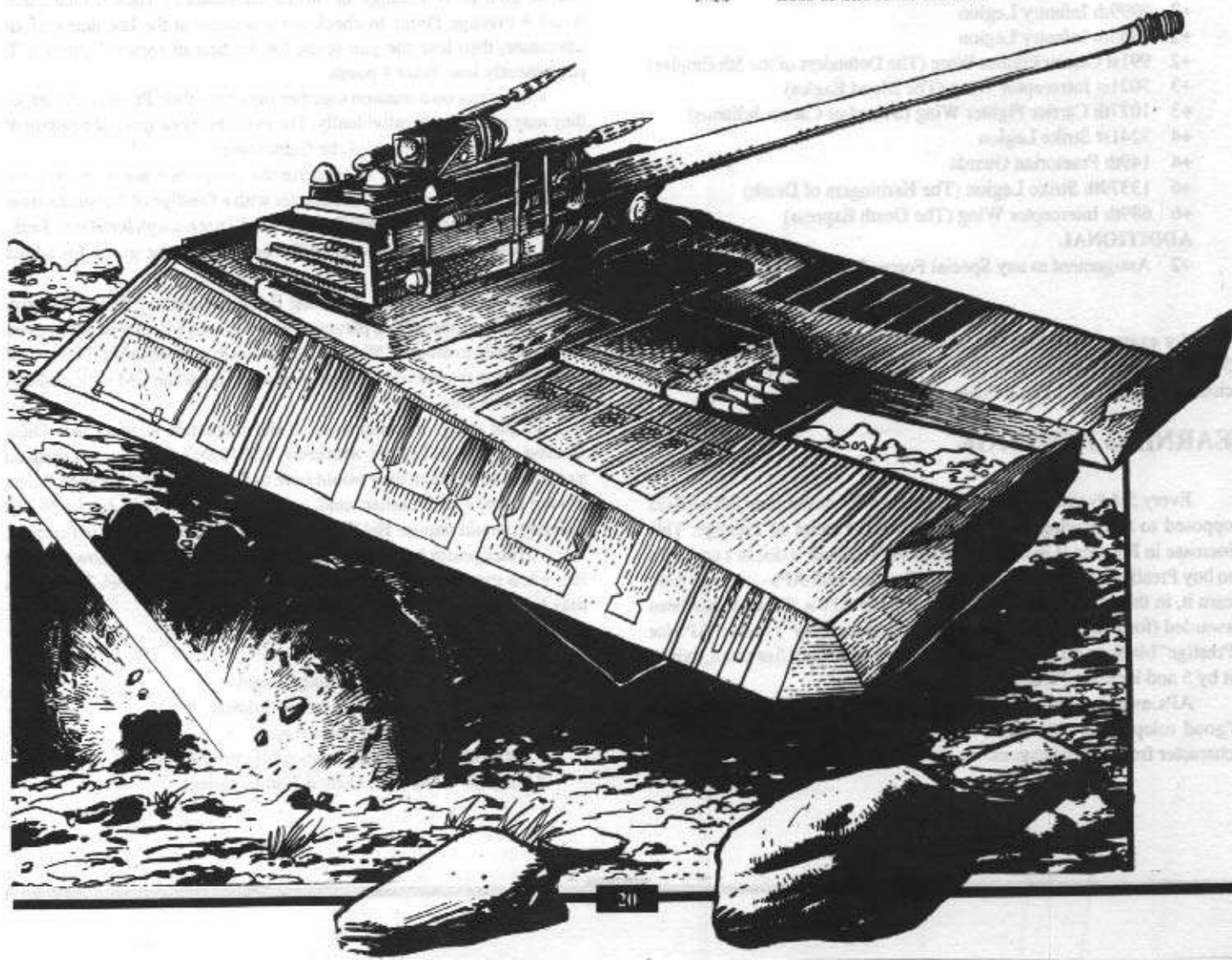
GENERATING FAME

Anytime a character earns Prestige Points, he might earn Fame Points as well. In each case, the GM must decide whether the increased prestige also indicates greater fame. For instance, family prestige probably translates into an identical level of fame. Similarly, unit prestige also translates into fame, at least while the character is in that unit's uniform. These units are just as famous as they are prestigious. On the other hand, prestige from a successful undercover mission probably doesn't generate any Fame Points—no-one knows who did it, even if they were impressed at what was done.

For each Prestige Point that is earned, the GM must decide whether a Fame Point is also earned. However, Fame Points aren't lost when Prestige Points are lost—a character doesn't become any less famous for having botched an assignment. The only way a character might lose fame is if he leaves the area in which he is famous.

HOW FAMOUS AM I?

Fame is a difficult concept to grasp given the sheer size and magnitude of the galaxy. When compared to other characters, a pilot might have a large number of Fame Points, hence a great deal of fame. But beyond the city or continent where the character lives and fights however, he can be virtually unknown.

The following scale is designed to provide a very rough estimate of fame levels in the Renegade Legion universe, mostly to help characters keep a valid perspective of where they stand in society. These are only rough examples to provide some insight as to popularity and recognition in terms of Fame Points.

If a character leaves the area in which he is well-known, his Fame decreases correspondingly. For example, someone with 20 points of Fame who is transferred to the front in another County has very little (if any) recognition among the new population. It is up to the GM and his players as to how carefully and rigorously they keep track of who is famous where.

Points	Example
1-10	This represents recognition on a less than continental basis. An example of this might be a local televid news article on the character's recent acceptance to a military academy.
11-30	This indicates that a character is well known on a planetary level. War heroes given extensive news coverage would qualify, as would characters given awards by local celebrities. The character's face would be known, but it might take some time for an NPC to fully remember who the character is and what he did.
31-60	Throughout a planet, the character would be well known and easily recognized, almost as quickly as any vid-star or high level politician. The common person on the street would at least know the name of the character, if not able to recognize him instantly.
61-120	County-Wide Recognition. This range of Fame Points indicates that the character is well known and recognized in a region of 40 or so planets. His name easily sparks recognition with the average being on the street. High level politicians and ranking (heroic) military officers often fall within this level of fame.
121-200	Dukedom-Wide Recognition. The name or face of the character is recognizable on several hundred worlds. Without alterations or concealment, the character would not be able to move freely on a world in that region without being spotted and acknowledged.
201-500	District-Wide Recognition. A character that attains such a level would be known throughout Naram Space, the KessRith Empire, or the Commonwealth. This might include ambassadors, diplomats, or Overlords.
501+	Virtually unattainable by any character, this would amount to galaxy-spanning recognition and notoriety.

SKILLS

Skills serve two purposes in **Legionnaire**. First, they help define your characters, giving them depth and rounding them out. The skills listed on the next few pages reflect areas of expertise within the Renegade Legion universe, making your characters fit more realistically and fully into the world. And second, they make integration of your characters into the board games of **Interceptor**, **Centurion** and **Leviathan** possible.

When beginning a campaign, the Gamemaster should state the types of skills and characters that will be most useful. This should have a strong bearing on any skill packages the players select. If the GM is running a covert intelligence gathering campaign, creating a team of Interceptor pilots will not help a great deal. It may spell the end of the mission before it begins. Thus the Gamemaster should provide some direction to the player characters as to what to select for their characters.

Skills fall into two classes: Combat and Non-Combat skills. Combat skills deal with various aspects of interpersonal or mechanized warfare. For the most part, these skills are available to everyone. In the case of personal combat skills, high intelligence is not needed to master them. More difficult skills, like Target Acquisition, do require a bit of intelligence to master.

Most of the non-combat skills require intelligence, but some have physical aspects as well. Sleight of Hand, for example, requires not only a knowledge of the tricks performed, but also a decent Dexterity, or the performance will fail.

Clearly there would be no way to publish an exhaustive list of possible skills in the 69th century. For example, a case could be made that Environmental Survival ought to come based not only on climate, but on specific worlds as well. To facilitate this sometimes important splitting of hairs, two "umbrella" skills have been included: Career Skills and Special Interests. Career Skills take the form of "CS: Stonemason". The first level of such a skill reflects approximately a year spent in a training course or in an apprenticeship of some sort, giving the character the rudiments of that skill. Likewise, Special Interests (SI: Renegade Legion, for example) denote a particular subject, not listed elsewhere in the skill list, that the character has studied in detail.

Skills all have a level number associated with them. As you use your skills, you practice them. Skills increase in levels to mark the improvement in that area by your character. The higher the level, the better, with regard to skills.

HOW YOU GET YOUR SKILLS

Characters start the game with skill points equal to their IQ plus 3 *(21 for Brennus and 17 for Althea)*. Skill points are used to purchase skills from the list that begins on page 24. It costs 1 skill point to purchase a skill at level 1. Extra skill levels can be purchased at a cost, in skill points, equal to the sum of the levels up to and including that level. i.e., level 2 costs 2 more points, for a total of 3 points. Level 3 costs 6 points (1 + 2 + 3), 3 points more than level 2. Level 8 costs 8 points more than level 7, or a total of 36 points.

All skills have minimum IQ requirements. For example, you cannot learn an IQ 10 skill unless your IQ is 10 or better. In addition, some skills have other minimum requirements; if so, that requirement is listed with the skill description. A character may not take skills or packages for which he does not have the prerequisite primary attributes.

Beginning characters have an advantage when buying skills because they may also purchase packages of skills at a reduced cost. A package (called a career package) reflects intensive training or schooling of a special nature, usually at a military academy or similar institution. On the other hand, if a package is chosen, the entire package must be bought. You can't buy a 10-point package for 9 points by discarding a skill from it that you don't really want.

Buying skills adds to a character's age. Each career package lists the length in time required to learn it. If you're not buying a career package, divide the number of skill points used by 2 (rounding down), and add that number to your character's beginning age.

The career packages can be found on pp. 34-39.

With both Brennus and Althea, the skills selection process is fairly simple. Brennus takes advantage of the Naval, Fighter/Small Craft Officer package as well as adding several additional skills, and ends up with the following skills for his 21 skill points:

Astronavigation: 1
Brawling/Pugilism: 1
Drop Pod Operations: 1
ECCM: 1
Electronics: 1
Gunnery Fighter/Small Craft: 3
Laser Firearms: 1
Leadership: 1
Martial Arts, Brawling/pugilism: 1
Projectile Firearms: 1
Pilot, Fighter/Small Craft: 3
Protocol: 1
Tactics, Fighter/Small Craft: 1
Zero-G Operations: 1
Brennus is now 23 years old.

In general, Brennus has a good selection of skill for a military character coming out of a family with political connections. Acquiring both Karate and Brawling/Pugilism reflects the fact that Brennus uses one of them (Martial Arts) as a form of exercise.

Althea does not use the package available for her career path and selects the following skills:

Acting/Mimic: 1
Bureaucracy Mastery: 1
Computer Security: 1
Disguise: 1
ECCM: 1
Electronics: 2
Gambling: 1
Projectile Firearms: 1
Repair Tech, Ground: 1
Research: 1
Scavenger/Tinker: 1
Security Tech: 1
Swimming: 1
Tracking: 1
Urban Survival: 1
Althea's age is 25.

Althea's skills are suitable for a local member of the Renegade Underground. She obviously makes a living repairing electronics and computers. The Acting/Mimic and Disguise are skills she's picked up by participating in a local theater group, but she puts them to better use as a member of the underground.

In the next section you'll find the list of skills available in the game, and some guidelines for the Gamemaster to be able to put together package deals other than those listed in the skills section.

HOW SKILLS WORK

Skills work rather simply. They serve as modifiers for attributes when certain rolls are made. Two characters might both have Laser Firearms: 4, indicating both of them have level 4 proficiency in that skill. However, the one with the better DX will be a better shot.

Brennus has a Dexterity of 18 and Gunnery, Fighter/Small Craft: 3. When trying to hit a target from his fighter, Brennus adds his Gunnery skill to his Dexterity to determine his target number. This makes his target a 21 (DX 18 + skill 3), which is good, since combat will only use 1D10 for resolution. In short, Brennus tends to hit what he aims at, unless his prey is very good at avoiding damage.

Skills are not chained to one attribute, even if an attribute minimum is required to purchase that skill. Gunnery skill could be used to modify a character's IQ if the Gamemaster calls for a roll to figure out what sort of weapon has done damage to a derelict fighter found drifting in space.

Likewise, Gunnery skill could modify a character's Charisma if someone is out to hire a hot-shot gunner for his Fluttering Petal. Brennus ends up with an 11 (CH 10 + skill 1), making him not quite as attractive as someone else, perhaps.

It is also possible for more than one skill to be applied to a particular problem. Suppose a character has the skill SI, KessRith Combat Tactics: 3, along with Fighter Gunnery, Fighter/Small Craft: 2 and an IQ of 12, and that he wants to figure out if KessRith were the ones to cripple the drifting fighter mentioned above. In this case his target would become 17 (IQ 12 + skill 3 + skill 2), which would give him a fairly good chance at making a 2D10 or 3D10 skill check. The key, in this case, is that the two skills have an overlapping area when applied to the particular problem at hand.

Ultimately, the level number of any skill can be used to modify any attribute for any saving roll where it seems logical to the Gamemaster that the skill would apply. It is up to the player to present the case for stacking skills like that to the GM. If the reasoning is sound, the Gamemaster should allow it. In some cases, the GM might allow "partial credit", if he feels that a skill applies somewhat, but not completely. For instance, to continue our previous example, if the character also has SI, Meteor Activity: 3, and the drifting wreck was found near an asteroid belt, the GM might allow him another +1 (for a total of 18) since he can figure out which of the marks on the fighter were caused by random meteoric collisions after the ship was killed.

The GM is always the final judge of where and how skills and attributes can be combined.

Skill levels cannot be combined with the Edge to influence it in any way, but skills are still applicable on repeated saving rolls caused by use of the Edge.

Detailed rules for skill use are found on page 96.

OPTIONAL SKILL RULES

STARTING OUT BETTER

Occasionally, a player will want to start a character out "hot". This means he wants his character to begin life with higher scores in certain skills than is generally found in new characters. The most obvious answer to this request is to send the new character through the Career Generation tables several more times than required. These tables will add some to the life experiences of the character and will help increase skills at the risk of additional injuries.

BUT I LEARNED TO DO THAT AS A KID

A good background story for a character can be rewarded by granting the character a skill or two for free. Generally this largess is available only through the generosity of a GM and should be limited to two skill points worth of skills.

SKILL LIST

Below is the list of skills available in **Legionnaire**.

The wisest course in selecting skills runs neatly between the two extremes described above. The skills are listed by the IQ needed to master them. Recall that players start with skill points equal to their IQ plus 3. It is probably best to pick all of the skills you want, at level 1, before buying extra (and more expensive) levels in any of them. Medtech skill is always useful if you have any points left over.

Because of specialized training regimens, like those offered in a Military Academy, it is possible to purchase skills as packages. Following the skill list itself you can find the packages of skills. Gamemasters might like to expand this collection of package deals as they develop schools and training academies for their own corner of the universe.

Some entries are actually clusters of skills. For example, Repair Tech is actually five skills:

Repair Tech, Small Equipment;
Repair Tech, Fighter/Small Craft;
Repair Tech, Grav Vehicles;
Repair Tech, NonGrav Vehicles; and
Repair Tech, Capital Ships.

Thus a character might have Repair Tech, Grav Vehicles: 1 and Repair Tech, Fighter/Small Craft: 3. Each is a separate and individual skill.

IQ 2 SKILLS

ACTING/MIMIC

A character with this skill can assume a role and act out a part. The level number serves as an IQ modifier in determining how well the character assumes the role he has been given, whether it is Shakespeare's Hamlet, or Overlord Gracci Maximus (whom the characters have murdered and disposed of on his estate). Level 5, if the character is a professional actor, represents high talent.

ARCHERY

A character with this skill has a working knowledge of long bows and crossbows. The level number represents a DX modifier for use in combat. In addition it can be used as an IQ modifier when a character is attempting to identify the type of crossbow arrow being fired by an enemy. It can also function as an IQ modifier when the character attempts to jury-rig a damaged weapon.

BLADE

A character with this skill can wield a short sword or long sword. The level is a DX/AG modifier in combat. In most cultures this is treated as Fencing skill, or as the KessRith refer to it, "Burns-Shaka."

BRAWLING/PUGILISM

A character with this skill has undergone intensive training in the use of fists, feet and head for fighting purposes. The level number is a DX/AG modifier in combat. While this is technically taught as "the art of self-defense," instructors often include training in the use of cesti, brass knuckles of a particularly nasty form that street fighters favor in shadier quarters.

KNIFE/KNIFE THROWING

A character with this skill can use a dagger or a laser stiletto. The level number is a DX/AG modifier in combat when used as a hand-held weapon. Using a knife in one hand and a sword in the other requires a minimum DX of 14 and allows two attacks, but only one skill can be used to modify AG in this case. When throwing a knife, the level number is used as a DX modifier to see if the target is hit. Effective range is 10 meters.

The level number can modify IQ for laser stiletto repair attempts.

LASER FIREARMS

A character with this skill has a working knowledge of hand-held beam weaponry. This includes laser rifles, carbines, and pistols. These power-hungry but very effective weapons are designed primarily for use in zero-G combat, since they produce no recoil.

The level number represents a DX modifier for use in combat. In addition it can be used as an IQ modifier when a character is attempting to identify a weapon in the hands of an enemy, or when selecting Gennium-Arsenic crystals to fix the weapon. It can also function as an IQ modifier when the character attempts to diagnose or jury-rig a damaged weapon.

IQ 3 SKILLS

POLE WEAPONS

A character with this skill can use a spear, javelin, laser pilum, staff, stun-staff or trident in combat. It also covers the use of the Ssoran Ithica, a trident -like weapon. The level number is a DX/AG modifier in combat. This course of training includes practice in throwing a balanced pole weapon. (Note: tridents cannot be used as thrown weapons.) When throwing, the level number is a DX modifier to hit the target.

PROJECTILE FIREARMS

A character with this skill has a working knowledge of hand-held, projectile-shooting firearms.

Projectile firearms cover a wide range of weapons. Their scope includes all personal projectile arms used in **Legionnaire**, including slug rifles, carbines, pistols, and their spike-throwing counterparts.

The level number represents a DX modifier in combat. In addition it can be used as an IQ modifier when a character is attempting to identify a weapon in the hands of an enemy. It can also function as an IQ modifier when the character attempts to diagnose and clear a fouled weapon. In the case of spike weapons, it can also be used as an IQ modifier to detect defective polymer blocks.

SWIMMING

A character with this skill knows how to avoid drowning when tossed into water of greater depth than his height. The level number serves as an IQ modifier to warn characters off from water that runs too quickly for them to cope, a LK modifier to avoid the rocks when diving into murky water, or a modifier to avoid drowning.

WRESTLING/CLUB

A character with this skill knows a variety of ways to incapacitating an individual without killing them. The level number is a DX/AG modifier in combat. In addition, it can be used as a modifier when attempting a preemptive strike. If a preemptive strike roll is missed while using Wrestling/Club skill, the attacker's Agility will only suffer a 25% reduction, not a 50% reduction as it would otherwise.

When an attacker is attempting a "preemptive strike" from surprise with a club, the number of the skill level should be used as a multiplier for the damage done to the target. (I.e., with skill level 3, multiply a club's normal damage by 3 to determine the amount of CN lost.) All of this damage is considered non-lethal (since the intent is just to render the target unconscious), so the target is automatically considered stable and recovers this lost CN at 1 per minute, regardless of the amount lost.

Note: This skill level multiplier for damage only applies to attacks meant to incapacitate. If an attack fails to knock a target unconscious, it has no other effect—the target loses no CN. Even if the blow does knock a target unconscious, the target has not actually lost any CN—subsequent attacks to wound, incapacitate or kill this target subtract from his original CN score.

IQ 4 SKILLS

GAMBLING

A character with this skill understands gambling and the ways beings have devised to cheat each other at games of chance. It also includes a working knowledge of various gambling systems and their flaws. The level number serves both as a LK modifier when involved in games of chance and an IQ or DX modifier when trying to spot cheating, or attempting to cheat yourself. This is not a polite skill, but one that can be handy to have.

GARROTE

A character with this skill knows the uses of a garrote. The level functions as a Speed modifier for a preemptive strike roll when using this weapon, and functions as a LK modifier for a 2D10 roll to see if the victim makes a sound as the garrote cuts off his respiration. The level modifier is reduced by 2 if the victim is not of the same species as the attacker. It can also function as an AG modifier to see if a player successfully sneaks up on a victim, though the Gamemaster should vary the number of dice rolled in such an attempt depending on the alertness of the victim.

SUPPORT WEAPONS

A character with this skill knows how to use and fire infantry support weapons such as mortars or TVLGs. These weapons are what help keep infantry alive where Grav Armor is deployed. The skill level is a DX modifier for combat attacks.

This number can also represent an IQ modifier when characters attempt to identify the types of support weapons that opposing forces are using, or to determine if a damaged weapon is still functional.
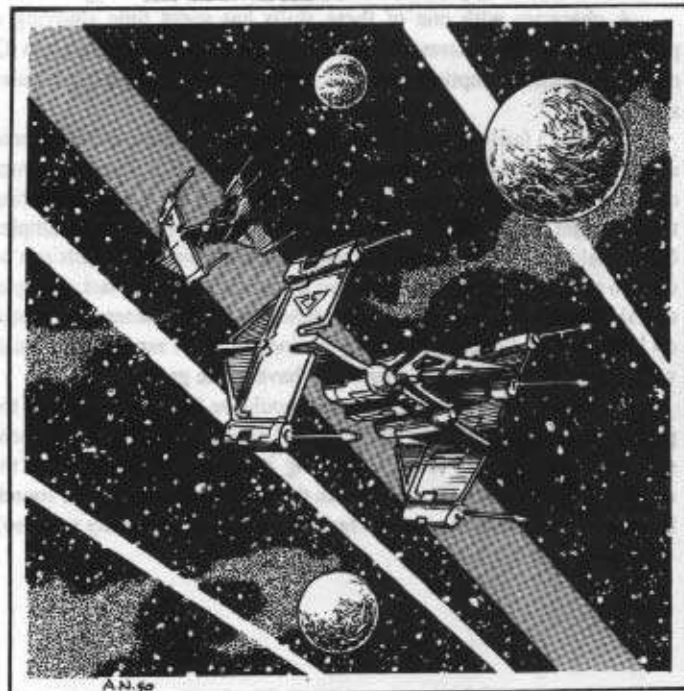
IQ 6 SKILLS

BOUNCE PACK OPERATIONS

A character with this skill knows how to use Bounce Packs as a mode of transportation. This skill requires a roll only when the character deploys from a speeding Grav Vehicle; if the vehicle is moving, it must be at least tree-top high, else the character has no chance to adjust to the change in speed before hitting the dirt (painfully). The level of this skill modifies AG, and a successful roll indicates that a player has used the pack with little or no difficulty. A failed roll can result in a character landing far from friendly troops, and/or being injured upon deployment, at the discretion of the Gamemaster.

CAREER SKILLS (CS)
Each one is a separate skill

A character with one of these skills has spent time outside of military service training for or performing a particular job. These skills do not supersede any skill that is specified elsewhere in this list. Level 1 means the character could find employment in that field; level 5 indicates extremely high regard from anyone familiar with his work.

Career Skills span the universe in their possibilities. From CS, Beast Keeper to CS, Asteroid Miner, they cover any sort of job that can be performed by a semi-sentient creature. Career Skills include basic knowledge that would be vital to perform in that career area. (This definition is somewhat loose, so players and Gamemasters are encouraged to work out exactly what information is vital to performing such skills as a CS, Attendant at a KessRith Bathhouse.)

SPECIAL INTERESTS (SI)
Each one is a separate skill

A character with one of these skills has spent time studying a particular subject of interest to him. The level number functions as an IQ modifier when attempting to recall information about that particular subject.

SIs have a fairly broad range, from SI, The Last Hours of New Rome and SI, Last Words of the Emperor's Ex-lovers to SI, Role Playing Games of Terra's 25th Century, to SI, the Fertility Rites of the Vauvusar During the Midnight Days. Granted these are some of the more extreme examples of Special Interests available, but they illustrate how these skills can be used to round out characters and their personalities. In the last example, that skill might not be substantially useful, but if a character commented on how each and every little thing reminded him of aspects of a ritual, well, it would make him interesting to have in the group.

Note: all dialects and languages should be handled as SIs for the purpose of deciding fluency and literacy. Level 3 in any language means superior fluency, with level 5 meaning it is hard to differentiate the character from a native speaker (with the possible exceptions of sounds he cannot pronounce because he lacks the physical capability to do so).

IQ 7 SKILLS

AMBUSH

A character with this skill knows how to set and spot traps and ambushes. The level number serves as an IQ modifier for both locating and setting ambushes. When a character with this skill sets an ambush, someone attempting to spot it would subtract this character's skill-modified IQ from his own skill-modified IQ to provide the target number. Other modifiers, such as cover, could also be taken into account by the GM in setting the number of dice for the roll.

Note: A successful roll does not immediately detect an ambush, nor does an unsuccessful roll make it undetectable. A character can sent scouts out and through an area of potential ambush and discover soldiers hidden there, no matter what a dice roll has said.

APPRAISAL

A character with this skill has two abilities: to recognize items with some intrinsic value and to remember where they might be sold for profit. The level number serves as an IQ modifier for skill checks to identify things of value. A failed roll could mean that a valuable item is seen as worthless, or that a worthless item is seen to be valuable. It also serves as an IQ modifier when trying to remember where you last saw a particular good or where you might be able to sell what you just found.

Knowing something has value does not mean you will get full value for it when you try to sell it. See Diplomacy/Haggling (IQ 10) for a skill to cover that problem.

ORBITAL FIRE SUPPORT

A character with this skill can coordinate Thor or other orbital fire support bombardments in combat situations. This includes the ability to use some sort of personal communicator and map grid to direct where and how much fire support to request.

The skill level is an IQ modifier for skill checks. It can be added to Communications, P-Comm and Tactics, Ground skills for advances, if the Gamemaster so desires.

Successful use of this skill increases the accuracy of such attacks by the skill level of the character.

PROTOCOL

A character with this skill has the social skills needed to interact with others in a professional and courteous manner. It means that a character knows how to address a visiting Overlord, and how to bow without a laurel-leaf wreath falling from his brow. The level number serves as an IQ modifier for identifying important people and knowing how to act in formal situations. This includes a fair dose of courtly grace and this skill is the mark of the "well bred."

STEALTH

A character with this skill has the ability to move quietly and quickly through all sorts of terrain and situations. The level number serves as an AG modifier when making rolls to avoid detection. It also serves as an IQ modifier when trying to locate someone else who is using this skill to avoid detection.

IQ 8 SKILLS

DROP POD OPERATIONS

A character with this skill can use Drop Pods to transfer ground troops from orbit to the planet's surface. The level number functions as an AG (defensive) modifier when enemies target the pod. It also serves as an IQ modifier for the selection of appropriate landing sites.

ENVIRONMENTAL SURVIVAL SKILLS

Arctic
Hostile (normally non-habitable)
Temperate
Tropical
Urban

A character with one of these skills has the ability to survive in that specific environment. The level number serves as an IQ modifier for trying to find food, avoiding nasty situations and locating suitable lodgings/shelter. In situations of variable gravity, the level number could also serve as an AG or SP modifier when attempting to accomplish a tricky physical maneuver. Urban Survival covers the savvy and streetwise skills to survive in the rougher urban areas of a world.

GUNNERY SKILLS (MIN. DX 10)

Capital Ship
Fighter/Small Craft
Ground

A character with one of these skills is trained and proficient in the accurate use of heavy weapons. Each skill is taught in military academies and training bases.

Gunnery, Ground includes GravArmor and groundvehicle weapons. Fighter/Small Craft covers the weapons and turreted devices on Interceptors, gunboats and non-FTL ships. Capital Ship Gunnery skill reflects the ability to use the targeting and firing systems of large FTL-capable vessels' bay fire control systems.

The skills' most common use comes in combat, where they serve as a DX modifier when calculating the target number for a die roll. When **Legionnaire** is fully integrated with **Interceptor** and **Centurion**, the appropriate Gunnery skill translates directly into a character's Gunnery Skill Level.

SCUBA

A character with this skill can use underwater breathing apparatus. It includes knowledge of the hazards of such activity, with the level number serving as an IQ modifier when attempting to determine decompression time and the like. It also serves as a DX modifier for use of weapons like spear guns and boomsticks.

SEDUCTION

A character with this skill can charm anyone favorably inclined (or in some circumstances, even unfavorably) to that character. The skill only works within your species or between Human and Naram. The target is determined by subtracting the victim's modified IQ from the character's modified CH. The number of dice being used can be determined by other factors that would matter to the subject of the seduction, especially what he sees as his gain from the proposition versus any risks he might incur.

It is up to the Gamemaster to determine what successful use of this skill gains the character (information, etc.), but players are encouraged to provide a direction for such an award.

TRAINING

A character with this skill can show others (NPCs only) the basics of how something is done or how to use a skill. This skill is very important since in many respects, it allows characters to transfer skills that they have to others. The person being trained must have the minimum IQ (and any other attributes) necessary to master the skill.

To train someone takes a time in weeks equal to the minimum IQ of the skill. (E.g., it takes 7 weeks to teach an IQ 7 skill.) A number of students equal to the teacher's Training skill level can be taught at one time. (E.g., a teacher with Training: 3 can teach 3 students at any one time.)

At the end of the time period, the player should make a 2D10 IQ skill check with his character's Training level as a modifier. If the roll is successful, the person being trained has 1 level in the skill being taught. If the player wishes to, he may raise the skill level passed on by adding one die to the roll for each additional skill level, never to exceed his own level in the skill being taught. (E.g., teaching a skill at level 3 requires a 5D10 check.)

He may also reduce the number of dice rolled by spending additional time teaching. For each additional block of time, he may reduce the number of dice rolled by one; however the player must always roll at least one die. (E.g., spending 14 weeks, rather than 7 weeks, to teach an IQ 7 skill, reduces the dice rolled on the check by 1.) Conversely, spending less than the minimum amount of time increases the number of dice rolled. If less than the full amount of time is spent, add 1 die. If more than a third of the prescribed time, but no more than half, is spent, add 2 dice. If more than a quarter of the prescribed time, but less than a third, is spent, add 3 dice. And so forth.

ZERO-G OPERATIONS (MIN. DX 10)

A character with this skill can operate and use a variety of Zero-G gear. It also covers operations skills and safety measures in working in a Zero-Gravity environment.

The level is normally an AG modifier. The Gamemaster may call for a Zero-G Operations skill check any time a character attempts a difficult or tricky maneuver in a weightless environment. If the character is in a rushed situation or is helping an unskilled person, perhaps to suit up in a space suit, this skill can require a check to make sure that no mistakes are made.

IQ 10 SKILLS

BUREAUCRACY

A character with this skill can manipulate civil servants. The level number serves as an IQ modifier to locate the only person in the office who can possibly help you. It also serves as a CH modifier for charming this same person, or again as an IQ modifier when attempting to strongarm them into cooperation.

COMPUTER SECURITY

A character with this skill can both prevent and accomplish computer theft and similar intrusions into databases or computer-operated security systems. The level number serves as an IQ modifier when the character imposes a new level of security on a system. When someone subsequently attempts to crack that system, the character's combined IQ and skill level oppose the modified IQ of the infiltrator.

DEMOLITIONS

A character with this skill can set and/or disarm explosive devices, and has a working knowledge of explosives and their applications (including Det-Kits). This is the skill needed to construct a time bomb, or to figure exactly how much plastique it takes to get a safe open without destroying its fragile contents. The level number functions as an IQ modifier when trying to settle such difficult questions.

Furthermore, characters with level 3 or better may use this skill to disarm explosive devices. This includes bombs, mines, or other booby traps that may be encountered. Subtract 2 levels before making this type of check. (Level 3 becomes level 1, level 4 becomes level 2, etc.)

Demolitions skill can also functions as an IQ modifier if the site of an explosion is being inspected, for discovering the type of timer/detonator and explosive used.

DISGUISE

A character with this skill can change his appearance enough to be taken for someone else. The level number serves as an IQ modifier when trying either to create an alter-identity or pierce a created identity. It includes a full knowledge of cosmetics and what is fashionable in the various levels of society. However, aside from Human/Naram cross disguise, this skill can not make one species look like another with any sort of convincing effect.

This skill can also be used to conceal weapons or other items on an individual; the level is an IQ modifier when opposing the check of someone searching for such items.

ELECTRONICS

A character with this skill can construct and repair electronic devices. Unlike the skill Scavenger/Tinker, Electronics skill actually gives a character some idea of what he is doing. He can take the raw materials, new or scavenged, and build actually working devices. The level number is used as an IQ modifier for designing, building and repairing most devices.

FORGERY

A character with this skill can produce and detect forgeries. This does not confer an expertise in works of art by any particular artist—that would require a Special Interest skill. Forgery primarily deals with the techniques for producing forged signatures and documents, though it does give information about the chemical composition of paints and paper that might detect an art forgery.

The level number functions as an IQ modifier when attempting to detect forged documents and seals, and an IQ or DX modifier (whichever is more appropriate for the task) if a character is attempting to produce a forged document.

LEADERSHIP

A character with this skill can direct and command others in jobs or military operations; it is usually gained both through training and practical experience.

The level number acts as a CH modifier when a check to see if orders to NPCs will be carried out. (The NPC trying to avoid the orders will obtain a target by subtracting his leader's modified CH from his own IQ. The number of dice used to hit this target is up to the Gamemaster.) It is up to the character giving the orders to decide how to deal with an insubordinate character.

LOCKPICKING/SAFECRACKING

A character with this skill can open all types of locks and safes. It includes a knowledge of the various electronic lockpicking devices needed to circumvent the locks and safes common in the 69th century. The level number functions as a DX or IQ modifier in making rolls to open doors and strongboxes.

Note: This skill does not include an understanding of explosives or demolitions. There are actually non-volatile ways of opening doors and vaults. Demolitions skill may be combined with this skill to provide an IQ modifier for blowing a door.

MOUNTAINEERING/CLIMBING

A character with this skill can scale both natural and man-made obstacles. The level number functions as an AG modifier for the trickier moves an ascent might require, as an IQ modifier both when planning a climb and when choosing the spot for pitons or belay lines, and a DX modifier when trying to hit a particular target with a grappling hook.

NEGOTIATION

A character with this skill can perform two similar tasks. The first is to negotiate. The level number is used as an IQ modifier to determine what the other side wants in a discussion. A successful skill check means the Gamemaster can spell out in black and white what might otherwise have been hidden in the normally evasive language a diplomat might use.

The second ability is to haggle. While similar in effect, it is a more "earthy" form of negotiation. If a successful IQ-based check is made against this skill, the margin by which the roll is made is multiplied by 5%—that's the amount the owner is really willing to sell the item for (to a minimum of 25% of the original asking price). And it is diplomatic to say "Thank You" after you've haggled a merchant into poverty. (The merchant's haggling skill, if any, is a negative modifier to your roll. If you make your roll exactly, he stands firm, but might throw in a little something extra. If you miss, he holds fast and you'll have to buy at his price, or go without.)

PILOT (MIN. AG 10)
Capital Ship
Fighter/Small Craft
Ground

A character with one of these skills has practical experience and training in the piloting of the specified type of equipment. The fighter and tank skills are taught in military academies or Renegade training bases. Pilot, Ground skill includes Grav Armor and conventional vehicles such as cars and Grav transports. Pilot, Fighter/Small Craft covers Interceptors, shuttles, and other non-FTL ships. Pilot, Capital Ship skill reflects the ability to pilot large warships, commercial haulers or any vessel capable of travelling interstellar distances.

The level number is usually an AG modifier in combat. However, it could also be used as a CH modifier when a check is needed to determine if a character will be hired as a pilot, or as an DX modifier for flying/driving through difficult places, like an asteroid belt or broken set of canyons on a planet.

When **Legionnaire** is fully integrated with **Interceptor** and **Centurion**, the appropriate piloting skill translates directly into a character's Piloting Skill Level.

QUICKDRAW (MIN. DX 13)
Each weapon is a separate skill

A character with one of these skills can draw a small missile weapon (usually a pistol or dagger) and use it before another individual can act. The player learning such a skill must specify exactly what type of weapon that the skill applies to (such as a spike pistol). The level number functions as a SP modifier when making a roll to see if the character can get a shot or throw off before the enemy has a chance to react. If successful, the character will get one attack with his quickdraw weapon before the actual start of the first combat round, giving him the possibility of 2 shots in one round. Missing the roll does not cause the penalties of having missed a preemptive strike.

SECURITY TECH

A character with this skill can establish or break security systems in ground installations or on capital ships. The level number serves as an IQ modifier in any attempt to locate a weak point in security. When a new security system has been put into place by the character, his modified IQ is subtracted from any interloper's modified IQ for the opposed check to see if the interloper successfully slips through the security net.

SUBLIGHT DRIVE

A character with this skill understands any ship's sublight drive components. This includes the ability to calibrate drive mechanisms, repair damaged components, and modify the equipment.

The level acts as an IQ modifier for all repair and modification rolls. The level can also be combined with LK for a character to determine if a drive is defective. It may also be used as an IQ modifier in determining an opposing craft's drive or its damage level.

SWINDLING (MIN. CH 12)

A character with this skill can sell sand to desert sheiks or sunglasses to Menelvagoreans on the dark side of their moon. The level number serves as a CH modifier when attempting to convince someone to trade away something they value for something useless. It also serves to check when a character is attempting to bluff an NPC into believing something that is untrue. The Gamemaster should modify the number of dice used

in the roll according to how well the player roleplays his attempt at the bluff. The better the acting job, the lower the number of dice. (The target would be determined by subtracting the NPC's IQ (modified by his own level of Swindling, if he has it) from the character's modified CH.)

Remember that certain alien species have negative CH modifiers—when a human is swindling one of these, the negative modifier applies *against* the human's attempt.

TACTICS
Capital Ship
Fighter/Small Craft
Ground

These skills are the ones all good military leaders need. A character with one of these skills can outguess an enemy in any combat situation other than an ambush (see **Ambush** skill). The level number is used as an IQ modifier to determine what the enemy's most likely action will be. Successful rolls can result in accurate guesses about enemy planning or actual modifiers to be used later in combat. For example, a fighter pilot might "realize" that his enemy favors Immelmann maneuvers, so he anticipates such a thing and gets a bonus to hit during any combat round in which that maneuver is employed by his target.

TRACKING

A character with this skill can track or tail individuals in either wilderness or urban settings. The level number serves as an IQ modifier in ferreting out clues to the passage of the person being tracked. It can also serve as a negative modifier for people trying to track a character who is using the skill to pass unnoticed or conceal his location.

WEAPONS TECH

A character with this skill can repair most weapons systems. The level number serves as an IQ modifier for rolls fixing the weapon in question—provided the parts are available or can be scrounged, scavenged or constructed with the tools at hand. The dice used in this roll will depend on the GM's assessment of working conditions and the supplies or tools available to the weapons technician.

IQ 11 SKILLS

ASTRONAVIGATION

A character with this skill can navigate spacecraft. The level number serves as an IQ modifier for saving throws to determine the most efficient route between destinations, both in terms of fuel and hours in T-space. Details of how this skill applies are covered in **Space Travel**.

ECM/ECCM

A character with this skill can jam enemy communications devices, or break the jamming of your own devices. It also includes a knowledge of listening devices and other covert surveillance equipment. The skill level serves as an IQ modifier in attempts to jam, break jamming, and locate and hide devices.

FTL DRIVE

A character with this skill understands any FTL Drive, as well as all drive components and controls. This includes the ability to calibrate drive mechanisms, repair damaged components, and modify to the equipment.

The level acts as an IQ modifier for all repair and modification rolls to FTL drives. The level can also be combined with LK for a character to determine if a drive is in any way defective prior to a T-Space Jump. It may also be used as an IQ modifier in determining an opposing craft's drive or its damage level.

INTERROGATION

A character with this skill can get information out of an NPC that has been captured. Often the proper information can mean the difference between life and death.

The level is an IQ modifier in attempts to get information.

RESEARCH

A character with this skill can locate information on a particular subject. The level number represents an IQ modifier when attempting to research a subject. The quality of the library and/or the data base that he is using may also modify the roll or number of dice used. This skill may be combined with almost any other subject when researching something concerning that skill.

For example, a player wishes to use Research to determine what sort of fighters made the strafing run that destroyed a village. Using eyewitness accounts and data learned because of his Pilot, Fighter/Small Craft: 2, the character combines that skill level with his Research skill level of 3 and IQ of 15 to give him a target of 20 for this 2D10 roll. The roll is a 17, so the Gamemaster notes the blast patterns are consistent with the sort seen after a Gladius strafing run. (A better die roll might have suggested more information, like a possible identification for the partial serial number seen on the hull of one fighter making the run.)

SCAVENGER/TINKER

A character with this skill can make a silk purse out of a sow's ear, converting and modifying seemingly useless equipment and gear. The level number is an IQ modifier when trying to locate an item or convert it from one function to another. The difficulty of the conversion, in terms of dice for the skill check, should be determined by the difference between the items' original function and what they are being converted to. Characters with this skill are generally considered to be carrying with them, at all times, a roll of duct tape, a utility knife and/or a ball of string of prodigious lengths.

TARGET ACQUISITION

Capital Ship
Fighter/Small Craft
Ground

A character with one of these skills can comprehend basic threat evaluation and advanced targeting of weapon systems. Its level number can modify DX when firing at a second or third target in a combat round, whether shifting shots in personal combat or splitting shots with multiple weapons systems on board the appropriate vehicle.

IQ12 SKILLS

COMMUNICATIONS
P-Comm
VLCA

A character with one of these skills can operate P-Comm or VLCA (Very Large Communications Array) equipment. The level number serves as an IQ modifier when the character is attempting to establish and send communications to a distant star system. (Aiming at a target hundreds of light years away is not easy.)

Each skill can also be used as an IQ modifier for attempting to intercept transmissions when using the equipment appropriate to that skill.

MARTIAL ARTS (MIN. DX 10)
Archery (Kyujutsu)
Blade (Kenjutsu)
Brawling/Pugilism (Karate/Aikido)
Knife/Knife Throwing (Juttejutsu)
Pole Weapons (Bojutsu)
Zero-G Operations (Burjutsu)

Martial Arts are divided into six skills. Each must be bought individually. The cost is high because the Martial Arts are, in several ways, the most powerful of the combat skills available.

The skills listed function in all ways as their more mundane counterparts, but they bring some benefits with them:

First, the level number functions as a modifier to *both* DX and AG in melee combat (DX only for missile weapons). With other combat skills, the level number has to be split between DX (offense) and AG (defense), but with Martial Arts, the full level number functions both offensively and defensively. (No, you can't split a level 2 into +3 for DX and +1 for AG.)

Second, as with their related mundane skills, the DX modifier may be used in its normal fashion to modify the result of a hit location roll.

Third, a character with a Martial Arts skill may engage in any round of combat as many enemies as his level number, with no negative modifiers. The damage he does (before modification based on hit location) must be divided by the number of people he attempted to hit, regardless of the success or failure of those attacks. (Just because you missed doesn't mean you didn't expend the energy trying to hit.)

All Martial Arts skills associated with a specific weapon can only be employed with that weapon and will receive all hit and damage bonuses that come with the weapon. Each related mundane skill lists the weapons usable with that skill.

Zero-G, or Burjutsu, is the newest martial art—Zero-G hand-to-hand combat. Characters using this skill are skilled at fighting in no- or low-gravity environments. The skill level is halved (round down) if an Environmental Suit or any armor is worn.

Martial arts skill levels may *not* be combined with their associated mundane skill levels for any type of cumulative modifier, nor may a martial arts skill level modify an offensive check while its related mundane skill level modifies a defensive check (or vice versa).

MEDTECH

This skill is one of the most valuable in the game. A character with this skill can stabilize wounded characters, perhaps even preventing death. Consult **Wounds** and **Healing** for a full description of how to do this.

Skill levels of 1-4 indicate that the character is a Medic-Nurse, while skill levels of 5-6 indicate that the character is an Intern. Skill levels of 7 or more indicate that the character has reached the level of full Medical Doctor.

SLEIGHT OF HAND (MIN. DX 13)

A character with this skill can perform and spot magical/illusionary tricks. The level number serves as a DX modifier when attempting to perform such tricks, and an IQ modifier when attempting to spot them. A good amateur magician has this skill at level 3, while level 5 would mark the starting point for professional stardom.

XENOCULTURE
Each alien species is a separate skill

A character with one of these skills has studied the cultures and customs of one of the alien species in the Renegade Legion universe. This includes everything from how to properly word the thank you note for a Vauvusaran orgy, to what the proper spear is for gigging Kanatha from the communal feeding pool at a Ssoran banquet.

The skill level serves as an IQ modifier in making such choices, or a CH modifier to determine the reaction of alien NPCs to the character.

IQ 13 SKILLS

ALTERNATE IDENTITY
Each identity is a separate skill
A character with one of these skills has built an alternate identity for himself. With this skill, the character guarantees that he will not be discovered while he is not in play. On the other hand, if the character does something in the course of an adventure that reveals his alternate identity to others, his cover is blown (to those others), no check allowed.

This skill is checked (modifying IQ), when a character is being investigated or the ID he has created is being called into question.

This skill may be purchased multiple times to establish a series of alternate identities. It is vital for a character to have this skill if he wishes to infiltrate, on a long term basis, an enemy camp—especially if the other players in the group are going to be deceived. It is not needed if a temporary identity is being established for a quick undercover run. If that identity is later to be expanded and have an independent life of its own, however, this skill has to be purchased.

ESCAPE ARTIST (MIN. DX 13 AND AG 13)
A character with this skill has a working knowledge of all manner of personal restraints and bindings. It does not include the abilities of Lockpicking/Safecracking or Mountaineering/Climbing skills, but it may be combined with them to modify skill checks when an escape of the appropriate sort is in progress. The level number serves as an IQ modifier when determining an escape route and a DX or AG modifier for slipping bonds or dislocating various joints to create slack in bonds that will later be slipped.

Note: A successful roll on this skill will not provide the character with an instant out from a dangerous situation. For NPCs, the skill level can modify LK in attempts to perform such impossible escapes.

REPAIR TECH
Capital Ship
Fighter/Small Craft
Grav Vehicle
NonGrav Vehicle
Small Equipment
A character with one of these skills can repair parts of the specified subject. The level number serves as an IQ modifier both to determine if the repairs can be made, and if they hold after they are made. The number of dice used to make the roll depends on how bad the damage was in the first place and what sort of supplies are available for the repair.

To repair a part or piece of equipment, two rolls are made. One is made by the player vs. his appropriate Repair Tech skill level + IQ, with any additional modifiers for equipment being used. This roll is to determine if the repair can be made and the results are known immediately.

The second roll is made by the Gamemaster using the same IQ and Repair Tech level modifier to see if the repair holds. If the roll fails, the Gamemaster then determines when the part gives way. It could be immediately, or after several hours or days of use.

STRATEGY
Ground
Naval
These skills are similar to Tactics skills, except they deal with broader plans: continental assaults, wars waged on multiple worlds or systems, and the like. Strategy, Ground skill refers to all aspects of ground-based combat and air support, while Strategy, Naval is a similar skill applied to capital ships and fleet deployment.

A successful IQ saving throw, modified by this skill, results in the character better allocating troops and resources.

If the character is on a military mission or assignment, it is assumed that an NPC with this skill will see to it that supplies and reinforcements are available and on schedule; however, enemy operations may disrupt the supply line.

These skills also include insights into the different forms of strategy used by the various forces throughout the Renegade Legion universe. This skill is generally learned through a Commonwealth or Imperial War College.

IQ 14 SKILL

XENOBIOLOGY
Each alien species is a separate skill
A character with one of these skills has undertaken research and long-term study of the biology and biochemistry of the various alien species in the Renegade Legion universe. This skill is vital if anyone with MedTech skill is going to treat a creature outside of his own species.

The skill level serves as an IQ modifier for most rolls to determine what is safe for an alien to eat, or what hazards a world may hold for him. When combined with MedTech skill, the higher level of either skill is used as an IQ modifier for treating the wounded or ill.

Humans & Naram are considered the same species for this skill. Human & Naram do not need Xenobiology to treat each other's species.

IQ 15 SKILL

CRYPTOGRAPHY
A character with this skill can decode and encode messages. The level serves as an IQ modifier when attempting to decode a message without a key. A character's modified IQ is also the value against which another character will have to pit his skill when trying to decode a message encoded by this character.

INDEX OF SKILLS

CAREER PACKAGES

Career packages provide a quick and easy set of skills. They are grouped by type of Career Path (Free Trader, Navy, Legion, and Intelligence), and are the fastest way to generate a character. They generally result in a higher rank than does an individually selected set of skills. Packages are the most common way skills are selected, though players do have the option of generating an individual set of skills.

On pages 35-39 are listed packages of skills available for a reduced cost. The reduction in cost is a direct result of the formal training program in each area. For each package, there are minimum attribute requirements, a cost in skill points, and the time (in years) that the package takes to complete. If the character does not have the minimum attribute levels listed, he may not take the package. Note that the enlisted skill packages allow a character to select one or more skills from a list. If taking an enlisted package, he may only choose optional skills for which he has the required attributes. For example, a character with IQ 8 could choose an enlisted Naval Fleet career path, but he would have to take Gunnery, Capital Ship as his final skill in the package—the others all require a higher IQ.

The career path chosen determines the majority of a character's skills; remember that characters may disregard the Career Packages entirely, selecting an individual set of skills. Characters cannot "cross train" into other career paths. However, note that TOG has fighter pilots within their ground forces; they use the Legion Fighter/Small Craft career path. Similarly, the Commonwealth Marine Corps has Aerospace units, which use one of the Naval career paths.

Each Naval and Legion career package is further divided into Officer and Enlisted packages. Selecting an Officer package does not guarantee that a character will have officer rank at the beginning of the game, nor does selecting an Enlisted package guarantee an enlisted rank. A character's beginning rank is determined later, either by the GM (to fit his campaign plan) or in **Rank**. Therefore, it is possible to have an enlisted character with the skills of an officer, or vice versa. (You might assume that an officer was broken down to enlisted rank, or that an enlisted man received a battlefield promotion. In fact, you can incorporate the explanation of the unusual rank into the character's history.)

However, for each package there are one or more *rank modifiers*. Note the rank modifier for the package you take; you will use it if you are randomly generating a rank in the next step of character creation. (If your GM assigns a rank, ignore the rank modifier.) With most packages, the rank modifier also depends on your allegiance—to TOG, the Commonwealth (CW), or the Renegade Legions (RL). (If your allegiance is to some other government, choose the modifier that applies to the rank table you'll be using.)

If the character has skill points remaining after he has purchased a package, he may purchase any other skill or increase any skill without any additional aging.

If a character decides not to use a career package, he may put together an individual set of skills from the skills list. When doing so, he ages one year for every two skill points spent.

CREATING A CUSTOM PACKAGE

Group a set of skills together logically. Check with the GM to make sure that he considers the custom set of skills to be logical, and to see if there are any skills that he feels should also be included in the package. For example, if putting together a Foreign Service package for ambassadorial characters, it would make sense to include Bureaucracy, both Communications skills, Cryptography, Diplomacy, Protocol, Seduction, and any two Xenocultures. This totals to a package of 9 skills, all at level 1, which normally costs 9 skill points. However, career packages are available at a discount. For custom packages, the reduction allowed is 25 % (round up) of the total cost, which would put the Foreign Service package at 7 points (9 - 25% = 7).

Characters that create their own skill packages must age their character one year for every two skills selected.

After skills have been selected, the next part of character creation is to determine the rank of the character (using one of the Rank Tables or any other system agreeable to the GM) and roll on the Previous Experience and Injuries Charts. If the customized career wouldn't logically have actual ranks, use the Intelligence Careers Table or something similar. The Career and Injury Charts list the highlights (and lowlights!) of the character's career up to the point that he begins play.

FREE TRADER CAREERS

One of the most fascinating types of characters that can be played in **Legionnaire** is that of the Free Trader. Characters that pursue a merchant's skills often find themselves interacting with a wide range of other characters, in some of the more interesting places in Shannedam County.

To create such a character, a player first must generate a "normal" military or intelligence character according to the rules listed. He can use a Career Package or he can individually tailor his character to fit his needs and desires.

He then rolls on the Previous Experience and Injuries Charts as per the regular rules for character creation. Once done however, the character musters out of the service and becomes a civilian. At this time, the character takes his Prestige or Fame (whichever is higher) and multiplies it by 1,000,000. This is the number of Talents that he may apply towards the purchase of a ship. For example, with Prestige 5 and Fame 3, he gets 5 million Talents. Purchasing a ship is the *only* thing that these Talents may be used for. Once done, the character's Prestige is reduced to zero (other merchants aren't likely to loan him money or equipment, just on his good name, regardless of how prestigious he is!); he maintains his Fame, unless he leaves the area in which it applies.

When purchasing a vessel the character puts in the down payment (see above) and finances the rest at (1D10 + 4)% simple annual interest rate.

The Free Trader character then adds 2 more years to his age, and adds a level 2 rating in Appraisal skill. (If he already has Appraisal skill, he raises it by one level.)

NAVAL CAREER PATHS

A Naval career path provides a character with all of the necessary skills to function in a military space service. Characters who select a Naval career must concentrate in one of the following service branchs: Fleet, Fighter, Technical Support or the Marines.

FLEET
Use Rank Table 1 (for TOG, RL)
Use Rank Table 2 (for CW)

Fleet service graduates are assigned to T-Space-capable ships, or facilities which support deep space/T-Space operations.

OFFICER
Min. IQ 12, DX 10, AG 10
Costs 8 Skill Points
Adds 6 years to character's age

Take these skills:
Astronavigation
ECM/ECCM
FTL Drive
Gunnery, Capital Ship
Laser Firearms
Leadership
Pilot, Capital Ship
Protocol
Sublight Drive
Xenoculture (choose one species)
Zero-G Operations

Rank Modifiers
TOG: +2
CW: +3
RL: +2

ENLISTED
Min. IQ 8, DX 10
Costs 3 Skill Points
Adds 2 years to character's age

Take these skills:
Laser Firearms
Protocol
Zero-G Operations

Take 1 of the following:
Astronavigation (IQ 11)
ECM/ECCM (IQ 11)
FTL Drive (IQ 11)
Gunnery, Capital Ship
Pilot, Capital Ship (IQ 10, AG 10)
Sublight Drive (IQ 10)

Rank Modifiers
TOG:0
CW: +1
RL: 0
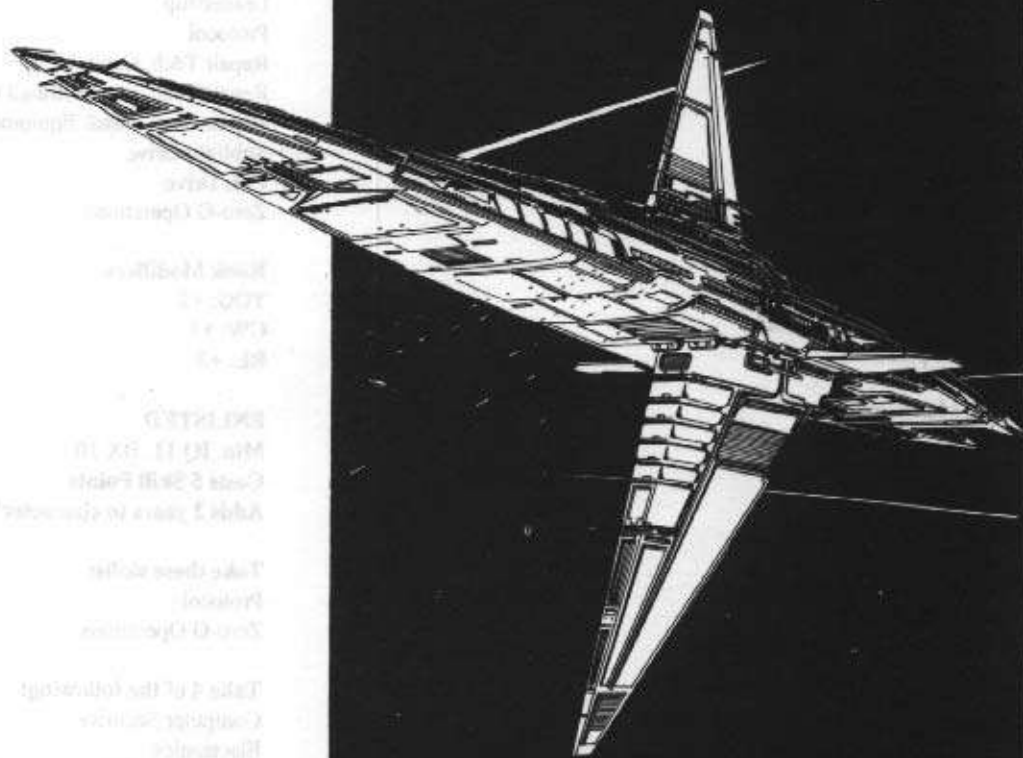
FIGHTER/SMALL CRAFT
Use Rank Table 1 (for TOG, RL)
Use Rank Table 2 (for CW)

The Fighter/Small Craft branch trains in the operations of small spacecraft which are not capable of T-Space flight and have limited endurance. The training is primarily oriented to space fighter operations, though many enlisted men (and a few officers) who receive this training are assigned as pilots for shuttle craft, marine assault boats and other small interplanetary vehicles. Renegade and Commonwealth enlisted men are also assigned to ground legions to call in orbital bombardment missions in support of ground actions.

In addition to naval fighters, the Commonwealth has an independent Aerospace Force that is tasked with controlling all non-FTL fighters and small craft that are assigned to system defense.

OFFICER
Min. IQ 11, DX 10, AG 10
Costs 8 Skill Points
Adds 6 years to character's age

Take these skills:
Astronavigation
Drop Pod Operations
ECM/ECCM
Gunnery, Fighter/Small Craft
Laser Firearms
Leadership
Pilot, Fighter/Small Craft
Protocol
Tactics, Fighter/Small Craft
Zero-G Operations

Rank Modifiers
TOG: +2
CW: +3
RL: +2

ENLISTED
Min. IQ 8, DX 10
Costs 3 Skill Points
Adds 2 years to character's age

Take these skills:
Laser Firearms
Protocol
Zero-G operations

Take 1 of the following:
Pilot, Fighter/Small Craft (IQ 10, AG 10)
Gunnery, Fighter/Small Craft
Drop Pod Operations
ECM/ECCM (IQ 11)
Orbital Fire Support (CW and RL only)

Rank Modifiers
TOG, RL: 0
CW: +2
RL: +2

TECHNICAL SUPPORT
Use Rank Table 1 (for TOG, RL)
Use Rank Table 2 (for CW)

The Naval Technical Support branch trains technicians and maintenance personnel in the art of servicing and repairing the complex equipment used by the Navy. Personnel are assigned to ships and facilities as needed.

OFFICER
Min. IQ 13, DX 10
Costs 9 Skill Points
Adds 6 years to character's age

Take these skills:
Communications, P-Comm
Communications, VLCA
Computer Security
Electronics
Leadership
Protocol
Repair Tech, Capital Ship
Repair Tech, Fighter/Small Craft
Repair Tech, Small Equipment
Sublight Drive
FTL Drive
Zero-G Operations

Rank Modifiers
TOG: +2
CW: +3
RL: +2

ENLISTED
Min. IQ 11, DX 10
Costs 5 Skill Points
Adds 2 years to character's age

Take these skills:
Protocol
Zero-G Operations

Take 4 of the following:
Computer Security
Electronics
MedTech (IQ 12)
Repair Tech (up to 3 of player's choice) (IQ 13)
Sublight Drive
FTL Drive

Rank Modifiers
TOG: 0
CW: +2
RL: 0

MARINES

Use Rank Table 3 (for TOG, RL)
Use Rank Table 5 (for CW)

Marines are used for four types of missions: shipboard and naval facility security, ship-to-ship boarding actions, seizure of planetary bridgeheads from space, and ground operations on low gravity/hostile environment worlds.

OFFICER

Min. IQ 10, DX 10, AG 10
Costs 9 Skill Points
Adds 4 years to character's age

Take these skills:
Bounce Pack Operations
Drop Pod Operations
Laser Firearms
Leadership
Pilot, Ground
Projectile Firearms
Protocol
Security Tech
Support Weapons
Tactics, Capital Ship
Tactics, Ground
Zero-G Operations

Rank Modifiers
TOG: +3
CW: +4
RL: +3

ENLISTED

Min. IQ 8, DX 10
Costs 5 Skill Points
Adds 2 years to character's age

Take these skills:
Bounce Pack Operations
Drop Pod Operations
Laser Firearms
Projectile Firearms
Zero-G Operations

Take 2 of the following:
Martial Arts (choice) (IQ 12)
Gunnery, Ground Vehicle
Pilot, Ground Vehicle (IQ 10, AG 10)
Security Tech (IQ 10)
Support Weapons

Rank Modifiers
TOG: 0
CW: +1
RL: 0

LEGION CAREER PATHS

A Legion career path provides the character with all of the necessary skills to function in the ground/planetary combat forces of the TOG, Commonwealth, Renegade or other armies. Characters who select a Legion career must chose a service branch in which to concentrate: Combat Arms or Technical Support, with Fighter/Small Craft an additional option for TOG personnel.

COMBAT ARMS

Use Rank Table 3 (for TOG, RL)
Use Rank Table 4 (for CW)

The Combat Arms curriculum prepares the character for service with the ground combat elements (Armor, Infantry, or Artillery) of the Legion. Upon completing their training the characters are assigned to a ground combat unit.

OFFICER

Min. IQ 12, DX 10, AG 10
Costs 8 Skill Points
Adds 4 years to character's age

Take these skills:
Bounce Pack Operations
Demolitions
Environmental Survival (choice)
Gunnery, Ground
Leadership
Martial Arts, Brawling/Pugilism
MedTech
Pilot, Ground
Projectile Firearms
Support Weapons
Tactics, Ground

Rank Modifiers
TOG: +2
CW: +3
RL: +2

ENLISTED

Min. IQ 8, DX 10
Costs 4 Skill Points
Adds 2 years to character's age

Take these skills:
Bounce Pack Operations
Environmental Survival (choice)
Projectile Firearms

Take 2 of the following:
Gunnery, Ground
Martial Arts, Brawling/Pugilism (IQ 12)
Pilot, Ground (IQ 10, AG 10)
Support Weapons

Rank Modifiers
TOG: 0
CW: +2
RL: 0

TECHNICAL SUPPORT
Use Rank Table 3 (for TOG, RL)
Use Rank Table 4 (for CW)

Like its naval counterpart, the Ground Technical Support curriculum is geared to train personnel in maintenance of its equipment. Graduates are assigned to Legions or to planetary-based facilities as needed.

OFFICER
Min. IQ 13
Costs 8 Skill Points
Adds 6 years to character's age

Take these skills:
Communications, P-Comm
Computer Security
ECM/ECCM
Electronics
Leadership
MedTech
Projectile Firearms
Repair Tech, Grav Vehicle
Repair Tech, NonGrav Vehicle
Support Weapons

Rank Modifiers
TOG: +2
CW: +3
RL: +2

ENLISTED
Min. IQ 12
Costs 5 Skill Points
Adds 2 years to character's age

Take these skills:
Projectile Firearms
Support Weapons

Take 4 of the following:
Communications, P-Comm
Computer Security
ECM/ECCM
Electronics
MedTech
Repair Tech, Grav Vehicle (IQ 13)
Repair Tech, NonGrav Vehicle (IQ 13)
Repair Tech, Fighter/Small Craft (TOG Only; IQ 13)

Rank Modifiers
TOG: 0
CW: +1
RL: 0

FIGHTER/SMALL CRAFT
Use Rank Table 1, p. 40 (for TOG)

TOG characters who chose the fighter branch are trained in the operations of fighter craft used to support ground operations of the Legion. Renegade and Commonwealth Legions have supporting fighter units assigned to them by their respective navies or the Royal AeroSpace Force. TOG Legions, however, train and operate their own fighter units. Their training is primarily oriented to planetary and near planetary operations. As such, TOG pilots are very skilled in ground attack and point defense, but lack the necessary navigational training to skillfully conduct deep space interceptions.

OFFICER
Min. IQ 11, DX 10, AG 10
Costs 7 Skill Points
Adds 6 years to character's age

Take these skills:
Drop Pod Operations
ECM/ECCM
Gunnery, Fighter/Small Craft
Laser Firearms
Leadership
Orbital Fire Support
Pilot, Fighter/Small Craft
Tactics, Fighter/Small Craft
Zero-G Operations

Rank Modifier
TOG: +3

ENLISTED
Min. IQ 8, DX 10
Costs 3 Skill Points
Adds 2 years to character's age

Take these skills:
Laser Firearms
Zero-G Operations

Take 1 of the following:
Drop Pod Operations
ECM/ECCM (IQ 11)
Gunnery, Fighter/Small Craft
Orbital Fire Support

Rank Modifier
TOG: +1

INTELLIGENCE CAREER PATHS

Each TOG, Commonwealth and Renegade military branch (Naval and Legion) have their own intelligence service. Additionally, TOG has an independent intelligence service known as the Lictor, while the Renegades have operatives who are part of the Renegade Underground. Finally, the Commonwealth has the Royal Intelligence Service, which operates independently of their military. Despite all this, the actual training given to agents is essentially the same no matter which service controls the agent. If a character chose an Intelligence career path, he should also chose a service branch: TOG Navy, Legions or Lictor; Renegade Legions Navy or Legions; Renegade Underground; or Commonwealth Royal Navy, Armed Forces or Intelligence Service.

DEEP COVER AGENT
Use Rank Table 6 (for all)

Min. IQ 13, DX 10
Costs 10 Skill Points
Adds 6 years to character's age

The deep cover agent is also known as a mole. He is trained to operate for long periods of time in enemy held territory, blending in with the local population and out of contact with his superiors. Deep Cover agents are trained for information gathering, and assassination type missions. Most field operatives of the Renegade Underground and TOG's External Affairs are deep cover agents.

Take these skills:
Acting/Mimic
Alternate Identity (one)
Career Skill (choice)
Communications, P-Comm
Computer Security
Disguise
Environmental Survival, Urban
Forgery
Martial Arts (choose two)
Negotiation
Projectile Firearms
Scavenger/Tinker
Security Tech

Rank Modifiers
None

INSURGENCY/COUNTER-INSURGENCY AGENT
Use Rank Table 6 (for all)
Min. IQ 12, DX 10
Costs 12 Skill Points
Adds 6 years to character's age

The Insurgency/Counter-Insurgency agent is effectively a blend between a well trained soldier and a deep cover agent. In the insurgency role this agent is capable of raising, training and leading a resistance group on an enemy occupied planet. As a counter-insurgency expert this character is capable of meeting a guerilla group on their own terms and defeating them.

Take these skills:
Ambush
Communications, P-Comm
Demolitions
Drop Pod Operations
Environmental Survival (choose two)
Leadership
Martial Arts (choose one)
Negotiation
Projectile Firearms
Scavenger/Tinker
Security Tech
Stealth
Support Weapons
Tracking
Training

Rank Modifiers
None

COURIER
Use Rank Table 6 (for all)

Min. IQ 15, DX 10
Costs 10 Skill Points
Adds 4 years to character's age

With all of the sophisticated electronic monitoring devices, the intelligence services often make use of the time honored courier to deliver information and equipment to field personnel. These individuals must be able to maintain the vital communications link between other operatives and their bases of operations.

Take these skills:
Communications, P-Comm
Communications, VLCA
Cryptography
Martial Arts (choose 2)
Negotiation
Projectile Firearms
Protocol
Scavenger/Tinker
Security Tech
Stealth
Tracking

Rank Modifiers
None

RANK

Beginning characters in **Legionnaire** should each have a rank, either assigned by the GM or randomly determined. When assigning ranks, GMs can use the tables of organization found later in this chapter.

When randomly determining a rank, roll 2D10 on one of the rank tables. If a character chose a career package, that package tells which rank table to use. If he chose his own set of skills, or customized a career package, he should pick the rank table most appropriate to his military career; in either of these last cases, he gets no package modifier on his roll.

This roll for rank can be modified:

- A modifier is listed for each career package and allegiance; it *must* be added to the character's roll for rank.

- The GM may modify the roll. Thus, if a character has a wealthy senator for a father, he may find his roll for rank modified by +1 for his father's influence. This can work both ways. If that same father has fallen from grace, the character's roll might be modified by -1.

- *After* the roll, the character's IQ and Luck score may be added together, and the sum divided by 8 (rounding down). This result (or just a part of it) can increase or decrease the roll, as the player sees fit. This allows players to move toward a desired rank.

It is possible for a character that chose an officer career package to end up at an enlisted rank. Possibly, the cadet was discharged from the officer corps prior to being commissioned. Conversely, a character with an enlisted career package could receive an officer rank. In this case, he probably received a field commission.

Brennus enlists in the TOG Navy using the Fighter/Small Craft Officer Career Package. To determine his ending rank, he rolls 2D10, getting a 2 and an 8. This is modified by the TOG Navy Fighter/Small Craft Officer rank modifier from that career package (+2). When added to the 2D10 result, the total is 12 (8 + 2 + 2). On Rank Table 1 (for the TOG Navy) this gives him a rank of Archikeleustes.

He can try to modify this further if he wishes, using his Luck (3) and IQ (18). Adding the two together equals 21. Dividing by 8 (rounding down), he gets 2 (21/8), which means that he can further modify his roll by +2 or -2. This brings the total up to 14 or down to 10, still leaving him with the rank of Archikeleustes.

RANK POINTS

There is a column labelled ''Points'' on each rank table. This column lists how many rank points must be collected in the next step of character creation—the Previous Experience and Injuries Charts. When a character is assigned a rank (either randomly or by the GM), he should note down the Rank Points number for that rank. Characters in the intelligence services have no rank but still roll for Rank Points on Rank Table 6.

Brennus, as an Archikeleustes, must get 6 Rank Points when rolling on the Previous Experience and Injury Charts in order to complete his character generation.

Althea didn't use a career package. As an undercover operative, she rolls on Rank Table 6 (for intelligence careers) and gets a 6, meaning that she must get 7 Rank Points before she stops rolling.

RANK TABLE 1

TOG NAVY
    Fleet
    Fighter/Small Craft
        (includes TOG Legion Fighters)
    Technical Support
    (Marines use Rank Table 3)

RL NAVY
    Fleet
    Fighter/Small Craft
    Technical Support
    (Marines use Rank Table 3)

Roll	Points	Rank
Enlisted Ranks		
3 or less	1	Naftis Junior Grade
4	2	Naftis
5	3	Diopos
6	4	Keleustes Junior Grade
7-8	5	Keleustes
Officer Ranks		
9-14	6	Archikeleustes
15-16	7	Plutarchos Junior Grade
17-20	8	Plutarchos
21-23	9	Navarchos
24	10	Commodor
25	11	Rear Admiral
26	12	Vice Admiral
27	13	Admiral
28	14	Grand Admiral

RANK TABLE 2

CW ROYAL NAVY,
CW ROYAL AEROSPACE CORP
  Fleet
  Fighter/Small Craft
  Technical Support
  (Marines use Rank Table 5)

Roll	Points	Naval Rank/Aerospace Rank
Enlisted Ranks		
2 or less	1	Ordinary Seaman/Aerocraftman
3	2	Able Seaman/Leading Aerocraftman
4	3	Lead Rating/Corporal
5	4	Petty Officer/Sergeant
6	5	Chief Petty Officer/Flight Sergeant
7-8	6	Warrant Officer/Warrant Officer
Officer Ranks		
9-13	7	Sub-Lieutenant/Pilot Officer
14-15	8	Lieutenant/Flying Officer
16-18	9	Lt. Commander/Flying Lieutenant
19	10	Commander/Squadron Leader
20	11	Captain/Wing Commander
21	12	Commodore 2nd Cl./Group Commander
22	13	Commodore 1st Class/Aero Commander
23	14	Rear Admiral/Aero Commander
24	15	Vice Admiral/Vice Aero Marshal
25	16	Admiral/Aero Marshal
26	17	Admiral of the Fleet/Chief Aero Marshal
27	18	Grand Admiral/Grand Marshal
28	19	Sky Admiral/Sky Marshal

RANK TABLE 3

TOG LEGIONS
  Combat Arms
  Technical Support
TOG NAVY
  Marines
RL LEGIONS
  Combat Arms
  Technical Support
RL NAVY
  Marines

Roll	Points	Rank
Enlisted Ranks		
1 or less	1	Trianti
2	2	Principes
3-4	3	Mastati
5-7	4	Sergeant
Officer Ranks		
8-11	5	Opito
12-14	6	Centurion
15-17	7	Centurion Maximus
18-19	8	Legatus
20-23	9	Legatus Maximus
24	10	Prefect of the Legion
25	11	Brigadier General
26	12	Major General
27	13	Lieutenant General
28	14	General
29	15	Grand General

RANK TABLE 4

COMMONWEALTH ARMED FORCES
  Combat Arms
  Technical Support

Roll	Points	Rank
Enlisted Ranks		
1 or less	1	Private
2	2	Corporal
3	3	Sergeant
4-5	4	Sergeant Major
6	5	Staff Sergeant Major
7	6	Warrant
Officer Ranks		
8	7	2nd Lieutenant
9-13	8	Lieutenant
14-15	9	Captain
16-17	10	Major
18-19	11	Lieutenant Colonel
20-22	12	Colonel
23	13	Brigadier
24	14	Major General
25	15	Lieutenant General
26	16	General
27	17	Field Marshal
28	18	Grand Marshal
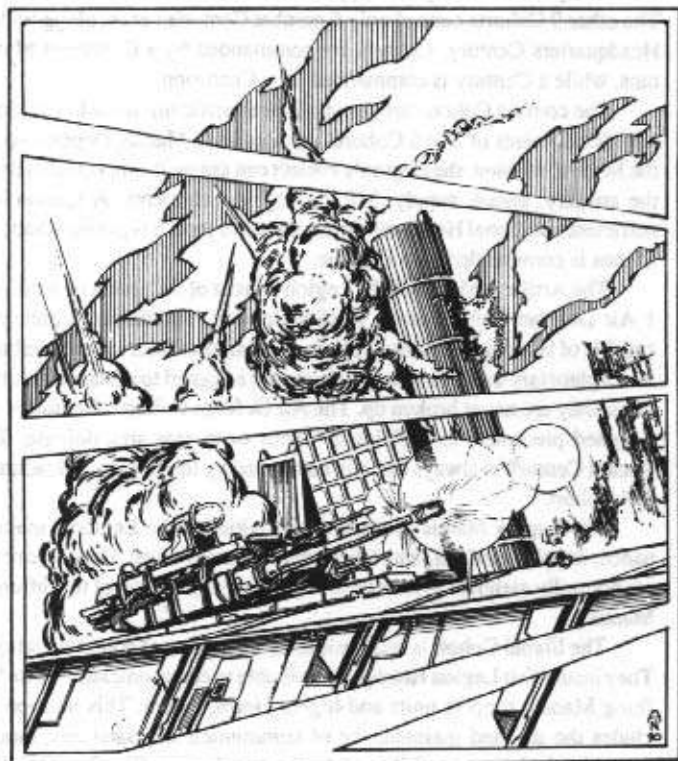
RANK TABLE 5

COMMONWEALTH NAVY
Marine Corps

Roll	Points	Rank
Enlisted Ranks		
1 or less	1	Marine
2	2	Lance Corporal
3	3	Corporal
4	4	Color Sergeant
5-6	5	Quartermaster Sergeant
7-8	6	Warrant Officer
Officer Ranks		
9-11	7	2nd Lieutenant
12-14	8	Lieutenant
15-16	9	Captain
17-18	10	Major
19-20	11	Lieutenant Colonel
21-22	12	Colonel
23-24	13	Brigadier
25-26	14	Major General
27	15	Lieutenant General
28	16	General
29	17	Grand Marshal

RANK TABLE 6

INTELLIGENCE CAREERS

Roll	Points
3 or less	3
4-5	5
6-8	7
9-11	8
12-14	9
15-17	10
18-20	11
21-24	12
25	13

GROUND ORGANIZATION

After hundreds of years of war almost all armies have adopted the same structure for their basic combat unit, the Century. A Century is made up of 3 line Platoons and one Headquarters Platoon. The line Platoons are made of the vehicles and/or personnel needed to carry out its mission. If the Century is a Signal unit the line Platoons will be made up of Signal units. Armor Platoons use Armored vehicles. The Headquarters Platoon provides supply, Maintenance and Battlefield Recovery assets.

Three vehicles make up a Platoon. If the Platoon has infantry, they are arranged into squads of 8 men each, with a vehicle assigned to transport each squad.

Combat Centuries contain both infantry and tanks, along with some type of indirect fire weapon, such as a mortar. The typical Armored Century has two platoons of tanks and one platoon of armored infantry. An Armored Infantry Century reverses that ratio, two platoons of infantry and one platoon of tanks.

A Headquarters platoon has three vehicles: one Supply, one Maintenance, and one Recovery. A Headquarters Century has three platoons: one Supply (with recovery vehicles), one Command platoon (made of of converted combat vehicles that exchange their weapons for communications equipment) and one Medical Evac platoon. A Headquarters Cohort has various Centuries assigned to it. In TOG and Renegade organizations there is an Administrative Century, a Command Century, an Intelligence Century, and a Liaison Century (for coordinating activities with the Navy and any attached ground support Wings).

The numbering system used to identify units is also fairly standardized throughout the Galaxy. Units are identified by the designation of the Century, its Cohort number and then its Legion number. For example the fourth Century of the third Cohort of the 9999th Infantry Legion would be written as "IV Century 3/9999th Infantry". Commonwealth designations follow a similar pattern, but Arabic numerals are used throughout and sometimes a letter is used to designate the Century.

TOG LEGION ORGANIZATION

The basic ground forces unit is the Legion. Modeled after the early Imperial Roman legions (with some variation to account for the complexity of modern equipment) they all share the same basic structure.

A TOG Legion consists of 10 combat Cohorts, a supporting artillery Manus, a supply Manus, a Military police Cohort, a Signal Cohort, an Engineer Cohort, and Headquarters units. The Legion is commanded by a Prefect of the Legion and has a Legatus Maximus as his executive officer.

The striking arm of the Legion are its 10 combat Cohorts. The 1st Cohort is always manned by the best combat troops in the Legion and are issued heavier equipment than the other Cohorts. The first Cohort consists of a Headquaters Century of 9 support vehicles, and 10 combat Centuries. The other 9 Cohorts control only 6 combat Centuries each, along with a Headquarters Century. Cohorts are commanded by a Centurion Maximus, while a Century is commanded by a Centurion.

The combat Cohorts are grouped for specific missions into temporary detachments of 2 to 5 Cohorts, each called a Manus. Depending on the Manus' mission, the Legion's Prefect can assign it support units from the artillery, signal, supply, MP, or engineer elements. A Legion has sufficient additional Headquarters Centuries to form 5 separate Manus. A Manus is commanded by a Legatus.

The Artillery Manus of the Legion consist of 3 Cohorts of Artillery, 1 Air Defense Cohort, and a Rocket Century. The Rocket Century is capable of launching satellites (primarily Thors or Observation satellites) into a planetary orbit. Artillery Cohorts are assigned to a Manus as intact units; they are never broken up. The Air Defense Cohort's Centuries are assigned piecemeal to individual Manus or to rear area defense. The Rocket Century is always directly controlled by the Legion's Headquarters Cohort.

The Supply Manus controls the activities of the Legion's maintenance, supply, medical, and other administrative units. These elements are normally assigned as needed to support the operations of the different Manus.

The Signal Cohort is responsible for all aspects of communications. They insure that Legion Headquarters is able to communicate with its far-flung Manus, support units and higher Headquarters. This mission includes the use and maintenance of communications satellites, though launching is the responsibility of the Rocket Century. The Signal Cohort

is also responsible for signal intelligence, signal security and electronic counter-measures. Signal units are assigned by individual platoons to various Headquarters as needed.

The Engineer Cohort is responsible for the construction and maintenance of any permanent Legion facilities, clearing or reducing obstacles, erecting barricades, and constructing fortifications. The Cohort has 3 combat engineer Centuries and 3 construction engineer Centuries. The Combat engineer Centuries are assigned to Manus as needed, while the Construction Engineers normally are used to construct and fortify supply or maintenance depots in the rear areas.

The Military Police Cohort consists of 6 line Centuries and functions as a rear area security force. Additionally, it is used to maintain military discipline within the Legion. The MP Cohort is under the direct control of the Legion commander and only rarely is it divided up to support Manus operations.

Depending on its mission a Legion can be assigned a Wing of supporting space craft and/or an auxiliary unit known as an Auxilia. An Auxilia has 4 to 6 Cohorts of special troops, such as Penal Infantry, Military Police, Marine Assault Troops, or Population Control Troops (riot police). An Auxilia is about the size of a Manus. Unlike a Manus it has organic support troops assigned to it. This allows the Auxilia to operate without additional support troops for a limited time. In contrast, a Manus is totally dependent on Legion support units to maintain it in the field.

LEGION DESIGNATIONS

There are 8 million TOG Legions along with innumerable specialized Auxilia. The majority of TOG legions are designated as Strike, Infantry, or Garrison Legions. All follow the basic Legion structure, but there is some deviation both in organizational structure and the in type of Cohort assigned.

STRIKE LEGION

Strike Legions are the front line combat troops of TOG. Their mission is to destroy all enemy forces that they encounter. They are not expected to garrison a planet, just to seize it.

A Strike Legion consist of 1 Heavy Grav Armor Cohort and 9 Medium Grav Armor Cohorts (this mixture may vary). The Heavy Grav Armor Cohort is the first Cohort and consist of 4 Heavy Centuries, 3 Medium Centuries and 3 Light Centuries of Grav Armor.

The Medium Cohorts each contain 3 Medium and 3 Light Grav Armor Cohorts.

All vehicles in the Strike Legion are equipped with Grav drives. This allows the Legion to use the strategic and tactical advantages of Grav drives to their fullest extent, because their logistical tail is as maneuverable as the combat elements.

A Strike Legion is almost always permanently assigned a Space Fighter Wing, to provide it with organic ground support and local air/space superiority. The Strike Legion or its Fighter Wing does not have any organic interstellar capabilities. All interstellar transports are under the direct control of the Imperial Navy.

The Strike Legion has tremendous offensive fire power available, but it is very deficient in combat infantry. This is rectified by assigning the Strike Legion an Auxilia of some type of infantry. The Strike Legion has only 1536 combat infantrymen, while an Infantry Auxilia typically has over 2000 legionnaires. Depending on the type of combat expected and the likelihood of opposition by the population at large, an entire Infantry or Garrison Legion might be attached to support the Strike Legion.
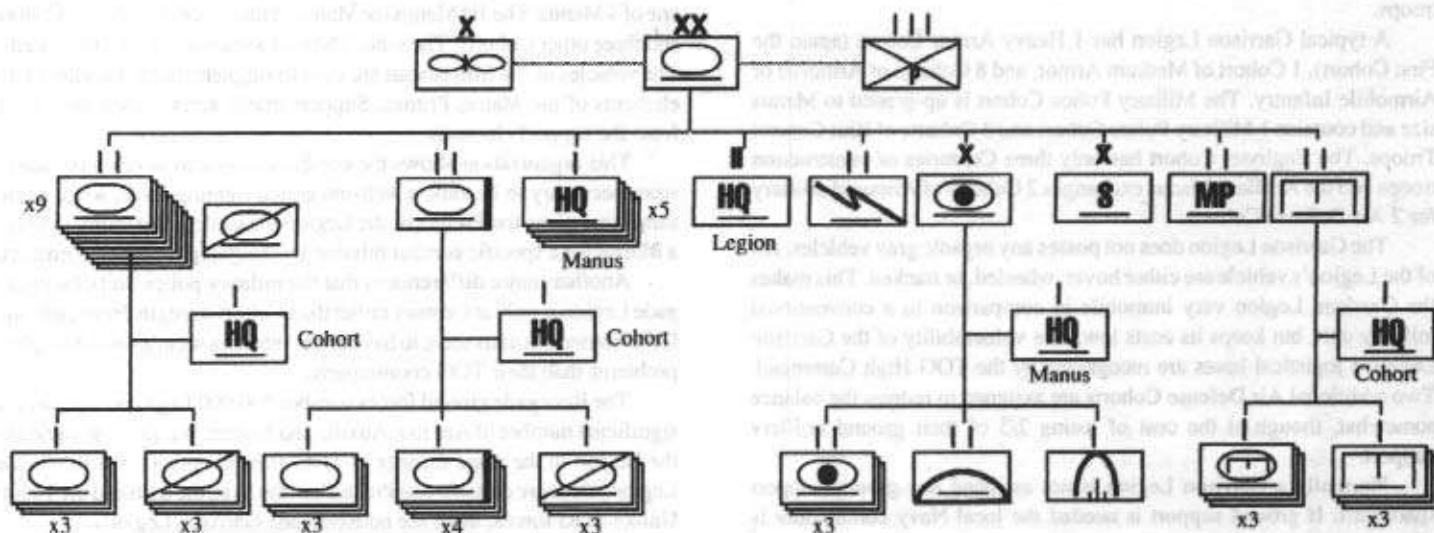
TOG Strike Legion

INFANTRY LEGION

Infantry Legions are viewed by the TOG high command as defensive troops whose mission is to hold the ground won by the Strike Legions.

A typical Infantry Legion has 1 Heavy Grav Armor Cohort, 2 Cohorts of Medium Grav Armor and 7 Cohorts of Grav Armored Infantry.

All vehicles in a front line Infantry Legion use Grav drives. The Supply and Artillery Manus of Infantry Legions assigned to rear areas use ground vehicles for transportation. This means these second line units are tied to a relatively fixed logistical train, but the cost of raising and maintaining the second line units are less. If a second line Infantry Legion is assigned to the front, its support and artillery vehicles are usually replaced with Grav Vehicles.

An Infantry Legion can be assigned a Space Fighter Wing, but normally it is not, leaving ground support and space superiority to Naval units.

Auxilia are assigned to the Infantry Legion as needed. Typical Auxilia assignments include Grav Armor, Air/Space Defense, or Construction units.

All of TOG's 286 Praetorian Guard units are Infantry Legions. All Praetorian units are composed of 1 Heavy Grav Armor Cohort, 2 Cohorts of Medium Grav Armor and 7 Cohorts of Grav Armored Infantry. All infantry are carried in medium Grav APCs. Every Cohort contains 10 Centuries rather than 6. They permanently have an Auxilia of Heavy Grav Armor attached, along with a permanent reinforced Fighter Wing.

GARRISON LEGION

Garrison Legions are the most numerous Legions in the TOG military. A Garrison Legion's primary mission is population control, over and above normal civilian police activities. TOG doctrine calls for the stationing of 1 Garrison Legion per 1 million population that a planet has. While it is capable of fighting tenaciously against an invading Strike or Infantry Legion, its lack of mobility and the lower quality of its legionnaires guarantees that it will eventually be defeated by Grav mounted troops.

A typical Garrison Legion has 1 Heavy Armor Cohort (again the First Cohort), 1 Cohort of Medium Armor, and 8 Cohorts of Armored or Airmobile Infantry. The Military Police Cohort is up-graded to Manus size and contains 1 Military Police Cohort and 3 Cohorts of Riot Control Troops. The Engineer Cohort has only three Centuries of construction troops and the Artillery Manus exchanges 2 Cohorts of Armored artillery for 2 Air Defense Cohorts.

The Garrison Legion does not posses any organic grav vehicles. All of the Legion's vehicle are either hover, wheeled, or tracked. This makes the Garrison Legion very immobile in comparison to a conventional military unit, but keeps its costs low. The vulnerability of the Garrison Legion's logistical bases are recognized by the TOG High Command. Two additional Air Defense Cohorts are assigned to redress the balance somewhat, though at the cost of losing 2/3 of their ground artillery support.

Normally a Garrison Legion is not assigned any ground support spacecraft. If ground support is needed the local Navy commander is expected to provide it.

If guerrilla activity is especially large, the Garrison Legion might have a Grav or Heavy VTOL Transport Auxilia assigned to it. This Auxilia is capable of simultaneously lifting 3 Infantry Cohorts along with their organic vehicles.

TOG PENAL INFANTRY AUXILIA

TOG maintains Penal Infantry Auxilia as a means to discipline soldiers who have committed crimes that normally would have sentenced them to prison at hard labor. Rather than lose the services of combat veterans, TOG offers them a chance to redeem themselves. Service in a Penal Infantry unit is for one campaign only, no matter what the actual sentence was. Survivors of the campaign are re-instated at their old ranks, though assigned to new units. Given the 75% casualty rate that most Penal Infantry units suffer, no one who survives one campaign in a Penal Infantry unit wants to be reassigned again.

Some times called Volunteer Assault units, Penal Infantry units are assigned to Strike Legions which have to fight in built-up areas such as cities or fortified depots. All Headquarters and support units are mounted on Grav vehicles. The Penal units are carried in unarmored ground transports. In an assault, the Centuries are broken up by squads and ride on the outside of the attacking Grav tanks into the city. Once there they dismount and fight on foot. They normally are not equipped with bounce packs.

Discipline is maintained by a Cohort of MPs mounted in Medium Grav tanks and APCs. Many of these MP units are composed of SSora. Their racial tendencies make them unlikely to sympathize with the prisoners.

RL AND CW ORGANIZATION

Renegade Legion ground forces are organized in the same manner as TOG Legions, with 10 combat Cohorts, an artillery Manus and support troops. Rank structures are the same, as is the organization of the various types of Cohorts and Centuries. Many Renegade Legions have foregone the Strike or Infantry designations for other more romantic designations, such as the 932nd Air Mobile Renegade Legion (organized as a front line TOG Infantry Legion), or the 5791st Heavy Armored Minerva Legion (organized like a TOG Strike Legion). There are a few key differences between the Renegade's Legion structure and their TOG counterparts.

Organizationally, the combat Cohorts are permanently assigned to one of 4 Manus. The 1st Manus (or Manus Primus) contains the 1st Cohort and three other Cohorts. The other 3 Manus are assigned 2 Cohorts each. The vehicles of the fifth Manus are used to supplement the Headquarters elements of the Manus Primus. Support troops are assigned as-needed from the support elements.

This organization allows the combat Cohorts to develop the teamwork necessary to become a well-integrated fighting force, while at the same time gives the Prefect of the Legion the tactical flexibility to tailor a Manus for a specific combat mission by assigning it support elements.

Another major difference is that the military police unit of a Renegade Legion is only at Century rather than Cohort strength. Renegade and Commonwealth units seem to have fewer rear area security and discipline problems than their TOG counterparts.

The Renegade ground forces number 300,000 Legions along with a significant number of Auxilia. Auxilia and Fighter Wings are assigned to the Legion in the same manner as TOG assignments. Of the Renegade Legions three are classified as Praetorian: the 51st, the 65th and the 109th. Unlike TOG forces, there are no Renegade Garrison Legions.

There are 200,000 Legions in the Commonwealth's Armed Forces (CAF). Half of these Legions are organized and operated on the Renegade model. The other half represent a wide variety planetary and racial military organizations and nomenclature. One predominant nomenclature difference is that Manus are called Brigades, Auxilia are known as Regiments, Cohorts are Battalions, and Centuries are Companies.
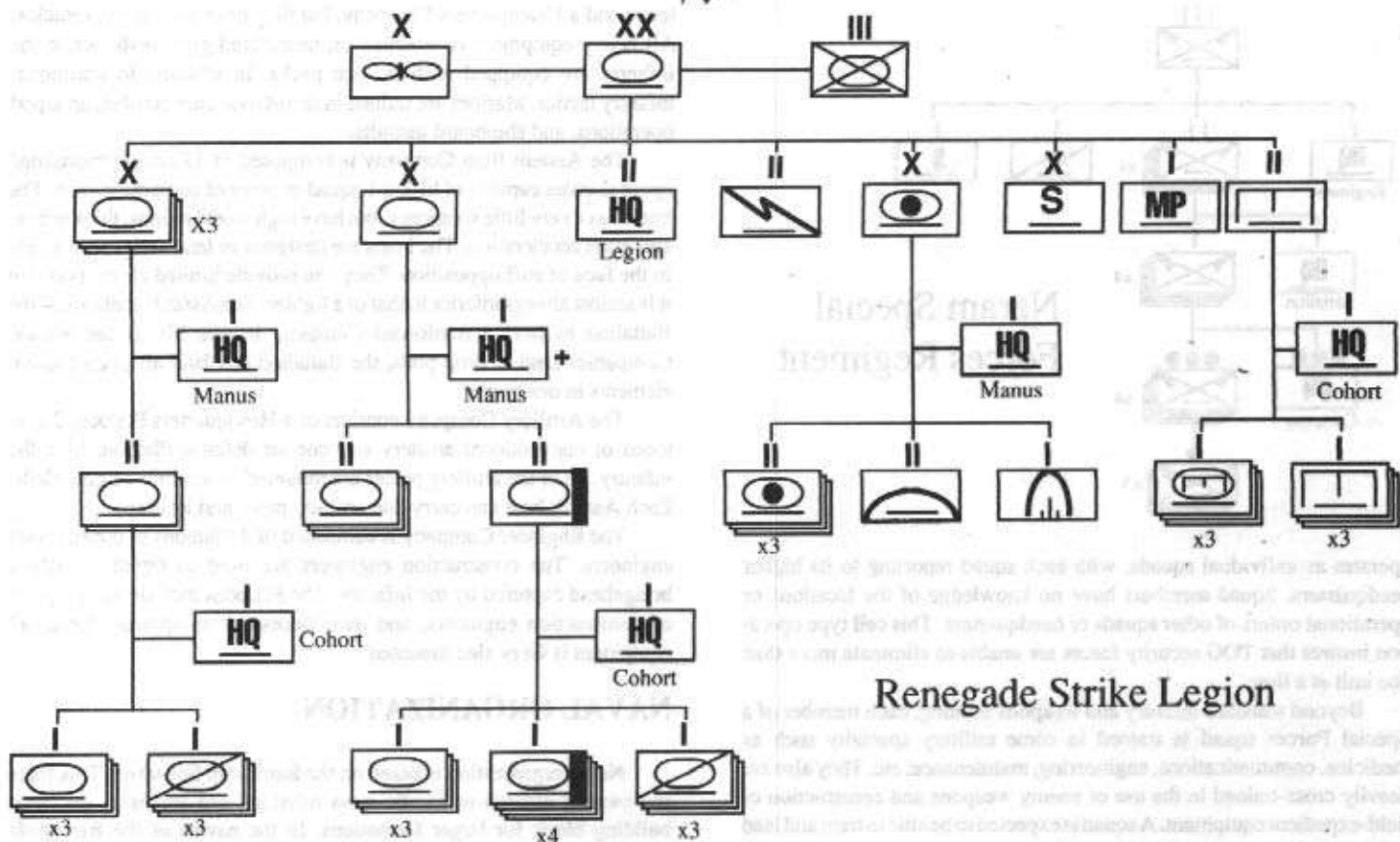
Renegade Strike Legion

The most common non-Renegade CAF organizations are the Baufrin, B'ekkal, and KessRith.

"Baufrin" units are only Regimental size. They are self sufficient at the battalion level and have a very decentralized command structure. A typical Baufrin Armored Regiment consists of 4 Medium Armored Battalions of 5 line Companies each. The Battalion has an organic Artillery Company, and has organic maintenance, medical, signal, MP and supply platoons.

A "B'ekkal" unit is patterned after the typical Naram military organization. They are highly mobile, lightly armored, and equal in size to a Legion. A B'ekkal Legion contains 3 permanent Brigades each with 4 Battalions of the same size and type. There are never any Heavy Tanks assigned to a B'ekkal Legion, though a KessRith Armor Regiment might be attached. The majority of a B'ekkal Battalion's mobile units are Light armored vehicles while the remainder are Mediums. Supporting units are the same as for a Renegade Legion.

A "KessRith" unit follows the organizational structure of the KessRith Empire. They are heavily armored, powerful and relatively slow. KessRiths organize in groups of four. There are 4 line Companies to a Battalion, 4 line Battalions to a Brigade and 4 line Bridges to a Legion. There are a few deviations to this rule, but for the most part it is very strictly adhered to. A KessRith Battalion has an organic Artillery Platoon, unlike other military organizations.

NARAM SPECIAL FORCES REGIMENT

A Naram Special Forces Regiment is trained in non-conventional warfare and employed in general sabotage and reconnaissance missions. They also are able to raise, train, and lead guerilla forces from the local population on occupied planets. They are excellent stay-behind forces on planets overrun by TOG.

The Regiment is made up of 4 line Battalions, with 4 line Companies each. The line Companies have four line Platoons each. Supply and Signal companies are attached at the Regimental level.

The Regiment has no organic vehicles. All equipment is man packed, though by the use of bounce packs and anti-grav cargo skids, mobility is fairly high. Never-the-less all equipment used by the Regiment can be broken down into man-size loads and carried without the use of anti-grav devices.

In raid operations the Regiment is inserted by drop pod or landed directly on the target by ship. Raids are conducted by forces of at least Company size or more. If the raiders landed in a vehicle they are extracted in the same manner. Extraction to orbital vehicles is much more difficult and many times the raiders will break into squad-size units and vanish into the countryside to wage a guerilla war.

Guerilla operations by the Regiment are carried out in a slightly different manner. Insertion is by drop pod, or the Regiment can be deployed as a stay-behind force prior to TOG occupation. The Regiment

Naram Special Forces Regiment

operates as individual squads, with each squad reporting to its higher headquarters. Squad members have no knowledge of the locations or operational orders of other squads or headquarters. This cell type operation insures that TOG security forces are unable to eliminate more than one unit at a time.

Beyond standard infantry and weapons training, each member of a Special Forces squad is trained in some military specialty such as medicine, communications, engineering, maintenance, etc. They also are heavily cross-trained in the use of enemy weapons and construction of field-expedient equipment. A squad is expected to be able to train and lead a Company-sized unit of local guerillas.

Naram Special Forces units can operate easily on any Human or Naram world. SSora, Baufrin and KessRith Special Forces units also exist to operate on TOG worlds where those races predominate.

VAUVUSAR VOLUNTEER MARINE BATTALION

There are only a few Vauvusar units operating with the Commonwealth. All of these units are composed of volunteers from the Magellanic Republic, since the Republic itself is neutral in the conflicts that are occurring in the Milky Way.

Vauvusar Marines, as are all Marine forces, are controlled directly by the Navy and have three missions: shipboard security, ship-to-ship boarding actions and seizure of planetary bridgeheads. The Battalion has 8 Companies: 3 Companies of Bounce Infantry, 1 Company of Assault boats, 1 Artillery Company, 1 Engineer Company, a Supply Company, and a Headquarters Company.

The Infantry Companies are organized normally, with 3 line Pla-

toons and a Headquarters Company, but they have no organic vehicles. All heavy equipment is mounted on unarmored grav sleds, while the Infantry are equipped with bounce packs. In addition to traditional infantry tactics, Marines are trained in zero-G/vacuum combat, drop pod operations, and shipboard assaults.
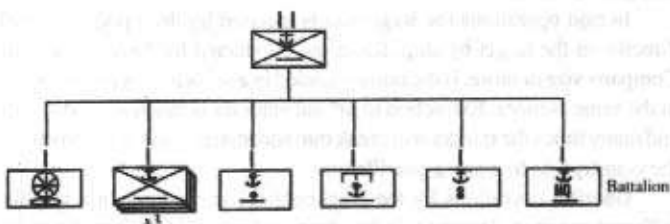
The Assault Boat Company is composed of 12 small streamlined space shuttles capable of lifting 1 squad or piece of equipment each. The boats have very little weaponry, but have high shield ratings, thick armor, and good acceleration. The boats are designed to land their cargo safely in the face of stiff opposition. They can provide limited air support, but it is almost always inferior to that of a fighter. The Assault boats allow the Battalion to land a reinforced Company in one lift. If the Marine Companies land in drop pods, the Battalion can land all of its combat elements in one wave.

The Artillery Company consists of a Headquarters Platoon, 2 Platoons of conventional artillery and one air defense Platoon. Like the infantry, all of the artillery pieces are mounted on unarmored grav sleds. Each Assault boat can carry one artillery piece and its crew.

The Engineer Company is composed of 3 Platoons of construction engineers. The construction engineers are used to rapidly fortify a bridgehead captured by the Infantry. The Platoons include three squads of construction engineers, and their necessary equipment. Again all equipment is Grav sled mounted.

NAVAL ORGANIZATION

Naval organization is based on the Battleship Squadron. This force is powerful enough to handle most missions and serves as the basic building block for larger formations. In the navies of the **Renegade Legion** universe, there are hundreds of thousands of these Squadrons. Like their counterparts on the ground, the vast majority of these are reserve fleets.

A Battleship Squadron is usually stationed at a major naval base and spends most of its time at a docking facility or in a stable orbit. Its active duty consists of patrols lasting a month or two. Only rarely are ships reassigned to another squadron. Smaller ships see extensive independent courier duty at the order of the Squadron commander.

BATTLESHIP SQUADRON ORGANIZATION

Naval organization is based on the Battleship Squadron, though other Squadron organizations exist. A typical Battleship Squadron is composed of a single Battleship acting as the flagship, a single cruiser, two frigates, four destroyers and two patrol class ships, normally escort class ships. A Battleship Squadron can operate a Wing of fighters and carry anywhere from a Cohort to a Auxilia of Marines. Squadrons operate independently or in Groups that are made up of 2 to 5 different Squadrons.

Vauvusar Volunteer Marine Battalion
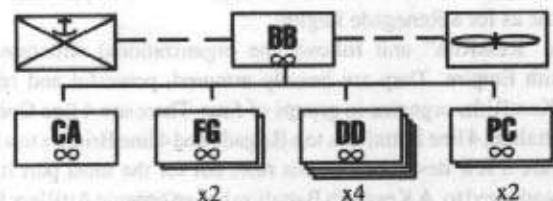
Typical BattleShip Squadron

FIGHTER WING ORGANIZATION

The basic building block of any Fighter Wing is the Squadron, which consists of 6 fighters as well as a small Headquarters staff of crew chiefs for the individual fighters and some administrative personnel. Four Squadrons make up a Flight, which also has administrative and maintenance personnel assigned to it. Three Flights are a Group, and five Groups make up a Wing, for a total of 360 fighters in a typical Fighter Wing. In addition to normal maintenance and supply personnel the Wing has other assets assigned to it. All Groups have a Century of Marines, or other security personnel, to provide security for the unit's installations. Also at Wing Headquarters there is normally a detachment of intelligence analysts who are responsible for providing the unit with timely tactical intelligence. If the Wing operates out of a system, rather than a large carrier or Battleship Group, a Squadron or even a Group of light patrol class carriers are normally assigned to it. The Wing commander normally allocates these ships to specific squadrons that require T-Space capabilities in order to accomplish their missions.
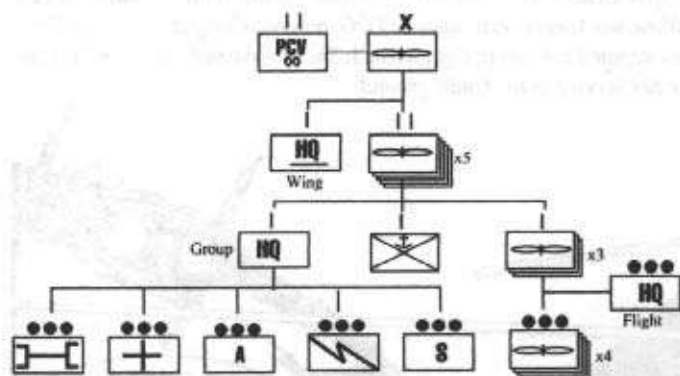
Fighter Wing

INTELLIGENCE ORGANIZATION

Intelligence operatives normally operate independently or in groups of no more than 2 or 3. Contact with headquarters is normally accomplished though a single intermediary known as a control. The control may physically meet with the operative, or communications might be accomplished via message drops and/or clandestine P-Comm communications. The primary operating principle of all intelligence operations is to minimize the damage. It is assumed that all operatives will be caught and forced to tell everything that they know. Thus operatives are given only enough information to accomplish their mission, and at times even some disinformation.

The organization for Insurgency/Counter Insurgency agents is more formalized. Typically it follows a military organization like the Naram Special Forces Regiments in the Commonwealth. Teams of eight to twelve individuals operate together, with each one being a specialist in one field and cross-trained in one other. Like Intelligence operatives, these individuals operate in a cell-structure organization, with each team only knowing enough to allow them to accomplish their mission and having minimal contact with other teams on the planet.

NAVAL TERMINOLOGY

Abbr.	Class	Abbr.	Class
BB	Battleship	FGV	Frigate Class Carrier
BBV	Battleship Class Carrier	PC	Corvette
CA	Cruiser	PCV	Corvette Class Carrier
CAV	Cruiser Class Carrier	PE	Escort
DD	Destroyer	PEV	Escort Class Carrier
DDV	Destroyer Class Carrier	PG	Gunboat
FG	Frigate	∞	T-Space Capable

FIGHTER/NAVAL UNIT COMMANDS

	TOG/Renegade	CW Navy	CW Aerospace
Fighter/Small Craft	Archikeleustes	Sub-Lieutenant	Pilot Officer
Pair/Escort	Plularchos J.G.	Lieutenant	Flying Officer
Squadron/FG/DD	Plularchos	Lt Commander	Sqd Leader
Flight	Plularchos	Commander	Sqd Leader
Wing/BB/CA	Navarchos	Captain	Wing Cmmdr
Fighter Groups /Squadrons	Commodore	Commodore FC	Group Cmmdr
Groups	Rear Admiral	Vice Admiral	

GROUND UNIT COMMANDS

	TOG/Renegade	Royal Army	CW Marines
Legion	Prefect	Major-General	Major-General
First Manus/ Regiment	Legatus Maximus	Colonel	Colonel
Manus/Bridage	Legatus	Colonel	Colonel
Cohort/Battalion	Centurion Maximus	Lt. Colonel	Lt. Colonel
Century/Company	Centurion	Captain	Captain
Platoon	Opito	2nd Lieutenant	2nd Lieutenant
Vehicle/Squad	Sergeant	Sergeant	Color-Sergeant

Symbol	Unit Type	Symbol	Designation
			TOG & Renegade / Commonwealth
	Medium Grav Armor	XX	Legion / Legion
	Heavy Grav Armor	X	Manus / Brigade
	Light Grav Armor	III	Auxilia / Regiment
	Armor Grav Artillery	II	Cohort / Battlion
	Infantry	I	Century / Company
	Armored Grav Infantry	●●●	Platoon / Platoon
	Bounce Infantry	●	Squad / Squad
	Penal Infantry		Engineers
	Space & Air Defense		Headquarters
	Orbital Rocket Launcher		Medical
	Fighter		Signal
	Special Forces	MP	Miltary Police
	Marine Infantry		Maintainace
	Grav Armor Engineer	S	Supply
	Combat Bounce Engineers		Ground Transport
			Anti-Grav Transport
			Space Assualt Transport

PREVIOUS EXPERIENCE

These charts provide background for a beginning character. He makes several passes through them. Each pass represents about a year. During a pass his skills and attributes may be raised, and he may gain Prestige. Injury is possible, but he won't die.

To begin, roll 2D10 on Experience Chart 1. Most of the time, one pass is simply one roll on Chart 1. However, if directed to do so, then roll 2D10 on either Chart 2A (TOG) or 2B (RL and CW). From there, you might be sent on to Charts 3A (TOG), 3B (RL and CW), or 3C (all forces). Along the way, you are told how to adjust his skills, attributes, Prestige, and accumulated Rank Points.

Throughout the charts, there are instructions to add Rank Points. At the start of these charts, all characters have zero Rank Points. As you roll on the charts, keep a running total of the Rank Points you gain. You roll until you have at least as many Rank Points as your character's final rank that the Ranks chapter called for. If you get more than enough, you don't receive a higher rank.

In our two examples, Brennus, with a rank of Archikeleustes, must accumulate at least 6 Rank Points on the Experience Charts. Althea must total at least 7 Rank Points on the charts.

Before each pass through the charts, you must make a few choices. You must designate:

• A primary and a secondary skill you are looking to improve. Occasionally, you will be told to raise a skill's level. The instructions will designate either a primary skill (P), a secondary skill (S) or an other skill (O). Therefore, you must know beforehand which is your primary skill and which is your secondary skill. The primary and secondary skills cannot be the same skill, but they may be related (such as Pilot, Fighter/Small Craft and Gunnery, Fighter/Small Craft). No skill can be raised past level 10 with these charts.

• A primary and secondary basic attribute you are looking to improve. No attribute may be raised past level 18 with these charts. (Prestige and the Edge are not basic attributes, though Prestige may get a boost from time to time.)

If told to raise an *other* skill (O) or attribute, choose one at random from those which aren't currently primary or secondary choices. If the note "(x2)" is added, raise two random skills, rather than just one.

Before any pass through the charts, you may change either or both of your choices, switch them, or keep them the same.

Occasionally you will be told to make a saving roll. Saving rolls are explained in **Playing the Game**; these abbreviated instructions will let you use the charts here. Roll the number of dice indicated and total them. If you roll the value of the attribute mentioned, or below it, you have succeeded. If you roll over the value of the attribute, you have missed the roll. If you missed, record the number by which you missed and follow the instructions.

Characters in the intelligence services should also roll on the charts and modify their scores. However, they should ignore most of the text descriptions, which are more descriptive of a uniformed soldier's life than that of an intelligence operative.

Some descriptions can be worked into a character's background and developed as the character progresses. For example, with the result, "You let an enemy you had at your mercy escape," the enemy could have been humiliated and want revenge, or could return the favor. If it is possible, both GM and player should try to work the more interesting descriptive results into the game.

Brennus and Althea each ran through the career charts for 8 years (8 rolls) before they attained their ranks of 6 and 7. They also now are 31 and 33, respectively, and came away a bit more experienced. Brennus begins play with Pilot, Fighter/Small Craft 5; Gunnery, Fighter/Small Craft 8; Leadership 3 and one point added to his Agility (making it a 12). Althea, working covertly against TOG, now has Computer Security 10 (!) and Repair Tech, Small Equipment 5. She also earned a point of Prestige for her service to the Underground.
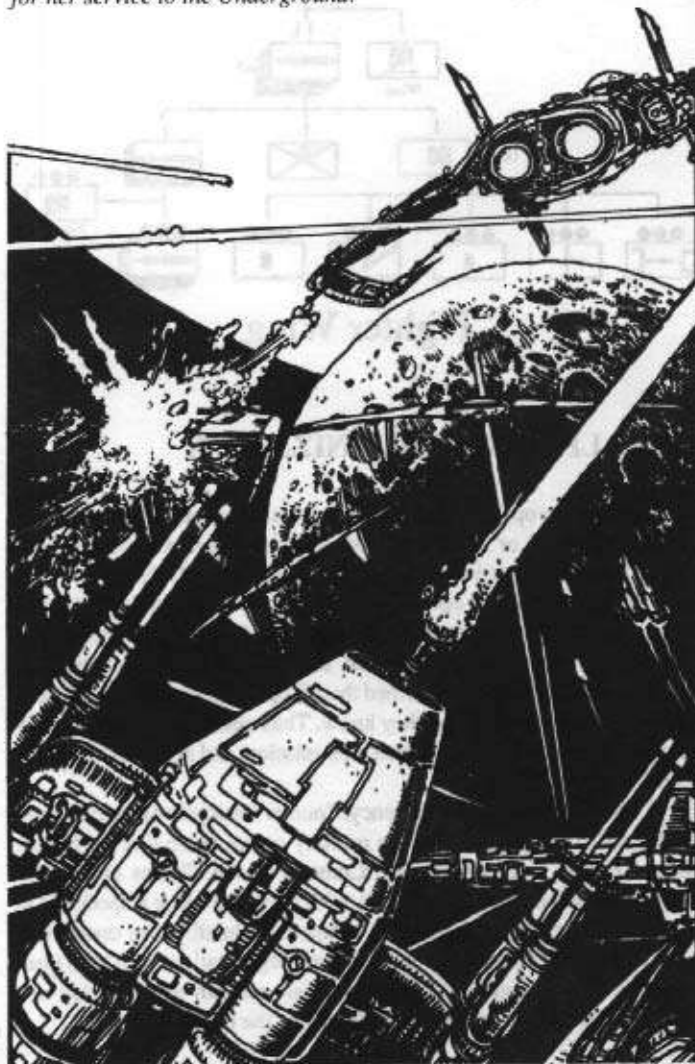
EXPERIENCE CHART 1

Roll	Result
2	You were involved in a secret operation for which you got special training.
	+2 P skill +2 S skill +1 O skill +1 Prestige +1 Rank Point
3	You managed to avoid capture by enemy forces, despite the fact that the enemy had your forces virtually cut off.
	+2 P skill +2 S skill +1 Rank Point
4	You ran into unexpected trouble in a supposedly safe zone.
	+2 S skill +1 O skill +2 Rank Points
5	You received advanced training during the year.
	+2 P skill
6	Roll on Experience Chart 2A (TOG) or 2B (RL and CW).
7	A couple of skirmishes with enemy forces gave you a taste of real life during the year.
	+1 P skill +1 S skill +1 Rank Point
8	You put the year to good use, working hard at your training.
	+1 P skill +1 S skill
9	You've had a more exciting time watching clouds form than you did in this year of service.
	+1 P skill
10	Life is either "Hurry up!" or "Wait." This year it was "Wait."
	+1 S skill
11	Roll on Experience Chart 2A (TOG) or 2B (RL and CW).
12	If boredom was an ore, you hit the Mother Lode this year.
	+1 S skill
13	The closest you came to serious harm in this year was nearly dying of boredom.
	+1 P skill
14	A "Run and Gun" series of fights gave you a chance to put your skills to good use.
	+1 P skill +1 S skill +4 Rank Points
15	An action in which you figured prominently made the media broadcasts. You're a star! More importantly, so were your superior officers!
	+1 P skill +1 S skill +1 Prestige +5 Rank Points
16	Roll on Experience Chart 2A (TOG) or 2B (RL and CW).
17	During a planetary pacification action you saw atrocities you know you will never forget.
	+2 P skill
18	Pressed into service in a position you do not normally occupy, you perform admirably.
	+2 S skill +1 O skill
19	Captured by enemy forces, you managed to escape and return to your unit after a few misadventures.
	+2 P skill +2 S skill +1 Prestige +4 Rank Points
20	Valor under fire got you notices by the brass.
	+2 P skill +2 S skill +2 O skill +1 Prestige +5 Rank Points
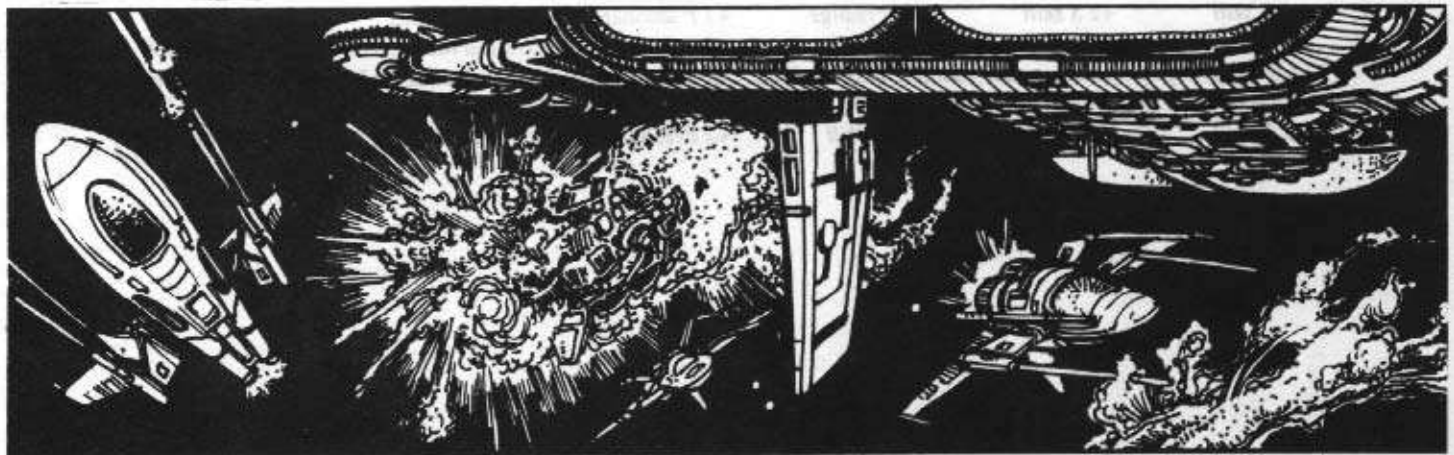
EXPERIENCE CHART 2A (TOG)

Roll	Result
2	Alien-loving scum overrun your position. Make a 3D10 Saving roll against Luck. If you miss, remember your roll and go to Note 1, at the top of page 55. If you make the Luck Roll, +7 Rank Points; if you fail, +2 Rank Points. *+2 P skill* *+2 S skill* *+1 O skill* *+2 Prestige* *+1 P attribute* *+7/+2 Rank Points*
3	Heavy fighting devastates your unit. Make a 2D10 Saving roll against Luck. If you miss, remember your roll and go to Note 3, at the top of page 55. If you make the Luck Roll, +6 Rank Points; if you fail; +1 Rank Point. *+2 P skill* *+2 S skill* *+2 Prestige* *+1 P attribute* *+6/+1 Rank Points*
4	For a certain amount of time you were listed as Missing In Action. Make a 1D10 Saving roll against Luck. If you miss, remember your roll and go to Note 1, at the top of page 55. *+2 S skill* *+1 O skill* *+1 Prestige* *+1 S attribute* *+3 Rank Points*
5	By hard work you scored a particularly spectacular coup on your rival. *+2 P skill* *+1 Prestige* *+1 P attribute* *+5 Rank Points*
6	Roll on Experience Chart 3A (TOG)
7	Heroic action during the year brought you to the attention of your superiors. *+1 P skill* *+1 S skills* *+1 S attribute* *+7 Rank Points*
8	This was definitely a strange year that did not go at all as you expected. A fellow fighter wrongly accused you of sabotage and it took almost a year to clear your name. *+1 S skill* *+1 O skill* *+1 P attribute* *+3 Rank Points*
9	While not very exciting, this tour of duty did put you through your paces. *+1 P skill* *+1 P attribute* *+4 Rank Points*
10	You found this a boring tour of duty—if not for make-work, you'd have had nothing to do all year. *+1 S skill* *+1 S attribute* *+3 Rank Points*
11	Roll on Experience Chart 3C (all forces)
12	Years like this make you think you've made a serious vocational error. *+1 S skill* *+1 S attribute* *+3 Rank Points*
13	War is hell, but this tour wouldn't even qualify as heck. *+1 P skill* *+1 P attribute* *+3 Rank Points*
14	A series of transfers and bureaucratic screw-ups characterize this tour of duty for you. *+1 S skill* *+1 O skill* *+1 P attribute* *+4 Rank Points*
15	You participate in a rather dangerous mission, but escape unscathed. *+1 P skill* *+1 S skill* *+1 S attribute* *+5 Rank Points*
16	Roll on Experience Chart 3A (TOG)
17	Intense fighting leaves you with no scars, but plenty of experience. *+2 P skill* *+1 Prestige* *+1 P attribute* *+6 Rank Points*
18	Unexpected stiff resistance by the enemy makes you work hard for the victories you manage during the year. Make a 1D10 Saving roll against Luck. If you miss, remember your roll and go to Note 1, at the top of page 55. If you make the Luck roll, +6 Rank Points; if you fail the roll, +1 Rank Point. *+2 S skill* *+1 O skill* *+1 Prestige* *+1 S attribute* *+6/+1 Rank Points*
19	A surprise enemy offensive strikes at your home base, forcing you to defend as best you can. Make a 2D10 Saving roll against IQ. If you miss, remember your roll and go to Note 3, at the top of page 55. *+2 P skill* *+2 S skill* *+2 Prestige* *+1 P attribute* *+5 Rank Points*
20	Scum-sucking, alien-loving traitors to humanity hand your unit a defeat and force a full retreat. Make a 3D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 54. If you make the IQ roll, +6 Rank Points; if you fail the roll, +4 Rank Points. *+2 P skill* *+2 S skills* *+1 O skill* *+2 Prestige* *+1 P attribute* *+6/+4 Rank Points*

EXPERIENCE CHART 2B (COMMONWEALTH AND RENEGADE LEGIONS)

Roll **Result**

2   Xenophobic scum overrun your position. Make a 3D10 Saving roll against Luck. If you miss, remember your roll and go to Note 1, at the top of page 55. If you make the Luck Roll, +9 Rank Points; if you fail the roll, +2 Rank Points.
     +2 P skill   *+2 S skill*   *+1 O skill*   *+2 Prestige*   *+1 P attribute*   *+9/+2 Rank Points*

3   Heavy fighting devastates your unit. Make a 2D10 Saving roll against Luck. If you miss, remember your roll and go to Note 3, at the top of page 55.
     +2 P skill   *+2 S skill*   *+2 Prestige*   *+1 P attribute*   *+7 Rank Points*

4   Fierce battling in vicious freak storms forces you to survive by your wits when you get cut off from your forces. Make a 1D10 Saving roll against Luck. If you miss, remember your roll and go to Note 1, at the top of page 55.
     +2 S skill   *+1 O skill*   *+1 Prestige*   *+1 S attribute*   *+5 Rank Points*

5   Heroic action on your part saves a small convoy of refugees fleeing the enemy.
     +2 P skill   *+1 Prestige*   *+1 P attribute*   *+8 Rank Points*

6   Roll on Experience Chart 3B (Commonwealth and Renegade Legions).

7   You are given special training for a secret mission.
     +1 P skill   *+1 S skill*   *+1 S attribute*   *+5 Rank Points*

8   The year's chaotic progress promised action and adventure, but never seemed to deliver.
     +1 S skill   *+1 O skill*   *+1 P attribute*   *+3 Rank Points*

9   The continual drills during this tour keep your skills sharp.
     +1 P skill   *+1 P attribute*   *+3 Rank Points*

10   A solar eclipse sums up the excitement in this tour of duty.
     +1 S skill   *+1 S attribute*   *+3 Rank Points*

11   Roll on Experience Chart 3C (all forces).

12   Fighting to keep your rations down is the most battling do you in this tour.
     +1 S skill   *+1 S attribute*   *+3 Rank Points*

13   If practice makes perfect, you figure you're about as close as you're ever going to get.
     +1 P skill   *+1 P attribute*   *+3 Rank Points*

14   Frequent shuffling of forces never lets you settle into any place for more than 2 months, disrupting your training schedule utterly.
     +1 S skill   *+1 O skill*   *+1 P attribute*   *+3 Rank Points*

15   You succeeded in eluding an enemy force out hunting for you when you got trapped behind the lines.
     +1 P skill   *+1 S skill*   *+1 S attribute*   *+6 Rank Points*

16   Roll on Experience Chart 3B (Commonwealth and Renegade Legions).

17   You pulled off a risky maneuver that snatched the brass's fat out of the fire.
     +2 P skill   *+1 Prestige*   *+1 P attribute*   *+9 Rank Points*

18   Swift enemy advances put your unit under extreme pressure. Make a 1D10 Saving roll against Luck. If you miss, remember your roll and go to Note 1, at the top of page 55. If you make the Luck roll, +7 Rank Points; if you fail the roll, +2 Rank Points.
     +2 S skill   *+1 O skill*   *+1 Prestige*   *+1 S attribute*   *+7/+2 Rank Points*

19   A brutal TOG offensive crushes your unit. You spend a considerable amount of time running from Lictor before you manage your escape. Make a 2D10 Saving roll against IQ. If you miss, remember your roll and go to Note 3, at the top of page 55.
     +2 P skill   *+2 S skills*   *+2 Prestige*   *+1 P attribute*   *+5 Rank Points*

20   Though captured by TOG forces, you put together a massive jailbreak that gets you out of their hands and back to friendlier forces. Make a 3D10 Saving roll against Luck. If you miss, remember your roll and go to Note 1, at the top of page 55.
     +2 P skill   *+2 S skills*   *+1 O skill*   *+2 Prestige*   *+1 P attribute*   *+7 Rank Points*

Roll	Result
2	The media crews recording a battle happened to catch your crucial maneuver that snatched victory from the jaws of defeat; it was broadcast everywhere. Make a 5D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55. +2 P skill +2 S skill +2 O skill +5 Prestige +3 S attribute +6 Rank Points
3	Your unit stuns the enemy with a savage assault, and you are cited for particularly valorous action. Make a 4D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55. +2 S skill +2 O skill (x2) +4 Prestige +2 S attribute +5 Rank Points
4	Repeated acts of heroism in a bitterly contested campaign earn the recognition and respect of the others in your unit. Make a 3D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55. +2 P skill +2 S skill +1 O skill +3 Prestige +2 O attribute +7 Rank Points
5	Your calm strength and intelligence under fire makes you someone your whole unit looks to for support when trouble is brewing. Make a 2D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55. +2 S skill +2 O skill (x2) +3 Prestige +2 P attribute +8 Rank Points
6	You successfully rally your fleeing comrades into a counter-attack that catches the enemy by surprise and takes the pressure off the brass's HQ unit. Make a 1D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55. +2 P skill +1 S skill +1 O skill +2 Prestige +2 P attribute +9 Rank Points
7	Given what should have been a suicide mission, you attain your objective and return to tell about it. +2 S skill +1 O skill (x2) +2 Prestige +2 S attribute +6 Rank Points
8	Your quick wit and leadership manage to keep your unit from taking an undue amount of casualties. +1 P skill +1 S skill +1 O skill +2 Prestige +2 P attribute +4 Rank Points
9	Despite being outgunned by a KessRith contingent of enemy troops, you and your people fight savagely and drive the enemy from the battlefield. +1 P skill +1 O skill (x2) +1 Prestige +1 O attribute +5 Rank Points
10	In a series of feints and risky maneuvers, you and your unit manage to outwit the enemy and drive them off without so much as firing a shot! +1 S skill +1 O skill (x2) +1 Prestige +1 S attribute +5 Rank Points
11	You claim if another politician tries to tell you what to do in the middle of a battle, you'll shoot him, too! +1 P skill +1 O skill (x2) +2 Prestige +1 P attribute +2 Rank Points
12	The disinformation campaign you create leads the enemy to attack an abandoned firebase that you've sown with booby traps. +1 S skill +1 O skill (x2) +1 Prestige +1 S attribute +5 Rank Points
13	You and your unit gain a reputation for being the folks who "Can Do" when it comes to those difficult assignments. +1 P skill +1 O skill (x2) +1 Prestige +1 O attribute +5 Rank Points
14	In scouting out a situation you recognize and cause to be exploited a major weakness in the enemy force. +1 P skill +1 S skill +1 O skill +1 Prestige +2 P attribute +6 Rank Points
15	In a daring and reckless operation, you and a bunch of discipline-problem troopers wreck havoc behind enemy lines, forcing a slowdown in the enemy counter-offensive. +2 S skill +1 O skill (x2) +2 Prestige +2 S attribute +8 Rank Points
16	Your reputation for having a 6th sense about ambushes brings you to the attention of many. Make a 1D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55. +2 P skill +2 S skill +1 O skill +2 Prestige +2 P attribute +7 Rank Points
17	A KessRith commander challenges you to single combat, and you show him that TOG troops will not wilt from any conflict. His clan is impressed when you send his corpse back. Make a 2D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55. +2 S skill +1 O skill (x2) +3 Prestige +2 P attribute +5 Rank Points
18	In a series of covert moves, you succeed in locating, exposing and eliminating a major Renegade base. Make a 3D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55. +2 P skill +2 S skill +1 O skill +3 Prestige +2 O attribute +9 Rank Points
19	Despite being ambushed, you lead your people in a cold and brutal counter-attack that breaks the enemy. Make a 4D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55. +2 S skill +2 O skill (x2) +4 Prestige +2 S attribute +5 Rank Points
20	Surviving an assassination attempt and refusing to be evacuated while your people still fought has elevated you in your men's eyes to the status of a legend. Make a 5D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55. +2 P skill +2 S skill +2 O skill +5 Prestige +3 P attribute +7 Rank Points

EXPERIENCE CHART 3B (COMMONWEALTH AND RENEGADE LEGIONS)

Roll	Result
2	Despite your superiors telling you that the rescue of a Renegade Underground group was impossible, you and a cadre of volunteers went AWOL and did the impossible. Bringing telejournalists along to record things wasn't a bad idea either. Make a 5D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55.

+2 P skill   +2 S skill   +2 O skill   +5 Prestige   +3 S attribute   +9 Rank Points

| 3 | Relentlessly pursuing Lictor who have tortured and killed innocent people, you manage to track down their leader and make him pay for his crimes against all living creatures. Make a 4D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55. |

+2 S skill   +2 O skill (x2)   +4 Prestige   +2 S attribute   +6 Rank Points

| 4 | Facing fierce and entrenched enemy forces, you and your comrades drove forward and broke the enemy line. Make a 3D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55. |

+2 P skill   +2 S skill   +1 O skill   +3 Prestige   +2 O attribute   +8 Rank Points

| 5 | The ambush you arranged not only savaged the enemy supply convoy, but it diverted some of their line troops from opposing your offensive. Make a 2D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55. |

+2 S skill   +2 O skill (x2)   +3 Prestige   +2 P attribute   +9 Rank Points

| 6 | The enemy was badly mistaken when they chose to bypass your position to go after "more worthy foes." You made them regret their arrogance. Make a 1D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55. |

+2 P skill   +1 S skill   +1 O skill   +2 Prestige   +2 P attribute   +5 Rank Points

| 7 | In a leading edge unit, you slash through the enemy front lines and spread discord behind them. |

+2 S skill   +1 O skill (x2)   +2 Prestige   +2 S attribute   +4 Rank Points

| 8 | Nasty infighting and close assaults force you to be at your best in battling TOG scum. |

+1 P skill   +1 S skill   +1 O skill   +1 Prestige   +2 P attribute   +6 Rank Points

| 9 | As part of a planetary assault, you further refine the skills of a warrior. |

+1 P skill   +1 O skill (x2)   +1 Prestige   +1 O attribute   +6 Rank Points

| 10 | Many might have considered it foolish, but to you, taking a truck to shop for fresh food in a town behind enemy lines was a necessity. |

+1 S skill   +1 O skill (x2)   +1 Prestige   +1 S attribute   +3 Rank Points

| 11 | You wisely refuse to comment on the rumor that while you were listed as AWOL you had actually slipped into the TOG-held city and spent a weekend with the mayor's consort. |

+1 P skill   +1 O skill (x2)   +2 Prestige   +1 P attribute   +3 Rank Points

| 12 | Your ability to scrounge all sorts of supplies in the middle of nowhere has earned you a reputation as a miracle-worker. |

+1 S skill   +1 O skill (x2)   +1 Prestige   +1 S attribute   +6 Rank Points

| 13 | The fact that you fulfilled your vow to avenge the youngest trooper in your unit has not been lost upon your comrades. |

+1 P skill   +1 O skill   +1 Prestige   +1 O attribute   +7 Rank Points

| 14 | Even though the counterstrike took your superiors by surprise, you held your unit together long enough to throw the invaders back. |

+1 P skill   +1 S skill   +1 O skill   +1 Prestige   +2 P attribute   +8 Rank Points

| 15 | Ignoring personal danger, you successfully penetrated the enemy stronghold's defensive system and was able to direct your forces in their assault on your own position. |

+2 S skill   +1 O skill (x2)   +2 Prestige   +2 S attribute   +9 Rank Points

| 16 | The enemy analysts saw your unit as the weakest link in the assault force. You proved them wrong. Make a 1D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55. |

+2 P skill   +2 S skill   +1 O skill   +2 Prestige   +2 P attribute   +5 Rank Points

| 17 | Despite loss of contact with the brass, you hung with the assault plan and actually attained your objectives ahead of schedule. Make a 2D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55. |

+2 S skill   +1 O skill (x2)   +3 Prestige   +2 P attribute   +8 Rank Points

| 18 | You're not sure who was more surprised, you or the TOG unit you discovered during what was supposed to be a soft recon. The battle is now legendary. Make a 3D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55. |

+2 P skill   +2 S skill   +1 O skill   +3 Prestige   +2 O attribute   +8 Rank Points

| 19 | Despite the savagery of the battlefield and a personal vendetta with your TOG counterpart, you let him live and escape when you had him at your mercy. While some have called that move foolish, most see it as incredibly brave and gallant. Make a 4D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55. |

+2 S skill   +2 O skill (x2)   +4 Prestige   +2 S attribute   +2 Rank Points

| 20 | When your commanders learned of the hardened command post that had access to TOG orbital weapons, they knew their assault would fail if those weapons could be used. Destroying the command post was worse than a suicide mission, but you succeeded and have the scars to show for it. Make a 5D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55. |

+2 P skill   +2 S skill   +2 O skill   +5 Prestige   +3 P attribute   +9 Rank Points

EXPERIENCE CHART 3C (ALL FORCES)

Roll	Result
2	Tweaking the nose of the enemy leadership wasn't enough for you. You also decided to ignore the warnings that they'd put a contract out on your life. Make a 5D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55.
	+2 P skill +2 S skill +2 O skill +3 Prestige +3 S attribute +5 Rank Points
3	Working in enemy-held territory, you successfully pulled off the rescue of a very important figure, despite the danger to yourself. Make a 4D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55.
	+2 S skill +2 O skill (x2) +3 Prestige +2 S attribute +8 Rank Points
4	Artfully eluding enemy agents, you managed to negotiate a "free passage" for your unit with the local inhabitants, to the discomfiture of the enemy. Make a 3D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55.
	+2 P skill +2 S skill +1 O skill +2 Prestige +2 O attribute +8 Rank Points
5	Realizing the only other option was capture, you engineered a breakout from a dangerous situation that saved you and several others from your command. Make a 2D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55.
	+2 S skill +1 O skill (x2) +2 Prestige +2 P attribute +7 Rank Points
6	Despite orders to the contrary, you remained fighting in a rear-guard action that bought enough time for your unit to retreat in good order. Make a 1D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55.
	+2 P skill +1 S skill +1 O skill +2 Prestige +2 P attribute +8 Rank Points
7	Using all resources available, you brought your devastated unit back together and managed to escape the hunter teams pursuing you.
	+2 S skill +1 O skill (x2) +1 Prestige +2 S attribute +6 Rank Points
8	Faced with overwhelming odds against your survival, you embarked on a dangerous trek to link up with the remainder of your forces.
	+1 P skill +1 S skill +1 O skill +2 P attribute +7 Rank Points
9	Your devotion to self-discipline allow you to make something of yourself this year, unlike the other wastrels in your unit.
	+1 P skill +1 O skill (x2) +1 O attribute +3 Rank Points
10	If you ever saw duty on a geostable planet, you know you could get some real work done.
	+1 S skill +1 O skill (x2) +1 S attribute +3 Rank Points
11	You still maintain you didn't know who that noble was when you decked him for cheating at cards.
	+1 P skill +1 O skill (x2) +1 Prestige +1 P attribute +3 Rank Points
12	Working with, for and against the bureaucracy has been an education in itself.
	+1 S skill +1 O skill (x2) +1 S attribute +3 Rank Points
13	If hard work builds character, you figure you've got enough to fill out any 17 characters on popular entertainment shows.
	+1 P skill +1 O skill (x2) +1 O attribute +3 Rank Points
14	Grim battling through the year leaves you drained, but much wiser in the ways of war.
	+1 P skill +1 S skill +1 O skill +2 P attribute +5 Rank Points
15	To buy your people time, you stage a nasty ambush that catches an enemy convoy sleeping and throws the pursuit into total disarray.
	+2 S skill +1 O skill (x2) +1 Prestige +2 S attribute +8 Rank Points
16	Pushing yourself to the limits of endurance and beyond, you led the ragtag remnant of your unit to where they could be evacuated from the planet. Make a 1D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55.
	+2 P skill +2 S skill +1 O skill +2 Prestige +2 P attribute +6 Rank Points
17	Defying the forces arrayed against you, somehow you manage to assassinate the enemy commander who has hounded the remains of your unit to death. Make a 2D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55.
	+2 S skill +1 O skill (x2) +2 Prestige +2 P attribute +9 Rank Points
18	In a daring and desperate raid on an enemy facility, you liberate the vehicles needed to make good your escape of the planet. Make a 3D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55.
	+2 P skill +2 S skill +1 O skill +2 Prestige +2 O attribute +8 Rank Points
19	Left alone after the enemy crushed your unit, you carried out a guerrilla campaign that had your foes put a 100,000 Talent bounty on your head. Make a 4D10 Saving roll against IQ. If you miss, remember your roll and go to Note 2, at the top of page 55.
	+2 S skill +2 O skill (x2) +3 Prestige +2 S attribute +9 Rank Points
20	Whoever said the prison camp they stuck you in was escape-proof was wrong, and you took great delight in pointing this out with a demonstration. Make a 5D10 Saving roll against IQ. If you miss, remember your roll and go to Note 1, at the top of page 55.
	+2 P skill +2 S skill +2 O skill +3 Prestige +3 P attribute +7 Rank Points

PREVIOUS INJURIES

You should have been directed to one of the three following notes from the experience charts:

Note 1. You've just missed a saving roll. Subtract your attribute from the roll (Roll - Attribute = Margin) and divide the result by 3 (Margin/3). Round to the nearest whole number. If that result is over 3, reduce it to 3—that is your Wound Intensity number. See **Wound Intensity**.

Note 2. You've just missed a saving roll. Subtract your attribute from the roll (Roll - Attribute = Margin) and divide the result by 4 (Margin/4). Round to the nearest whole number (.5 rounds up). If that result is over 3, reduce it to 3—that is your Wound Intensity number. See **Wound Intensity**.

Note 3. You've just missed a saving roll. Subtract your attribute from the roll (Roll - Attribute = Margin) and divide the result by 5 (Margin/5). Round to the nearest whole number. If that result is over 3, reduce it to 3—that is your Wound Intensity number. See **Wound Intensity**.

WOUND INTENSITY

Your Wound Intensity number measures the severity of the damage your character has received. The numbers translate roughly as follows:

0 **Light wound.** A scratch.

1 **Moderate wound.** Enough blood and pain to cause concern, but should leave little more than a scar.

2 **Serious wound.** Medical help is needed for a reasonably rapid recovery. Bionic and bud grafting can be used for cosmetic reasons.

3 **Near Death.** Rapid medical assistance is required to save the character's life. Replacement of damaged areas by Bionics and/or Bud grafting techniques are mandatory to restore functions.

HIT LOCATION

Next, roll 2D10 on the following chart to determine what specific area has been wounded:

Roll	Location
2	Head
3-4	Upper right limb(s)
5-8	Upper torso
9-10	Lower right limb(s)
11	Upper left limb(s)
12-13	Lower left limb(s)
14-17	Lower torso
18-19	Upper right limb(s)
20	Head

Note—this is also a location table for area effect damages.

LIMITED ATTRIBUTES

Each body area is linked to one or more attributes, as shown on the following chart. These are the attributes that might be permanently reduced:

Area	Linked Attributes
Head	IQ and CH
Upper torso	CN and ST
Lower torso	CN and SP (L)
Upper limbs	DX and ST
Lower limbs*	SP (L) and AG*

(L) refers to land speed, as opposed to Reaction Speed.
* There is a possibility of a tail hit if the character is a Menelvagorean or Ssoran (see below).
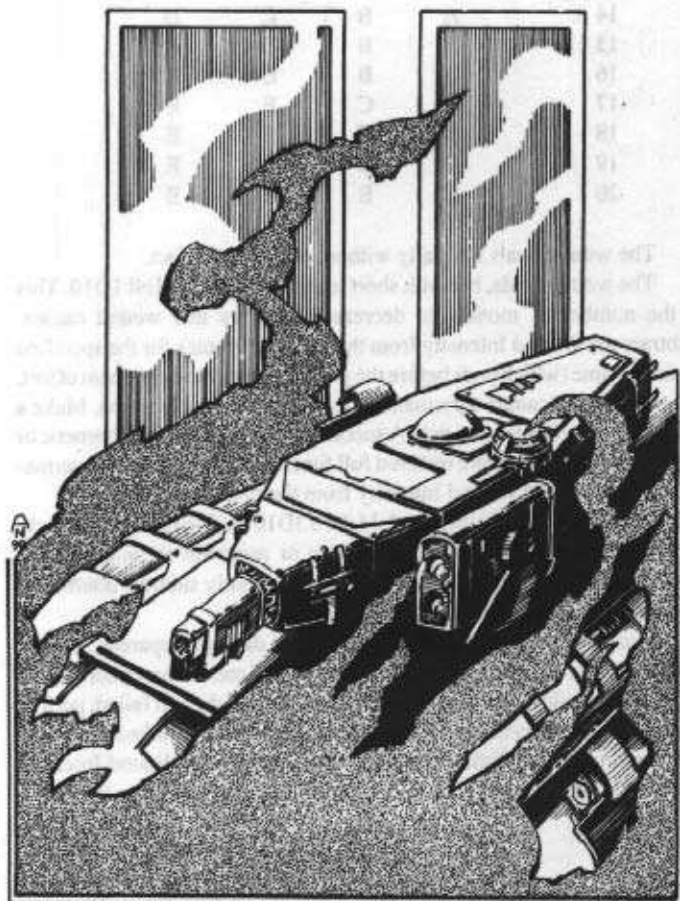
EFFECT OF THE INJURY

Once you have determined the Wound Intensity and its Hit Location, roll 2D10 on the next chart. The actual meaning for all effects on the linked attributes is explained below. If two attributes are linked to an area, both suffer the same reduction. If an attribute is reduced to a point where a skill can not be used, then the character can only use that skill as per **Unqualified Skill Use**. If the attribute is subsequently restored to a sufficiently high level, then the character can use that skill without penalty again. No attribute can be reduced below 1.

Roll	Wound Intensity			
	0	1	2	3
2	C	E	E	E
3	B	D	E	E
4	B	C	E	E
5	B	C	E	E
6	B	B	D	E
7	A	B	D	E
8	A	B	C	D
9	A	A	B	D
10	A	A	A	C
11	A	A	A	B
12	A	A	A	C
13	A	A	B	D
14	A	B	C	D
15	A	B	D	E
16	B	B	D	E
17	B	C	E	E
18	B	C	E	E
19	B	D	E	E
20	C	E	E	E

A. The wound heals normally without permanent effect.
B. The wound heals, but with short term after-effects. Roll 1D10. This is the number of months of decreased capacity this wound causes. Subtract the Wound Intensity from the linked attributes for the specified period of time (which ends before the game begins). No permanent effect.
C. The injury causes a permanent but limited loss of function. Make a 2D10 Saving roll against Luck. A successful roll means that cybernetic or regrowth techniques have restored full function. If the roll failed, permanently subtract the Wound Intensity from the linked attributes.
D. Function seriously impaired. Make a 3D10 Saving roll against Luck. A successful roll means that cybernetic or regrowth techniques have restored full function. If the roll failed, permanently subtract *double* the Wound Intensity from the linked attributes.
E. Function seriously impaired, with other damage apparent. Make a 4D10 Saving roll against Luck. A successful roll means that cybernetic or regrowth techniques have restored full function. If the roll failed, permanently subtract *three times* the Wound Intensity from the linked attributes. If Charisma is not a linked attribute, also subtract the Wound Intensity Level from the character's CH.

ALIEN HIT LOCATIONS

The Hit Location Chart above assumes that the character is either Human or Naram. If the character is of another species, the following rules should be applied for the various body areas and linked attributes.

Head and Upper Torso Hits. A Vauvusar's brain is actually in his chest. If a head hit is rolled against a Vauvusar, assume that he was hit in or near his brain, thus affecting IQ and CH. If an upper torso hit is rolled, assume that the hit arrived away from his brain (in his torso or head), thus affecting his CN and ST. (Which is all to say, No, a Vauvusar's brain isn't in his head, but don't change the results of the table because of it.)
Lower Torso Hits. All lower torso hits are treated in the same manner for all species.
Upper Limb Hits. All creatures with more than one pair of upper limbs (Vauvusar and Baufrin) must randomly choose which of the upper limbs got hit. An even roll means the more graceful limbs got hit and only DX is effected, but at twice the normal damage. An odd roll means the stronger limbs got hit and only ST only is effect, but again at twice the normal damage.
Lower Limb Hits. This category includes the motile limbs of all creatures and, on a 3 or less (1D10), means that the tail was hit for Menelvagorean and Ssoran characters. If the tail is hit, ignore references to SP (L) and substitute AG instead. KessRith and Baufrin may divide damage to SP (L) by 2 and 3 respectively (round fractional losses up to nearest whole number) because they have more than one pair of legs.
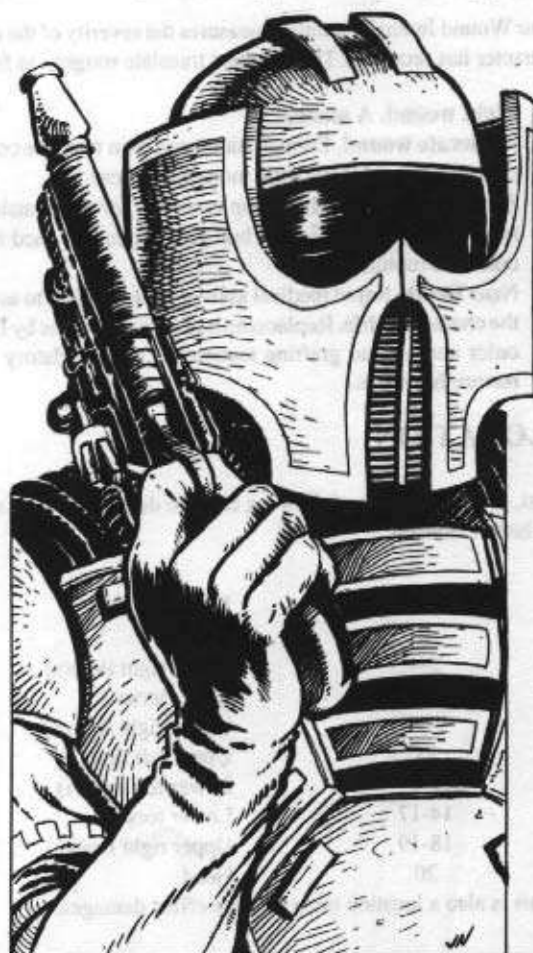
EQUIPMENT

This chapter describes some of the equipment found in the Renegade Legion universe. It is far from comprehensive, and the Gamemaster should feel free to add any item he doesn't find here.

Equipment availability is determined adventure to adventure. Usually characters are taking part in some sort of military operations, in which case most of the weapons and equipment are readily available. Some equipment is rare however—like the Ranger suits used by the 2nd ACR—and characters will have to use Prestige to get it, if it is even available. Availability of equipment for issue and check out is left to the GM.

Note that some equipment has a rating assigned to it. If such equipment is being used to aid a character in a skill check or saving roll, this rating should be added to the character's total.

POWER

Almost all armored combat suits have a built-in power supply for powering weapon systems and other equipment. All firearms, with the exception of ancient weapons, require power. All can draw power from a combat suit's supply or from some other external source; a few also have internal reserves. Power is rated in terms of Power Points. Each armored suit has a certain number of Power Points that it can store at a given time.

Power can be had from a number of sources. Auxiliary power packs are available to power weapons. (These are described in the **Miscellaneous Equipment** section of this chapter.)

Furthermore, all military vehicles are equipped with a number of ports that allow Infantry to "wire up" alongside the vehicle. The power cord is an elastic material, 8 meters in length. It is not an uncommon sight to see a squad of infantry marching alongside a vehicle, hooked via power cords, tapping power from the fusion reactor on board.

While hooked to a vehicles by a cord, any combat suit without full power recharges regains power at a rate of 60 Power Points per minute (10 per round) that the character is hooked up. While hooked up, the suit draws any weaponry power directly from the vehicle, but it does not continue to charge during any round in which a weapon is fired. If the vehicle pulls away sharply, the power cord will automatically disconnect and the combat suit will return to its internal supply.

Characters can also recharge from commercial power outlets where electricity is available. Commercial outlets recharge at a rate of 12 Power Points per minute (2 per round).

Shipboards provide a number of power sources. Ship control monitors all have power taps, as do all air locks. Several power taps are always installed on the outside of vessels, as well. All of these recharge at a rate of 60 Power Points per minute (10 per round).

Players are responsible for keeping track of their power levels at all times. As power is expended, (such as a helmet or ZGME), the player reduces the Power Points available on the record sheet. Once all points are gone, the the equipment cannot be operated without hooking up to another power source.

ARMOR

The average legionnaire is better protected than his fellow soldiers at any other time in history. Unfortunately he needs it, and more, given the power of modern weaponry.

Armor is rated in terms of its Armor Factor (AF). Armor Factors are never cumulative, even with natural armor. See **Combat** for a further description of how armor affects damage.

Normally a suit is composed of several types of armor, with more vulnerable areas more heavily armored. For example, a TOG light infantry suit has Lorica (AF 3) on its lower torso, arms and legs; Lamina (AF 4) on its upper torso; and Ferox (AF 6) on its head. There are five possible armor locations: head, upper torso, lower torso, arms (upper limbs) and legs (lower limbs and tail). (The head is usually protected with a helmet, but the helmet can be integral to a suit.) The following list describes the five personal armor types, each of which has a different TOG and Commonwealth name.

BOMBYX (TOG)/BAL-CLOTH (CW) (AF 2)

Cost: 100 per area protected.

This is two-layer ballistic cloth armor designed for resistance to laser and light penetrating attacks. Energy is dispersed through the material, rather than allowed to penetrate. This material is very light-weight and can easily be worn under a uniform.

LORICA (TOG)/SHOCKSHEET (CW) (AF 3)

Cost: 150 per area protected.

This material is somewhat heavier than Bombyx or Bal-Cloth, and is better in dispersing energy-based attacks. With a tighter weave, it is also more resistant to penetration attacks. Like the lighter armor, this material can be worn under clothing.

LAMINA (TOG)/LOPLATE (CW) (AF 4)

Cost: 200 per area protected.

This armor consists of semi-rigid plates of carbon-core material. These small plates are usually bound with Bal-Cloth threading. It is possible to hide a vest of Lamina or LoPlate under a jacket, but they are quite obvious when protecting the arms or legs.

FEROX (TOG)/SHOCK PLATE (CW) (AF 6)

Cost: 300 per area protected.

This armor is the lighter of the two heavy infantry armors. It consists of much larger plates than those in Lamina or LoPlate, magnetically linked, and are very durable.

VERTEX (TOG)/H-PLATE (CW) (AF 12)

Cost: 600 per area protected.

This is the heaviest of the infantry armors. It consists of heavy carbon-core plating, with a weave of energy-dispersing material connecting the plates. By far, this is the most desired personal protection on the battlefield.

COMBAT HELMETS

LIGHT HELMET
Cost: 600
AF: 6
Power use: 1 per hour
Target detection rating: 2

HEAVY HELMET
Cost: 1200
AF: 12
Power use: 1 per hour
Target detection rating: 2 (see below)

Each helmet worn in the Renegade Legion universe has several standard features:

•A flash-suppressing visor with a full display inside. Even the flash from a nuclear warhead is shielded from the wearer.

•A sensor that can display terrain in thermographic or motion detection mode, negating the effects of darkness or other limited visibility.

•A targeting display for a personal firearm or vehicle weaponry, which can also function as the display for an Expert system. Many weapons require that they be connected to a combat helmet in order to function most effectively. If such a weapon is not hooked into a helmet, subtract 2 from the Firer's Total.

• Nuclear/Biochemical warning sensors that can seal the helmet (and suit, if attached) air-tight for several minutes if such a threat presents itself.

•A personal communication device with a range of 20 kilometers.
•Breathing filters.

In addition, both heavy and light helmets worn by squad leaders are equipped with a device that can detect friendly Basic Lifeform Sensors (BLS's) within 300 meters. Other field commanders (usually optios or higher) have BLS's with a range of over 4 kilometers.

OTHER HELMETS
Currently there are a number of small, lightweight helmets used by support personnel in both the Commonwealth and TOG.

These are typically rated at AF 4, cost about 250, and provide only slight protection for the ears and face.

ARMORED SUITS

The following suits of armor are standard issue in the military, unless otherwise noted. These suits may vary somewhat between the governments, but for the most part are quite similar on both sides of the present conflict.

The use of these armored suits is not limited to Humans and Narans. All of the alien races have some variation of each armored suit in use. However, a Baufrin or KessRith suit of any type costs 50% more than the listed price.

All armored suits are watertight. Also, each combat suit is equipped with a Basic Lifeform Sensor (BLS). These devices consume little power but can communicate with a commanding officer's helmet to display if its wearer is dead, alive, or someplace in between.

In general terms, it take 5 minutes to put on or take off any of these suits; however that time can be cut to 2 minutes by a successful 2D10 roll against Agility.

All armored suits are treated with a permanent chemical compound of Bucktesium III. This substance, when modified with a Camo-Tinter, provides a wide spectrum of colors and camouflage. A treated suit can be easily modified for winter, forest, desert or even urban environments.

All armored combat suits are equipped with "Go to Ground Mode," or GTGM. At a verbal command, the suit shuts off all medium and high power energy emissions, allowing the trooper to greatly reduce his visibility to energy sensor sweeps. (ECM skill detection rolls by the opposing force must be made with one additional die.) This system, when engaged, doesn't allow the wearer to fire a weapon or to use any other helmet features. (Of course, a weapon can still be fired at -2 without the helmet's aid, but the soldier will probably expose himself when he does so.) It has enabled entire squads to conceal themselves from the enemy in combat.

LIGHT INFANTRY SUIT (GARRISON ISSUE)
Cost: 3500
AF by location:
Arms: 3
Upper torso: 4
Lower torso: 3
Head: 6
Legs: 3
Power reserve: 100

This suit is worn by light infantry units or those assigned to garrison duty on relatively safe worlds. It provides ample head and torso protection, as well as light armored protection on the arms and legs.

BOUNCE INFANTRY SUIT

Cost: 5200
AF by location:
- Arms: 4
- Upper torso: 12
- Lower torso: 6
- Head: 12
- Legs: 4

Power reserve: 500
Bounce pack

This armored infantry suit is one of the most common currently issued in both TOG and the Commonwealth. It uses the heavy helmet, as well as very strong torso protection. The torso armored plates are interchangeable and one can be replaced within 20 seconds (2 combat rounds).

MARINE COMBAT SUIT (COMBAT ISSUE)

Cost: 6200
AF by location:
- Arms: 4
- Upper torso: 12
- Lower torso: 6
- Head: 12
- Legs: 4

Power reserve: 700
Bounce pack

This suit is designed for use by Marines on garrison or standard planet-based duty. It uses the heavy combat helmet, provides ample chest protection, and is little different from the standard bounce infantry suit. However, this suit can store significantly more power, useful for the lasers common to Marine units.

TANKER COMBAT SUIT

Cost: 3100
AF by location:
- Arms: 4
- Upper torso: 12
- Lower torso: 6
- Head: 12
- Legs: 2

Power reserve: 50

This armored suit is commonly worn by Grav or ground tank crews. It provides strong head and torso protection, while the legs are only minimally armored.

This suit is specially coated with a fire resistant material to protect tankers from their greatest fear, that of burning in their vehicles.

RANGER STEALTH SUIT

Cost: 25,000
AF by location:
- Arms: 2
- Upper torso: 6
- Lower torso: 4
- Head: 12
- Legs: 2

Power reserve: 300
ECM Unit
Bounce Pack

Ranger stealth suits are found in limited numbers, and only in the Commonwealth, although TOG has begun manufacturing an experimental version of its own design. Of Naram design originally, the Commonwealth suit is difficult to find and is rarely issued as standard gear for operations.

These systems are equipped with an ECM unit (in the torso plates) that acts as a jamming system for sensor arrays. For game purposes, attempting to detect a character with a Ranger suit requires that a die be added to the ECM Detection rolls made by the opposing force, and the ECM unit's rating of 3 is a negative modifier to the target number. If the suit is in GTG mode, add a second die to the roll (as detailed in the **Armored Suits** introduction).
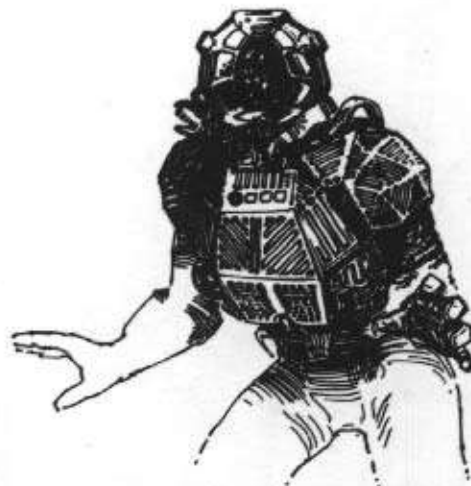
SPACE SUITS

Space suits provide ample radiation protection and usually carry oxygen for several hours of work. These suits are also equipped with ZGME (Zero-G Motive Equipment) for movement in space. Life support (basically an oxygen supply) requires 1 point of power for every 5 or 10 minutes of usage, this power requirement varying from suit to suit.

All space suits are equipped with a layer of semi-liquid emergency sealant that automatically closes any small breach. If the damage taken by a character in a space suit is 10 points or less, the breech is sealable and he takes no further damage. If the damage is more than 10 points (after AF is applied), then that section of the suit is sealed off as per the decompression rules in **Combat**.

These rules apply to both standard and Marine space suits.

STANDARD SPACE SUIT

Cost: 7500
AF by location:
 Arms: 3
 Upper torso: 3
 Lower torso: 3
 Head: 6
 Legs: 3
Power reserve: 500
Life support: 2 hours
Life support power use: 1 per 5 minutes
ZGME

This is the classic space work suit. While not very bulky, it isn't designed at all for combat. It only lightly protects the wearer and is intended for repair or construction work in space. Power connectors on the suit provide power to construction and other equipment as needed.

INTERCEPTOR FLIGHT SUIT (STANDARD ISSUE)

Cost: 8000
AF by location:
 Arms: 2
 Upper torso: 6
 Lower torso: 6
 Head: 12
 Legs: 2
Power reserve: 100
Life support: 30 minutes
Life support power use: 1 per 5 minutes

The flight suit is not only an armored suit, but also a full space suit for limited periods of time. It uses a heavy helmet modified with air intakes from a portable tank built into the chest plate. If a cockpit is breached and air pressure drops or the onboard life support system fails, the helmet's sensor initiates a full sealing and pressurization of the suit within three seconds.

This suit also has thin but fully insulated gloves that allow for delicate finger movements in the cockpit.

MARINE ZERO-G SPACE SUIT

Cost: 13,300
AF by location:
    Arms: 4
    Upper torso: 12
    Lower torso: 12
    Head: 12
    Legs: 4
Power reserve: 600
Life support: 2 hours
Life support power use: 1 per 10 minutes
ZGME

Both TOG and the Commonwealth make use of the Marine Corps' ability to fight in a Zero-G vacuum environment. This suit, with little variation, is common to both militaries. The Marine Zero-G space suit is heavily armored and provides full atmosphere and radiation protection for the wearer.

NAVAL FLEET SUIT

Cost: 2900
AF by location:
    Arms: 2
    Upper torso: 3
    Lower torso: 2
    Head: 4
    Legs: 2
Power reserve: 50
Life support: 30 minutes
Life support power use: 1 per 10 minutes

This light suit is used by naval fleet personnel on shipboard duty. It is a non-combat suit that has the same pressurization system found on Flight Suits.

This suit's lighter helmet has a retractable visor. This helmet has a short-range communicator for shipboard transmissions, but lacks any of the other motion/thermographic tracking gear found in combat helmets. It does, however, have a sensor that can detect a loss of pressure. When this occurs, it seals the suit, giving its wearer time to put a heavier-duty suit on over it.

SMALL ARMS AND MELEE WEAPONRY

The availability of personal melee weapons and firearms, and the laws governing them, vary from world to world. While a dagger is not hard to find anywhere in occupied space, locating a laser stiletto might be a more difficult proposition.

All of the weapons listed here have also been modified for use by other races. (In fact, some were initially designed by alien artisans.) Thus there are, for example, Baufrin spike pistols, rigged and balanced for a Baufrin's grip. Assume that alien equivalents have the same statistics as those listed here, unless the GM decrees otherwise.

WEAPON STATS

Cost. The cost for each weapon is listed in Talents.

Off/Def Modifier or **Offensive Modifier**. These weapons can have two modifiers, offensive and defensive. The offensive modifier adjusts a character's DX when he is attacking with that weapon. The defensive modifier adjusts a character's AG when he is defending with that weapon. Ranged weapons have only an offensive modifier; melee weapons have both. This modifier can be positive, negative, or zero (-).

Range or **Range: Short, Medium, Long.** Each thrown weapon has only a short range, throughout which that weapon's offensive modifier applies. All other ranged weapons have three offensive modifiers listed, for short, medium and long ranges. This modifier is listed in parentheses after the maximum distance (in meters) for that range. For example, the Marcus SMG has an offensive modifier of +1 when its target is within 70 meters, -1 when the target is beyond 70 meters but within 140 meters, and -3 when it is beyond 140 meters but within 200 meters (the maximum effective range for that weapon).

Damage. Damage lists the number of points of damage that the weapon does against an unarmored target, modified by the hit location (see **Combat**). Damage for muscle-powered weapons is described as "+SD," meaning that the listed damage is added to the character's Strength Damage (SD; SD = ST/6, rounded down).

Damage (vehicular). The heaviest weapons can damage military vehicular armor. If so, the amount of vehicular damage possible is listed in parentheses after the weapon's normal damage.

Ammunition (cost). Some ranged weapons require ammunition. If so, the number of shots that the weapon can hold (usually in a clip or polymer block) is listed, along with the cost of a full load of ammunition.

Power per shot (reserve). Most weapons are powered. If so, the power required per shot is listed, as is the maximum power reserve that the weapon can have. Of course, any powered weapon can be plugged into an external power supply (particularly armored suits), either to recharge it or to draw on the external power directly while using the weapon.

KNIFES

DAGGER
Cost: 10
Off/Def Modifier: 1/1
Damage: 1+SD
Range: 10

Daggers are very common weapons and can be anything from a homemade sharpened piece of metal to a compound alloy blade, perfectly balanced.
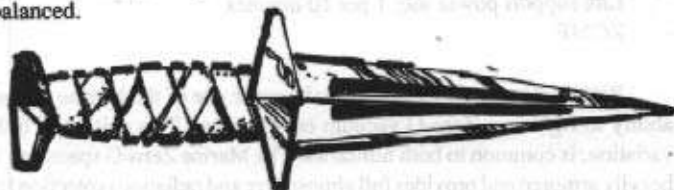
SAI
Cost: 30
Off/Def Modifier: -/2
Damage: 1+SD

Sai is a general term that describes a family of parrying daggers and hooks commonly found in martial arts schools. These rather blunt daggers are mostly used for defensive blocking.

LASER STILETTO
Cost: 300
Off/Def Modifier: -/-
Damage: 6
Range: 10
Power per use (reserve): 1 (10)

The laser stiletto is a small power pack shaped like the haft of a dagger. On top of this narrow pack is a Gennium-Arsenic crystal which focuses a short laser beam for a range of 6 centimeters. The laser can only be activated for short bursts no longer than 5 seconds. This is done from a control stud built into the haft.

This stiletto consumes 1 power point each time it is activated. The control stud can be depressed twice quickly (double-clicked) so that the laser beam remains on for a full five seconds. This allows it to stay on when it is thrown.
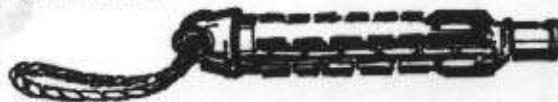
BLADES

SHORT SWORD
Cost: 70
Off/Def Modifier: 4/2
Damage: 4+SD

Short swords in the forms of cutlasses and machetes can be commonly found even on primitive worlds. The most modern technology provides a lightweight carbonfiber blade and shock resistant haft.

LONG SWORD

Cost: 150
Off/Def Modifier: 6/3
Damage: 6+SD

This type of sword is most commonly found as an ornamental or dress carbonfiber saber; as such, they are standard issue for several thousand legions. While something of an archaic weapon, skill with a long sword is still honored and taught in some military academies.

CLUBS

CLUB

Cost: 5
Off/Def Modifier: -/-
Damage: 2+SD

A club is the most basic of weapons. One can be improvised from almost anything, including chair legs, rifles, and bats.

CESTUS

Cost: 50
Off/Def Modifier: 1/0
Damage: 2+SD

The cestus is a hand-held leather strap which wraps an array of large metal studs across its user's knuckles. It is the New-Roman equivalent of brass knuckles and is very popular on TOG-occupied worlds.

STAVES

STUN STAFF

Cost: 190
Off/Def Modifier: 3/1
Damage: 4+SD
Power per use (reserve): 1 (10)

The stun staff is a short powered rod capable of producing an electrical shock on contact.

STAFF

Cost: 35
Off/Def Modifier: 3/1
Damage: 2+SD

"Staff" can mean any long, club-like weapon, including a length of lead pipe. The price listed above is for the carbonfiber version that elongates from 30 cm to 1.5 meters in length by touching the proper spring-loaded stud.

TRIDENT

Cost: 170
Off/Def Modifier: 2/5
Damage: 4+SD
Range: 10

With the rise of TOG and New Rome, the trident has re-appeared as a weapon. It is essentially a three-pronged pitchfork, with lightweight metallic tips. It can be thrown up to 10 meters accurately.

SPEAR

Cost: 120
Off/Def Modifier: 6/2
Damage: 6+SD
Range: 25

The best spears are carbonfiber reinforced shafts with titanium strike heads. These weapons are very popular on frontier worlds and with native hunters.

JAVELIN

Cost: 80
Off/Def Modifier: 0/0
Damage: 4+SD
Range: 35

This spike-tipped carbonfiber shaft is a weapon with little striking power but a longer range than other thrown weapons.

LASER PILUM

Cost: 500
Off/Def Modifier: 7/2
Damage: 10+SD
Range: 20
Power per minute (reserve): 1 (10)

The laser pilum is a long haft reinforced with carbonfiber for strength. The haft contains a small power pack, similar to that in a laser stiletto.

The top of the pilum has a Gennium-Arsenic lasing crystal and a focused series of optically corrected lenses, producing a laser energy point that extends 2 centimeters from the tip of the weapon. The laser portion of the pilum is activated by a control stud in the handle. Each time it is pressed, the laser pilum produces a laser point that remains on for 2 minutes time.

This weapon is commonly used by honor guards in TOG holdings. In the past century it has found increased popularity with races used to javelins or spears in combat. An unpowered laser pilum can be used as a spear (when doing so, use the spear stats).

BOWS

LONG BOW

Cost: 10
Damage: 4+SD
Range:
    Short: 50 (-)
    Medium: 100 (-2)
    Long: 150 (-3)
Ammunition (cost): 1 (1)

Also known as a reflex bow, it is normally found only in sporting venues. A long bow can be constructed of anything from Ssora rib bones to spring steel.

SPECIAL FORCES CROSSBOW

Cost: 350
Damage: By bolt type
Range:
    Short: 50 (+1)
    Medium: 100 (-)
    Long: 150 (-1)
Ammunition (cost): 5 (by bolt type)
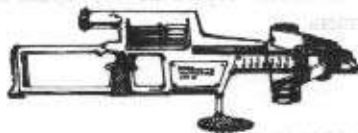
Special Forces crossbows are made of a high-strength polymer with a specially fitted micro-tension cordin-unit bow string. The bow accepts a clip of 5 arrows which also contain a power pack sufficient to drive the automatic recocking mechanism 5 times. This cross bow is equipped with a thermographic scope and is virtually silent in operation.

Crossbow damage depends on the type of arrow that is fired.

NORMAL BOLT

Cost 2; Damage 6. This is the normal high-strength polymer shaft with a titanium hunting tip.

EXPLOSIVE BOLT

Cost 20; Damage 12. This bolt's shaft is a chemical compound of hardened plastic explosive. The tip holds a micro-contact detonator.

ARSONIC BOLT

Cost 10; Damage 6. This arrow has a tip loaded with two unstable chemical compounds that, when combined on impact, immediately cause high temperature combustion. This arrow is commonly used for setting fires at long ranges, where heavily powered weapons are not available or practical. The damage is the result of the fire, and continues for each round that the target is burning.

STUN BOLT

Cost 20; Damage 12. This arrow shaft is a disposable power pack. The tip of the arrow is rigged to discharge the pack's energy in a single stunning burst. This damage is only temporary; it might knock its target unconscious, but the target recovers at 1 per minute, regardless.

CASELESS PISTOLS/SMGS

These weapons use caseless rounds of ammunition fed from a vertically or horizontally mounted clip. They are heavy and cumbersome, and have limited range and practicality. Still, many are in use on the more primitive worlds on both sides of the war.

All caseless pistols and SMG's are capable of automatic fire.

Caseless weapons are not electrically powered. Therefore, they cannot use a painting laser and do not need to tie into complex targeting systems. In many circles this is why they are so popular.

WESTRON 12MM CASELESS PISTOL (CW/RL)

Cost: 60
Damage: 4
Range:
    Short: 30 (-)
    Medium: 60 (-2)
    Long: 120 (-4)
Ammunition (cost): 12 (5)

This weapon is manufactured by the Westron Armament Works in the Commonwealth and is used extensively by the Renegade Legions. For the past two centuries Westron has been the only firm still making this class of pistol on a commercial basis. The Westron 12mm has gained popularity over the years as the classic sidearm of the 2nd ACR, as well as many smaller garrison units.
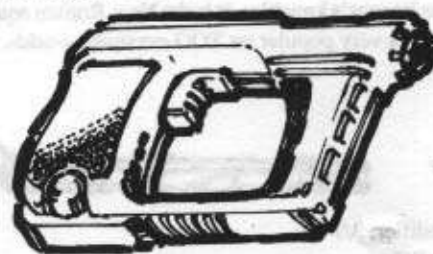
MARCUS SMG (TOG)

Cost: 110
Damage: 6
Range:
    Short: 70 (+1)
    Medium: 140 (-1)
    Long: 200 (-3)
Ammunition (cost): 30 (10)

The Marcus Class caseless SMG is the only mass-marketed caseless weapon found in TOG space. Somewhat larger and bulkier than the Westron 12mm, this gun has a longer range and more impact power. Over the years this SMG has managed to become popular with penal units and other legions deprived of proper supplies.

SPIKE, SLUG AND OMNI WEAPONRY

Each of these weapon types has its individual distinctions, but first the similarities among all these guns are listed:

- They all use the same type of ammunition (described below).
- They all require power. Each has a power supply built into its stock, but this power reserve is only sufficient to fire a single block. Weapons that use a combined power pack/polymer block are available, but these weapons (and blocks) are twice as expensive.
- If they are fired without being hooked into a combat helmet or targeting goggles, a -2 is added to the attacker's DX. However, the targeting and thermographic equipment normally found in a combat helmet can be built into them, increasing cost by 50%.
- They are all capable of automatic fire.
- They can all be equipped with a painting laser mounted under the barrel; if not plugged into an external source, it draws off of the main weapon's power supply. This laser cannot be used simultaneously with the main weapon.

SPIKE WEAPONS

Spike weapons, also known as needle weapons, are a series of pistols, carbines, and rifles designed for use as anti-personnel weapons. They lack the slug weapons' ability to penetrate heavy vehicular armor. Each shot is actually a short stream of spikes; automatic fire is a more concentrated and prolonged stream.

SLUG WEAPONS

There are two key differences between slug projectors (or "sluggers," as line troops refer to them) and spike weapons. Slug weapons can penetrate vehicular armor, making them useful in anti-vehicular combat. On the other hand, slug weapons have an incredible recoil, often making them difficult to wield in combat.

Slug weapons consume power at a much higher level than spike weapons and use up much more polymer per shot. However, even though they are bulky and heavy, many infantry prize them for their penetration power in a firefight.

OMNI CLASS RIFLES

OMNI Class rifles are in use extensively by both TOG and Commonwealth legions. These weapons use the same technology as spike and slug projectors, combining the features of both into a single system. These guns have the ability to adjust between a shower of spikes and a single armor-piercing slug. This adjustment takes 10 seconds (one combat round).

Damage, energy consumed, and effective ranges all depend on which setting is in use. Therefore two sets of statistics are listed for each OMNI gun.

BALLISTIC-GRADE POLYMER AMMUNITION

Spike, slug and OMNI weapons all use the same type of polymer block for ammunition, so these blocks are interchangeable throughout the entire group of weapons. The material is sliced off length-wise for rifles, width-wise for carbines, and depth-wise for pistols. (This accounts for the varying number of shots that each weapon gets from the same block.) It is not uncommon to see infantrymen scouring a battlefield after a fight, gathering up leftover blocks.

Spike weapons shave the block into a series of spikes and launch them at hypervelocities. Slug weapons cut the blocks into larger, solid "slugs" before launching them. OMNI rifles can switch back and forth between spike and slug modes.

Ballistic polymer blocks are very lightweight and cost only 5 Talents each.

OMNI CLASS RIFLES

GRANT OMNI RIFLE (CW)

Cost: 1700

Spike Setting

Damage: 12

Range:

Short: 500 (+3)

Medium: 1500 (-)

Long: 2700 (-1)

Ammunition (cost): 12* (5)

Power per shot (reserve): 1 (36)

Slug Setting

Damage (vehicular): 24 (2)

Range:

Short: 700 (-1)

Medium: 1800 (-2)

Long: 3200 (-3)

Ammunition (cost): 12 (5)

Power per shot (reserve): 3 (36)

The Grant rifle was designed after the defection of the Renegade Legions. When replacement parts for the older Mercury Class weapons ran out, a Naram team constructed a similar weapon for the CAF. The result is the sleek Grant rifle. It can hold two polymer blocks at one time, extending its use between reloads (although it then takes 20 seconds—2 rounds—to reload). It is streamlined, and light enough to make it a cherished weapon in a moving firefight.

MERCURY OMNI RIFLE (TOG)

Cost: 1800

Spike Setting

Damage: 12

Range:

Short: 450 (+3)

Medium: 1300 (+2)

Long: 2100 (-)

Ammunition (cost): 10 (5)

Power per shot (reserve): 1 (40)

Slug Setting

Damage (vehicular): 24 (2)

Range:

Short: 600 (-)

Medium: 1650 (-2)

Long: 3000 (-4)

Ammunition (cost): 10 (5)

Power per shot (reserve): 4 (40)

The Mercury Class OMNI rifle was first introduced into TOG forces 300 years ago and is today's most popular rifle. Its boxy, unimaginative shape is well recognized. It has proven to have many deficiencies, however, including a reportedly high jam rate, and is an overall nightmare to maintain. Still, it is highly prized by the common infantryman of TOG.

SPIKE WEAPONS

HANTRUS SPIKE PISTOL (TOG)

Cost: 180

Damage: 6

Range:

Short: 300 (+3)

Medium: 600 (-2)

Long: 850 (-4)

Ammunition (cost): 25 (5)

Power per shot (reserve): 1 (25)

The Hantrus spike pistol is standard issue in the TOG legions arrayed against the KessRith and the Commonwealth. A long term contract with the manufacturer, Carlatechno Inc. has insured that this pistol will be used for years to come.

DIVIDER SPIKE CARBINE (TOG)

Cost: 400

Damage: 12

Range:

Short: 400 (+2)

Medium: 1100 (-)

Long: 1500 (-3)

Ammunition (cost): 15 (5)

Power per shot (reserve): 1 (15)

The Divider Spike Carbine is manufactured by Barbarus Arms and has only come into use in the TOG legions in the last 80 years.

It is a sleek black carbine and is considered one of the most accurate of these weapons at close range. The Divider has a specially modified hollow stock fitted for carrying two extra polymer blocks.
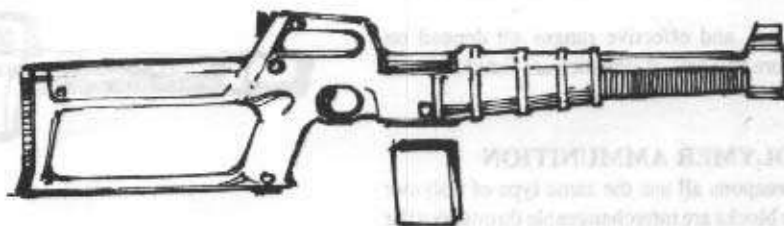
MANTICHORE SPIKE RIFLE (TOG)

Cost: 530

Damage: 24

Range:

Short: 700 (+2)

Medium: 1700 (+1)

Long: 2200 (-)

Ammunition (cost): 10 (5)

Power per shot (reserve): 1 (10)

Named for General Amile Mantichore of the KessRith conflict, this gun is the standard issue rifle in the TOG fighting legions. It was poorly designed and often lost power after switching from the painting laser. This deficiency has been resolved, but the system has a bad reputation still among the infantry.

HORNET SPIKE PISTOL (CW)

Cost: 300

Damage: 6

Range:

Short: 200 (+3)

Medium: 500 (-)

Long: 900 (-1)

Ammunition (cost): 25 (5)

Power per shot (reserve): 1 (25)

Manufactured by Artibarmast Industries, this weapon is the standard issue of the Commonwealth Armed Forces. It is a small gray pistol capable of firing a stream of 2mm thick plastic spikes at a rate of over 500 a second.
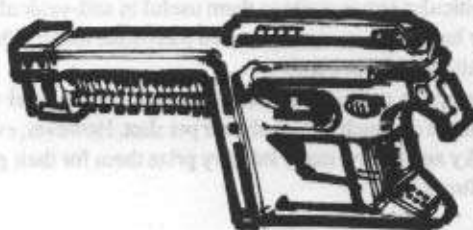
TEKTARA SPIKE CARBINE (CW)

Cost: 475
Damage: 12
Range:
    Short: 500 (+3)
    Medium: 1000 (+1)
    Long: 1800 (-)
Ammunition (cost): 15 (5)
Power per shot (reserve): 1 (15)

Tektara is the Baufrin word for "Painful Insect Sting" and illustrates this CAF spike carbine's reputation. It has a longer barrel than it's TOG counterpart, and is very light for transportation purposes. The Tektara is well proven in combat and is considered to be the premier of the spike carbines. It has a flat black color and is easily camouflaged with common spray paints.

RAKTARUS SPIKE RIFLE (CW)

Cost: 500
Damage: 24
Range:
    Short: 700 (+1)
    Medium: 1700 (+1)
    Long: 2300 (-)
Ammunition (cost): 10 (5)
Power per shot (reserve): 1 (10)

The Raktarus is a modification of a very old weapon originally used during the early years of the Terran Republic. It is old itself and somewhat bulky to use, but it has well-established accuracy and exceptional range, explaining why it is still in service with the CAF.

SLUG WEAPONS

TONITRUS ASSAULT RIFLE (TOG)

Cost: 630
Damage (vehicular): 36 (3)
Range:
    Short: 600 (-2)
    Medium: 1600 (-3)
    Long: 2000 (-4)
Ammunition (cost): 6 (5)
Power per shot (reserve): 3 (18)

The Tonitrus assault rifle is a large slug projector capable of inflicting heavy damage against both personnel and vehicles. Despite three recoil compensators, this assault rifle is still very heavy and difficult to manage. It is one of the primary infantry-carried anti-vehicular guns employed by the Terran Overlord Government. It is often referred to as "Old Armbuster" by those troops who have to deal with its kick.

TERERE HEAVY ASSAULT RIFLE (TOG)

Cost: 1200
Damage (vehicular): 48 (4)
Range:
    Short: 800 (-3)
    Medium: 1700 (-4)
    Long: 2700 (-5)
Ammunition (cost): 4 (5)
Power per shot (reserve): 4 (16)

The Terere heavy assault rifle is a rifle only in the loosest sense of the word. In reality, it is a shoulder-mounted slug-projecting cannon designed for use against Grav tanks and other heavily armored vehicles. TOG troops refer to this as a "Kess-Crusher."
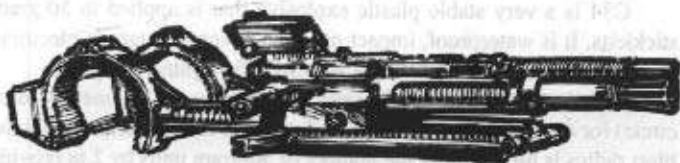
NITRONIC SLUG RIFLE (CW)

Cost: 900
Damage (vehicular): 24 (2)
Range:
    Short: 650 (-)
    Medium: 2000 (-1)
    Long: 2800 (-2)
Ammunition (cost): 8 (5)
Power per shot (reserve): 3 (24)

The Nitronic Model I assault rifle is the lightweight Commonwealth slug projector. This weapon is the core of the very mobile and effective B'ekkal Assault Legions. The Model I is very compact in its design and has several strong recoil dampers that help reduce its kick when firing. This gun is also found in many strike elements of the CAF's Naram Special Forces. It is exceptionally accurate at close quarters.

MONTY HEAVY ASSAULT RIFLE (CW)

Cost: 1300
Damage (vehicular): 48 (4)
Range:
    Short: 900 (-4)
    Medium: 2100 (-5)
    Long: 3100 (-5)
Ammunition (cost): 4 (5)
Power per shot (reserve): 4 (16)

The Monty Class heavy assault rifle is also known as the "Can-Kicker" in rebuttal to TOG's Terere (see above). This slug projector is very heavy to move and difficult to fire for any length of time. Moving targets are difficult to track with it in close fighting, and it is preferred for use at long ranges. It does have excellent penetration and range however, and is one of the most advanced anti-vehicular weapons in the Commonwealth Armed Forces.

EXPLOSIVES

In combat, there are a number of explosive devices that can come into play. They range from grenades (launched and/or thrown) to anti-personnel mines and even utility explosives. Explosives are commonplace and readily accessible to combat personnel or those working for intelligence services. See **Area Effect Weapons** for a description on how these weapons are used.

C34 PLASTIC EXPLOSIVE

Cost: 60/sticklett
Offensive Modifier: 2
Damage: 12/sticklett at ground zero

C34 is a very stable plastic explosive that is applied in 50-gram sticklets. It is waterproof, impact proof and even resistant to electrical shocks. It can only be set off by a very specific light/sound pulse.

C34 does 12 points of damage at ground zero (a 1-meter-radius circle) for each 50-gram sticklett. To determine if a character within the blast radius is hit, multiply the number of 50-gram units by 2 to provide the explosion's "Dexterity," then make the necessary roll against the intended target's Agility. C34 loses 6 points of damage and 1 point of Dexterity per meter from ground zero.

Detonators for C34 (about 2 centimeters across) are applied directly to the sticklett. The device can be rigged for timed detonation (up to a 48 hour delay) or can be set with a trip-wire or remote control device. When activated, it sends a short pulse of light (at C34's vulnerable spectrum) into the translucent stick, momentarily priming the charge. The light is immediately followed by a sound pulse which detonates the plastic. If the light is not immediately followed by the sound, the priming lapses. The detonator is programmed by a Det-Kit.

This substance is manufactured in both the Commonwealth and for the TOG military. It is commonly issued to engineering squads for demolition work.

ANTI-PERSONNEL GRENADES

Cost: 50
Offensive Modifier: 15
Damage: 90

Grenades in the current conflict between TOG and the Commonwealth/Renegade Legions are small circular devices. The outer casing is made of durable plastic that fragments into sharp shards in the explosion. The inner explosive is coated in a dimpled layer of lightweight alloy that also separates on impact.

The Archbar IP37 is the TOG standard issue grenade, while the Yosaki 515 is the Commonwealth/Renegade Legion equivalent. Both are of the same general size but neither can be used in the opposing force's launching equipment.

SMOKE GRENADES

Cost: 20
Defensive Modifier: 15
Damage: Smoke

Both sides of the current conflict use smoke grenades to cover movement. The smoke released effectively reflects most of the electromagnetic spectrum.

Smoke grenades are thrown or fired like other grenades. On detonation, the only damage they cause is a thick cloud of smoke for 20 meters in all directions.

This cloud will block all sighting attempts by any type of sensor: visual, thermographic, radar, etc. A character may attempt to fire through the smoke in the suspected direction of a target. If so, 15 is added to the defending total of any such target. Clouds naturally fade and disappear in 5D10 minutes, sooner if there is a strong wind.

GRENADE LAUNCHERS

ANTHONY GRENADE LAUNCHER (TOG)

Cost: 200
Damage: By grenade type
Range:
    Short: 100 (+1)
    Medium: 200 (-)
    Long: 500 (-)
Power per shot (reserve): 2 (8)

The Anthony Class grenade launcher can be side-mounted on a spike rifle or a slug projector. It can also be triggered by hand. In either case, it consists of a specially packaged cylinder of 4 grenades that can be fired individually or all at once as automatic fire.

This launcher is disposable and cannot be reloaded after discharging the 4 grenades. If rifle-mounted, it is removed and replaced with a new, loaded tube; replacement takes 30 seconds (3 combat rounds).
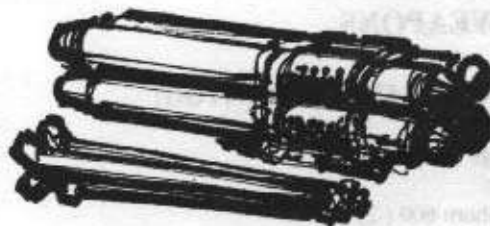
DOUGLAS GRENADE LAUNCHER (CW)

Cost: 240
Damage: By grenade type
Range:
    Short: 90 (+4)
    Medium: 100 (+1)
    Long: 200 (-)
Power per shot (reserve): 2 (8)

Like its TOG equivalent, the Douglas Class grenade launcher can be stock-mounted or handheld. It has a shorter range than the TOG equivalent, but significantly better accuracy in close quarters.

The Douglas launcher can easily be field stripped and refitted for reuse, unlike the TOG launch mechanism. The Douglas is seen by many infantry as a solution to the age-old difficulty of small explosives—how to get them to the enemy without getting too close to get killed yourself.

ANTI-PERSONNEL MINES

Cost: 100
Damage (vehicular): 60 (5) at ground zero
Offensive Modifier: 30

Both the Commonwealth and TOG employ the used of buried anti-personnel mines. The TOG version is the IP352 while the Commonwealth variety is a Jefferies 203. They have similar stats, as indicated. (Note: these mines also represent **Centurion**'s ADM Artillery Dispensed Mines.)

At ground zero, mines do 60 points of damage. For each meter away from ground zero, mines lose 1 point of Dexterity and 2 points of damage. (Assume any ground vehicle has AG 12 in rolls against mines.)

Mines can be rigged for timed or remote control detonation, either of which requires the use of a Det-Kit. They can also be rigged to go off when pressure is applied, or when a Grav or magnetic field passes over them.

MORTARS

Mortars are one-person weapons that can deliver considerable firepower against vehicles and opposing troops.

Mortars come in two parts: a base unit containing a power pack and fire control, and a clip of four rounds, already in a launch tube. The rounds are electromagnetically launched from their tubes either individually or in an automatic fire volley. A mortar can be fired at a line-of-sight target or at an unseen target designated by a friendly painting laser.

At arrival the round discharges up to 30 "bomblets." These devices streak down to the target, exploding on impact. All discharge a hard alloy tip on impact that can create havoc with grav tanks and infantry personnel alike. A mortar's attack is resolved as one area-effect explosion.

Mortars are very heavy devices, cumbersome to carry while fighting for your life, making them unpopular with light, mobile troops. Normally a squad maneuvers with two base units (each carried by a single man) and have the other six men in the squad carry one clip of rounds along with their personal weapons.

JUSTIN (TOG)

Cost: 7800
Offensive Modifier: 18
Damage (vehicular): 36 (3) (at ground zero)
Range:
    Short: 600 (-)
    Medium: 2000 (-1)
    Long: 3900 (-2)
Power per shot (reserve): 4 (16)
Ammunition (cost): 4 (280)
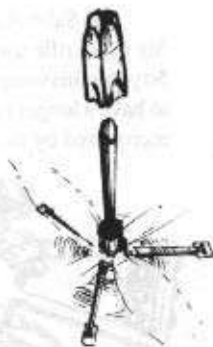
The Justin Class TOG infantry mortar was designed nearly 80 years ago by Aronnis Industries, and has been the standard issue infantry mortar in TOG legions for half of a century. Despite its size and complexity, the Justin is easily maintained and field stripped.

OSHAKA MORTAR (CW)

Cost: 8900
Offensive Modifier: 18
Damage (vehicular): 36 (3) (at ground zero)
Range:
    Short: 500 (+1)
    Medium: 2200 (-1)
    Long: 4000 (-3)
Power per shot (reserve): 4 (32)
Ammunition (cost): 4 (280)

The Oshaka is named after the KessRith word for "Death Rain." This mortar has been in use in the CAF for only the past 20 years, after arrangements had finally been made to import the design from the KessRith Empire. In is interesting to note that this mortar has sufficient power reserve to fire off two complete clips, rather than just one.

TVLG

Cost: 1000
Damage (vehicular): 60 (5)
Range:
    Short: 200 (+1)
    Medium: 600 (-)
    Long: 1200 (-1)

TVLG is the truncated acronym for "Tube or Vertically Launched Laser Guided Missile." Both the Commonwealth and TOG use TVLGs in combat. This is not the standard vehicle-mounted version but an infantry-carried version, though both do identical damage. Normally a squad of eight has four of this missiles available to it, one soldier to fire each one and a partner to designate the target with a painting laser. The sight of an infantry squad armed with these weapons is enough to send shivers down the spine of even the most experienced tankers.

This single missile—a slightly modified Hammerhead round—is packed in a disposable tube for firing. It is the primary anti-vehicular weapon used by infantry troops, due to its light weight, ease of use, and devastating penetration capability.

This infantry-carried version can only be fired at line-of-sight targets. Since its immense power is wasted on the few infantryman it can affect with a single round, it is more commonly used against vehicles. It takes 10 seconds (one combat round) to accurately activate and aim this weapon. During that time no other action can be taken by either the firing or painting character.

If the missile is being fired at a target that has been designated by a painting laser, add 3 to the range modifier.

LASER PISTOLS AND RIFLES

Lasers use a Gennium-Arsenic laser crystal mounted to a power supply, usually an armored combat suit or external power pack. The GA crystal focuses the energy into a short burst of deadly firepower.

Lasers as firearms have been available for centuries, but are still very expensive and consume a great deal of power. On the other hand, there is no recoil when firing these weapons, making them a classic space Marine sidearm.

Laser pistols and rifles are equipped for double duty as painting lasers. They have comm-units and can relay shield information automatically when set to paint. (They cannot fire normally while painting.)

Additionally, military issue laser weapons come with couplings which allow them to integrate into the targeting and night vision systems in the helmets of all combat suits. If these weapons are fired without being hooking into a combat helmet or targeting goggles, modify the attacker's total by -2.

Laser crystals can only endure short bursts of fire or they overheat and crack, becoming worthless. Therefore, all standard issue laser firearms have governors which only allow single shots (or the rapid bursts of automatic fire). The average crystal can withstand over 3000 shots before it is so weakened that it must be replaced as part of general maintenance.

K-BURNER LASER PISTOL (TOG)

Cost: 390
Damage: 6
Range:
    Short: 60 (+2)
    Medium: 200 (-)
    Long: 500 (-2)
Power per shot (reserve): 1 (10)

The K-Burner, short for KessRith Burner, has been the standard TOG Marine pistol for several centuries. This weapon has a long barrel and a menacing appearance. It is jet black in color and bears the silver TOG logo on its grip.

AKLEY LASER RIFLE (TOG)

Cost: 450
Damage: 12
Range:
    Short: 350 (+2)
    Medium: 1000 (+1)
    Long: 1500 (-2)
Power per shot (reserve): 2 (40)

Manufactured by the Jankowski Armaments small products division, the Akley replaces the older Gilmore Class laser rifle. This is the standard weapon of the TOG Marine in combat and there are millions of them in use throughout civilized space. The Akley is known for its ease of use and its special laser stiletto/bayonet mount (which doubles the cost of the rifle (stiletto included) and can be triggered from the rifle's stock).

PROTECTOR LASER PISTOL (CW)

Cost: 410
Damage: 6
Range:
    Short: 50 (+1)
    Medium: 200 (-)
    Long: 450 (-1)
Power per shot (reserve): 1 (15)

The Protector Class laser pistol is a common sidearm in the Commonwealth Armed Forces. While it lacks some of the range of the equivalent TOG weapon, it is lighter and carries several more shots worth of reserve power—often the difference between life and death for a Marine or infantry trooper.

SABRE-CUT LASER RIFLE (CW)

Cost: 500
Damage: 12
Range:
    Short: 500 (+2)
    Medium: 1200 (-)
    Long: 1900 (-1)
Power per shot (reserve): 2 (40)

The Sabre-Cut laser rifle replaces the much older Baufrin-designed Sly Class rifle used by the Commonwealth Marine Corps. Over the past 50 years this weapon has become the standard for Marines and has proven to have a longer range than its TOG counterpart. The Sabre-Cut is easily recognized by its massive stock and bulky power attachment gear.

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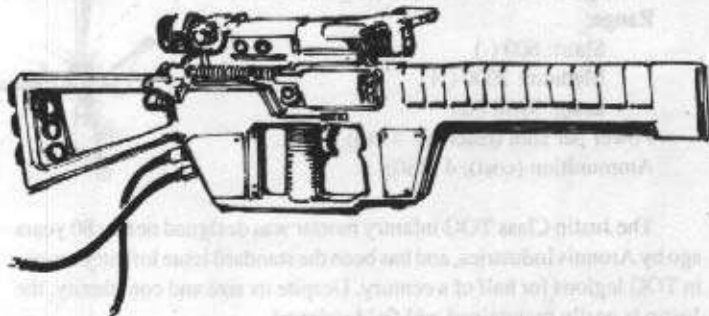 Long: 1900 (-1)
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The Sabre-Cut laser rifle replaces the much older Baufrin-designed Sly Class rifle used by the Commonwealth Marine Corps. Over the past 50 years this weapon has become the standard for Marines and has proven to have a longer range than its TOG counterpart. The Sabre-Cut is easily recognized by its massive stock and bulky power attachment gear.

covered with small, fiber-feed sensors that read data from the victim to return mobility. Also there are over a dozen small fibers used by the booster to administer drugs and local sedatives to the damaged area. There are also small tubes that extend when the device is wrapped, mostly to recover and recirculate body fluids.

The outer portion of the booster has a small control pad with a simple readout device that indicates the extent of the trauma under the booster. This control pad can tie directly into any +2 through +4 MedTech expert System for monitoring the patient. **Wounds and Healing** covers booster use in detail.

TYPES OF BOOSTERS

Boosters come in three different types. *Large limb boosters* are used on leg injuries to restore the ability to walk. *Small limb boosters* are used on the arms and, to a limited degree, the hands. *Torso boosters* are used for torso wounds, where internal organs may be damaged. Like most equipment, boosters have power requirements and a power reserve. Each booster also has an adapter that can link to external power sources.

Boosters cannot be applied to the head in any manner. Several versions of a head booster are rumored to exist in TOG sectors of space, but these are so far too sensitive for battlefield environments.

LARGE LIMB BOOSTER

Cost: 50 x rating
Power use (reserve): 2 per minute (70)
Rating: 2-11

SMALL LIMB BOOSTER

Cost: 50 x rating
Power use (reserve): 1 per minute (50)
Rating: 2-11

TORSO BOOSTER

Cost: 100 x rating
Power use (reserve): 2 per minute (80)
Rating: 2-11

APPLYING A BOOSTER

Each booster has a MedTech skill level rating. Anyone attempting to apply a booster must make a successful MedTech skill roll at that level. If his MedTech skill level isn't high enough, he must roll an additional die for each level by which he falls short. If he doesn't have IQ 12, he must also roll an additional die for each point of IQ by which he falls short. However, he may apply any modifiers from the use of a MedTech expert system when determining his current skill level.

EFFECT OF A BOOSTER

Boosters do *not* stabilize a wound. They simply provide a return of mobility to a damaged area. This reduces any speed rolls that require the use of that limb by -3. Further, any combat or other skill-related rolls that require the use of the limb wrapped in a booster are modified by -3 as well, accounting for the slower, less accurate functioning of the booster-controlled limb.

SUBSEQUENT DAMAGE

If the limb wrapped in a booster is once again hit, the booster is destroyed *and* the character receives double the normal damage. This is in addition to any other location modifiers for damage.
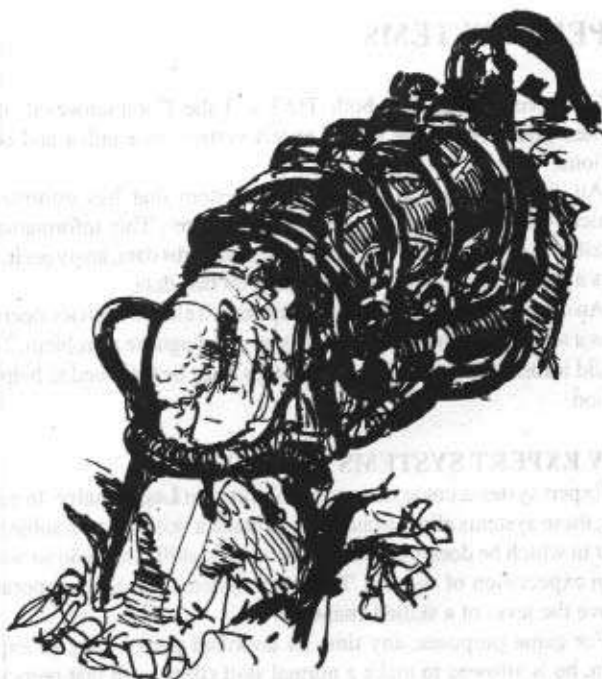
MISCELLANEOUS EQUIPMENT

Not all equipment in **Legionnaire** is used for combat purposes. Some items here are supplemental; others are of use only on specialized missions. Still other items, while rare, have customized applications in combat or on adventures requiring stealth.

Note that many pieces of equipment have a rating assigned. If a piece of equipment is used to aid a character in a skill check or saving roll, this rating is added to the character's total when making the roll.

BOUNCE PACK

Cost: 3100
Power use: 6 per minute (1 per round)*
Reserve (if not part of a suit): 300

Bounce packs are anti-gravity devices worn on the back of infantry troops. When activated via a link to the voice command unit of an armored combat suit, a pack negates its soldier's weight, allowing him to move more quickly and carry a heavier load. The pack also has a governor on it to insure that the soldier does not exceed 36 kph; speeds higher than that could easily result in the soldier injuring himself since his mass and inertia haven't changed. This governor also allows bounce troops to deploy from grav vehicles flying at high speeds and altitudes. When travelling faster than 36 kph, the grav vehicle must be at least 20 meters above the ground when the trooper deploys.

A jumping character should make a 2D10 Bounce Pack Operations skill check based on his Agility. If successful, he lands safely on the ground. Failure means that he takes damage as per **Falling Damage** (2 points for every 5 meters fallen) with 2 points of additional damage for every 5 kph that the vehicle was traveling when the trooper jumped.

The advantage of a pack is that it negates the gravity of the wearer and his equipment. Thus, infantry can carry large weapons and quantities of supplies for a short period of time without tiring. A bounce pack can negate 200 kilograms of mass at 1 gravity, though bulk is still a problem. In addition, a pack triples the land speed of anyone using it.

Bounce packs can recharge at a rate of 120 points per minute (20 per round) when connected to another power supply. Their power reserve can also be used to recharge other items.

* When jumping, it also costs 5 power points for each 5 kph that the vehicle is traveling.
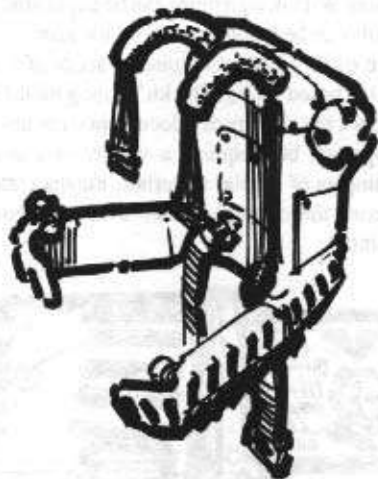
CAMO-TINTER

Cost: 700
Power use (reserve): 1 per 10 minutes (15)
Rating: 3

The Camo-Tinter is a light-generating device about five centimeters on a side. It has a sensor device that keys into the color patterns of surrounding terrain, and projects a trigger-light out from the front of the tinter. If any armored combat suit is within half a meter of the light, the suit adjusts its color pattern chemically to fit that of the sensor's input. The tinter's rating of 3 is added to any skill check or saving roll that the character makes to avoid being detected by visual sensors.

Thus, in winter troops hold up a Camo-Tinter, taking in the whites and grays of the snow. Then they turn it on, passing it over their combat suits. This device chemically alters the color pattern on the exterior of the armor, turning it into a pattern of whites and light grays.

It takes 5 minutes to completely tint a suit. Usually one tinter is assigned to a Company/Century-sized unit.

DET-KIT

Cost: 2100
Power use (reserve): 1 per 5 min. (25)

A Det-Kit is about 6 x 12 x 4 centimeters large. It is designed to rig and set explosive devices. It allows its operator to set detonators and control their explosions. Furthermore, a Det-Kit analyzes the combat frequencies being used in the immediate vicinity and selects detonation frequencies not currently in use, so that the explosives will not be triggered accidentally.

A Det-Kit includes 30 detonator disks. These are fed into a small slot, and with the appropriate Demolitions skill roll, are programmed for timed, remotely-triggered, or booby-trapped detonation. (Possible booby-trap triggers include motion sensors, or even detection of a specific motion.)

Each Det-Kit has a very small communication system with a 5-kilometer range. Up to 10 charges can be rigged to detonate via the switch/circuits on the system. It takes 2D10 minutes to set any detonator for use, -1 for every Demolitions skill level over 3 (-1 for level 4, -2 for level 5, etc.).

DISGUISE KIT

Cost: 100 x rating
Rating: 2-5

In intelligence communities, disguise kits are very common. Each kit includes a wide range of chemical makeups, dyes and tints, all for changing a person's appearance. More advanced kits (those with higher ratings) include hypodermics and drugs to relax muscles for reshaping and realigning, common in facial restructuring.

DROP POD

Cost: 5000
Power used in landing: 700 + (100 x planet's gravity + 1 per minute)
Power reserve: 1000
Life support: 60 minutes

Drop pods are often used in military operations to place troops in a specific area. Both Marine and strike units use pods to drop individual troopers from low orbit onto a planet.

Each drop pod is roughly egg-shaped and made of materials that are very difficult to detect. It is 5 meters tall and 3.5 meters in diameter. It can carry one fully equipped combat soldier from orbit to planet-side, taking about 15 minutes to do so.

In combat situations, groups of Drop Pods descend like paratroopers. The accurate navigation of these devices is dependent on a Drop Pod Operations skill check on DX. Failure means that the pod landed off target, 1D10 kilometers away. Usually the pod's occupant makes this roll. However, pods (either manned or loaded with equipment) can also be preprogrammed to land at designated coordinates by outside operator with Drop Pod Operations skill. Remotely directing a pod adds 1 die to the difficulty of the check, and the remote check is made using IQ, rather than DX. In this case, failure indicates the pod landed 2D10 kilometers off target.

Pods can be recharged in the same manner as all other military equipment. Likewise, all drop pods have four power adaptors on the exterior for infantry link-up once they have landed. They have an armor rating of 6 and are totally self-contained units. They have a 60-minute air supply for the occupant. Each one can carry 450 kilograms of material and supplies.
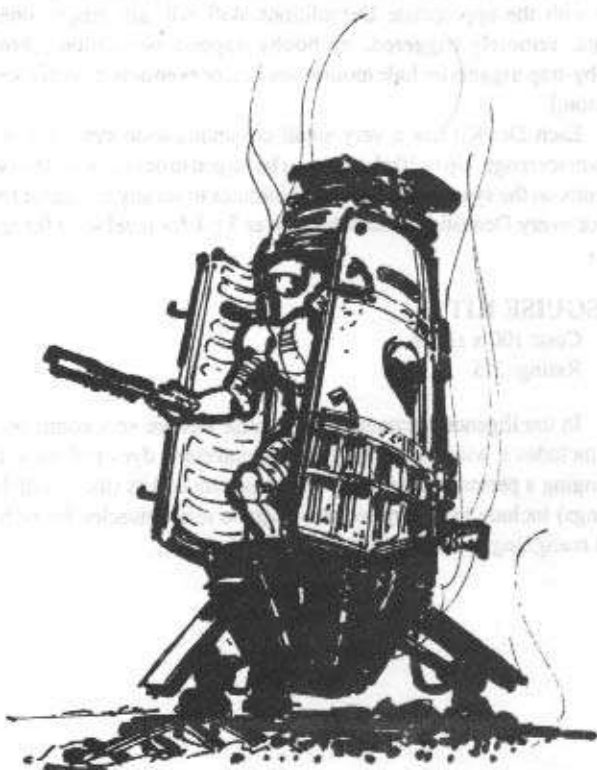
Both TOG and the Commonwealth use these assault systems for troop deployment. The TOG version is the Fallschrimjager Class, while Commonwealth drop pods are known as Hamilcars.

In addition to these common pods, there are also pods for inserting and retrieving agents. These pods have triple the normal power reserve, sufficient life support to allow a person to spend up to three days in one, and anti-grav lift capabilities that can push the pod to a suborbital trajectory in gravity wells up to 1.75 Earth normal. These pods cost 50,000 apiece.

ECM JAMMING DEVICE

Cost: 1200
Power use (reserve): 1 per minute (20)
Range: 200 meters
Rating: 3

This device is a small box usually worn by a Platoon commander on his equipment belt. It has several control knobs and is used to jam the enemy's energy-based sensors locally. It can also scramble opposing communications. Both sides of the present conflict use these devices, known as "Jam Boxes."

When in use, this device requires that sensors make a check vs. the ECM/ECCM skill of the device's operator. The rating of the device (3) is added to the operator's total. If the check fails, they are jammed.
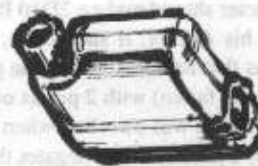
FORGERY KIT

Cost: 1000 x rating
Power use (reserve): 1 per minute (70)
Rating: 2-6

This small, box-like device is a portable kit for the manufacture of false documents and identification. It is highly sophisticated, having the ability to capture photographic images and transfer them onto a variety of documentation. With it, signatures can be duplicated, and false letterhead and scan cards can be manufactured on the spot.

The use of this system requires a successful Forgery skill check (usually 2D10) based on IQ. The kit's rating modifies both this roll and any roll to check the validity of a document it manufactured. It is a simple system to operate, but requires a variety of input from the operator including samples of similar materials, magna-codes for scanners, etc. Often, gathering these samples is more difficult than creating the actual forged document.

GRAV-STRETCHER

Cost: 990
Power use (reserve): 1 per minute (50)

A Grav-stretcher consists of two telescoping rods linked to grav lift devices. Between the two rods is a lightweight but durable cloth material. The complete assembly has limited potential and can do little more than hold a fully equipped person one meter off of the ground. Wounded personnel are placed on the cloth and moved along, hovering over the ground. This unit has no propulsion system and must be manually pushed or pulled. It takes 50 seconds (5 combat rounds) to fully set up and activate a stretcher. It takes a 1D10 check against Agility to successfully set up and use a grav-stretcher.

GRAV-TRANSPORT PLATFORM

Cost: 1700
Power use (reserve): 1 per minute (100)

A grav platform is a lightweight metallic platform that has a small Marshman field generator and power supply built into it. Its size is 2 x 4 meters. It can lift a total of 1000 kilos, up to half a meter off the ground. Once activated, this load can then easily be pushed and maneuvered by hand (although inertia can still be a problem). There is no propulsion system on the platform.

This device is commonly used for moving large quantities of gear, supplies, and in some cases, even personnel. It has governors which prevent it from travelling faster than 36 kph.

GROUND SENSORS

Cost: 200 x rating
Power use (reserve): 1 per 5 minutes (20)
Range: 100 meters x rating
Rating: 1-10

Ground sensors are used to remotely monitor areas. They are normally limited to line-of-site detection—motion, visuals, multibands and spectrums. They employ a laser/radar mapping system, constantly mapping the terrain and feeding an expert system which looks for enemy profiles. Their rating is added to any skill check to detect persons or vehicles within range.
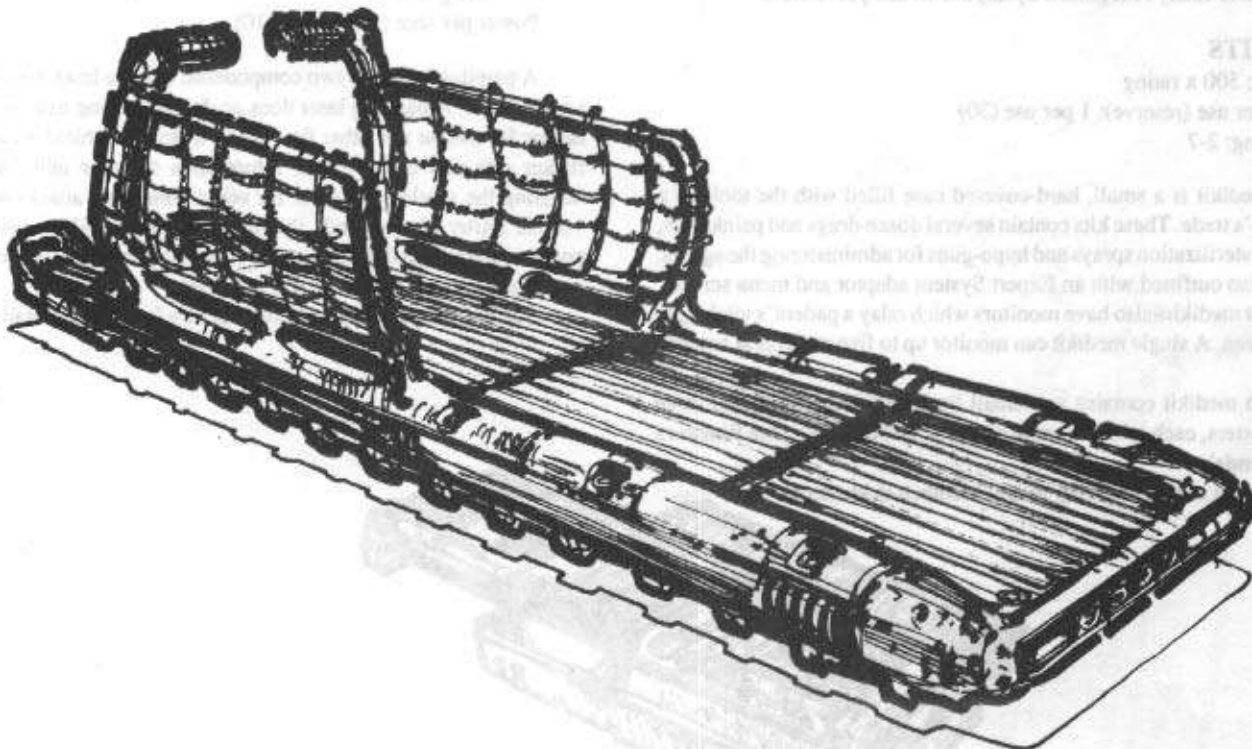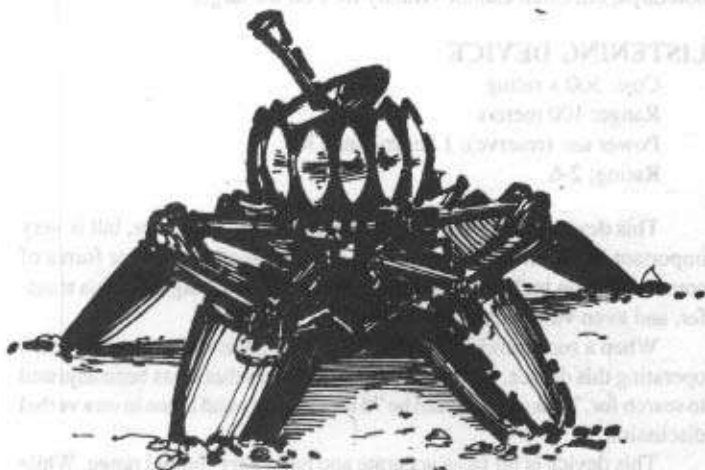
HOLOTARP

Cost: 1300
Power use (reserve): 1 per 10 minutes (15)
Rating: 2

A holotarp is a reflective cloth device powered from a small control pack the size of a flashlight. When activated, this system refracts light from the surrounding terrain, effectively becoming camouflage for anyone under the tarp.

Holotarps measure 4 x 4 meters square. They are packaged in a brick-like block sealed in plastic. They are water-resistant and effective even in full daylight. Sensor sweeps are able to detect the power source on holotarps, but often cannot visually lock on the target.

LISTENING DEVICE

Cost: 500 x rating
Range: 100 meters
Power use (reserve): 1 per minute (30)
Rating: 2-6

This device is only the size of a large pocket calculator, but is very important in surveillance operations. It is designed to monitor forms of communication including electronic transmissions, magnetic data transfer, and even voice communications.

When a successful ECM/ECCM skill check is roll against IQ when operating this device, it can tap into any transfers that it has been adjusted to search for. Thus a person can be 75 meters away and listen in on a verbal discussion.

This device is far from accurate and has a very limited range. While not standard issue for the military, it is very common in intelligence circles and is easily recognized by anyone in this profession.

MEDIKITS

Cost: 500 x rating
Power use (reserve): 1 per use (30)
Rating: 2-7

A medikit is a small, hard-covered case filled with the tools of a MedTech's trade. These kits contain several dozen drugs and painkillers, as well as sterilization sprays and hypo-guns for administering the agents. Each is also outfitted with an Expert System adaptor and menu screen.

Most medikits also have monitors which relay a patient's vital signs to the screen. A single medikit can monitor up to five patients at any one time.

Each medikit contains two small limb, two large limb, and three torso boosters, each with the same rating as that of the kit (see **Boosters** and **Wounds**).

A medikit adds its rating to any Medtech skill checks.
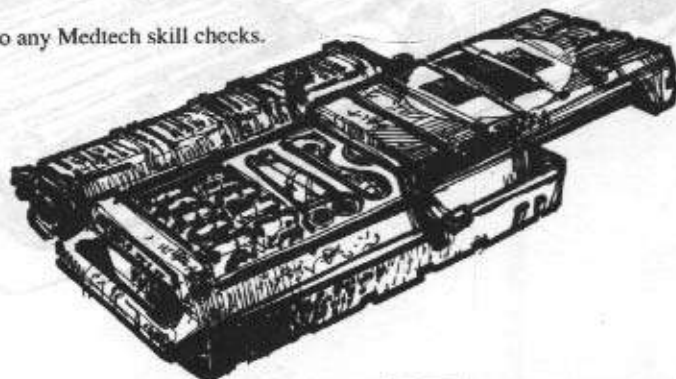
NIGHT VISION GOGGLES

Cost: 400
Power use (reserve): 1 per 5 minutes (20)

Night vision goggles are for use in situations where combat helmets might not be practical, such as an espionage raid. These goggles are outfitted with sensor sweeping gear and enhanced displays. Functioning very similarly to a targeting/night vision sight, they replace the sensors in a combat helmet, negating non-guidance and darkness penalties.

PAINTING LASER

Cost: 500
Damage: none
Range:
　　Short: 400 (+4)
　　Medium: 800 (+3)
　　Long: 1200 (+1)
Power per shot (reserve): 1 (10)

A painting laser has two components: one the laser itself, the other a comm-unit. A painting laser does no damage, being used to designate targets for mortar and other fire. When it strikes a shield it can read the flicker rate and transmit that information to other units, effectively negating the shield's modifier for other immediate attacks against the vehicle. (After a few seconds, the targeted vehicle will have perceived the painting and adjusted its flicker rate.) Use of a painting laser precludes the use of any weapon on which it is mounted.

See **Painting Lasers and Indirect Fire** for specific details of its use.

P-COMM COMMUNICATOR

Cost: 950
Power use (reserve): 1 per minute (75)
Range: 1 light month

This device is oval and about 35 centimeters long. It is a small Phase Polarization Communication (P-Comm) transmitting and receiving unit. While this version has a comparatively limited range when matched against those of a capital ship or installation, it is very popular with ground military units and intelligence operatives alike. The use of this device requires a Communications, P-Comm skill roll.

This system is durable, and can communicate within a star system easily enough for troops to signal for help, or for operatives to relay information to waiting courier ships. Line of sight isn't required to use it.

PERSCOMP

Cost: 175

The PersComp is a standard travelling device used by anyone who ever jumps in T-Space. It is a wafer-thin band worn on the wrist which indicates the amount of Shimmer-Tau that a person has accumulated, as well as serving as a diary, notebook, and appointment calendar. All of these are accessed through a small readout on the band.

Most military-issue PersComps tie directly into the ship's computer system and issue a warning to the bridge if the present course settings would over-expose anyone onboard to Shimmer-Tau.

PERSONAL COMMUNICATOR

Cost: 100 x rating
Power use (reserve): 1 per 5 minutes (20)
Range: 10 kilometers x rating
Rating: 1-10

Personal communicators are lightweight affairs capable of transmitting voice communications over a long distance. High-rated communicators can be difficult to jam or intercept, since their rating modifies the opposing total in any such skill checks.

POWER PACKS

SMALL
Cost: 150
Power: 50

MEDIUM
Cost: 250
Power: 100

LARGE
Cost: 350
Power: 200

One of the most common items carried by infantry troopers is a backup power pack. It is usually worn in a belt compartment outside of an armored combat suit. Most packs are about two centimeters thick; they range in size from about three centimeters square (Small) to about 15 centimeters square (Large). While their weight is negligible, their purpose in combat is not.

Each of these can be plugged into an armored combat suit or attached to any weapon or device that has a power adaptor plug (which includes virtually every piece of powered military gear). Plugging any item requires 10 seconds (one combat round). In that time the item can be set either to drain power out of the pack and into the item (at 1 point per second), or to operate directly off of the pack.

TARGETING/NIGHT VISION SIGHT

Cost: 500
Power use (reserve): 1 per 5 minutes (20)

This system is essentially a sensor box and display that is mounted on a weapon. Functioning very similarly to night vision goggles, it replaces the sensors in a combat helmet, negating non-guidance and darkness penalties. This lightweight box can draw power from the gun or any other external source. It provides excellent visual sighting for distances up to normal daytime visual ranges.

ZERO-G MOTIVE EQUIPMENT (ZGME)

Cost: 1000
Speed: 12
Power use: 1 per 2 minutes

Zero-G motive equipment is a combination of jets and compensators which allows a character in zero-G (or micro-G) to maneuver as though walking or swimming on a planet, giving its user SP 12. It is not useable outside of zero- or micro-G environments. It is quite bulky (50 kilograms) and Zero-G Operations skill is required to use it correctly. While it can be strapped on a character, ZGME is more often found built into a space suit.

CIVILIAN GROUND CARS

Ground vehicles operate off standard internal power cells. Like other equipment, they use power and must recharge it. These cars are environmentally clean, make little noise, and often are very fast and power-efficient.

There are no commercial methods for drawing power from a vehicle; however, individuals Scavenger/Tinker or Repair Tech, NonGrav Vehicle skills should be able to alter any power adapter cord to draw energy from a ground car.

Maximum speeds listed are for off-road travel. Double the listed maximum for road travel.

ARMOR

Ground cars are considered to have AF 6 (nonvehicular armor). After any such vehicle has taken 3 points of vehicular damage, it is considered to be destroyed. However, military vehicular armor can be custom-applied to a civilian car. The cost to do so is 200 Talents for each point of armor. Armoring a civilian vehicle can slow it down.

EPICA (TOG)

Cost: 13,000
Power use (reserve): 1 per kilometer (2000)
Occupants: 4
Max speed: 140 kph

The Epica comes in a variety of colors, and is a good example of the traditional ground car available to TOG citizens. It is manufactured with government subsidies and thus is found in large numbers on almost all TOG-occupied worlds. As the saying goes, "You can have any car you want, as long as its an Epica." This four-wheeled vehicle has been the standard for over 30 years, although there are numerous variants of its design.

ASTRAL (CW)

Cost: 16,000
Power use (reserve): 1 per kilometer (2000)
Occupants: 5
Max speed: 120 kph

The Astral is a large three-wheeled ground car capable of accepying a small cargo container or additional seating. Over the past 10 years this vehicle has proven to be the standard economy model in the Commonwealth, and it is truly a people's car. With simple fold-down modifications, it can be used by Baufrin with little difficulty, and there are even KessRith models available at a very inflated price (25,600; 60% more than list).
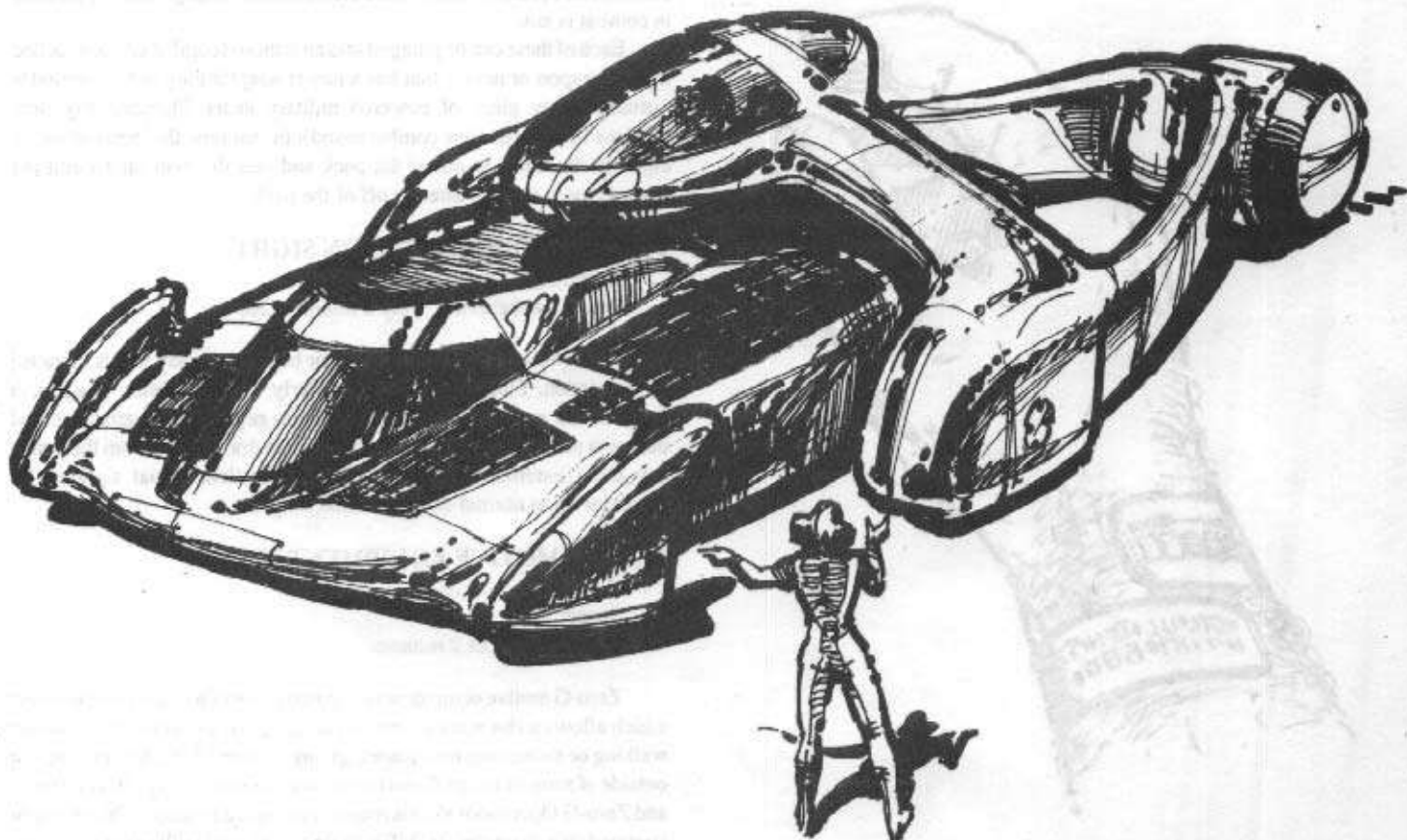
CIVILIAN GRAV VEHICLES

The creation of the Marshman Drive has caused a boom in the use of Grav vehicles commercially. Faster, sleeker and more powerful than ground transport, these cars operate in the same manner, using a battery cell as a core for power to lift the vehicle. These cars cannot hover more than 5 meters off of the surface however, due to power restraints.

Generally speaking, only people with high incomes can afford Grav vehicles. Grav limos are very common, but family Grav vehicles are relatively rare.

Also listed in this section are several sliders, comparable to a two-wheeled ground vehicle. While they are power-efficient, they provide little protection. Still in terms of cost, they are often the only way that the average person on the street can afford Grav transportation.

Like ground cars, civilian Grav vehicles are considered to have AF 6 (nonvehicular armor). After any such vehicle has taken 3 points of vehicular damage, it is considered to be destroyed. However, military vehicular armor can be custom-applied to a civilian car. The cost to do so is 700 Talents for each point of armor. Armoring a civilian vehicle can slow it down.

FAMIUS (TOG)

Cost: 46,000
Power use (reserve): 2 per kilometer (3000)
Occupants: 5
Max speed: 200 kph

The Famius is a stunning sight. Most are a glistening ebony, though some can be found in tamer colors. This vehicle is considered to be one of the most sophisticated ever created for personal use. This is the car for the elite of the Citizenry, such as Senators and members of the Imperial Family. On many frontier or remote worlds, only a handful of these cars will exist.

Those who feel they need to do so can purchase 3 points of vehicular plating for windows and interior protection, costing an additional 5000.

HATHAWAY (CW)

Cost: 37,000
Power use (reserve): 2 per kilometer (2500)
Occupants: 5
Max speed: 250 kph

The Hathaway is a luxury Grav car for those that can afford it in the Commonwealth. Significantly less expensive than most high-end TOG Grav cars, the Hathaway is commonly found on almost all worlds of the Commonwealth. While not nearly as prestigious as the Famius, it is still considered a durable and fast method of transportation. Almost all Hathaways are equipped with an extra emergency power pack that stores 100 Power Points in case of failure of the main reserve.
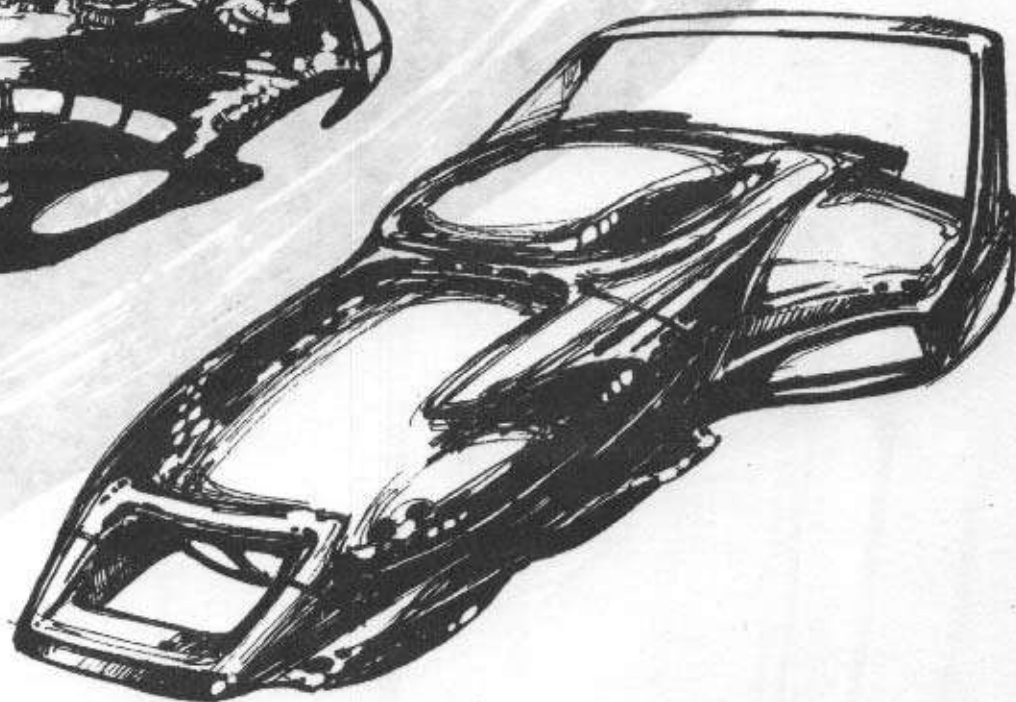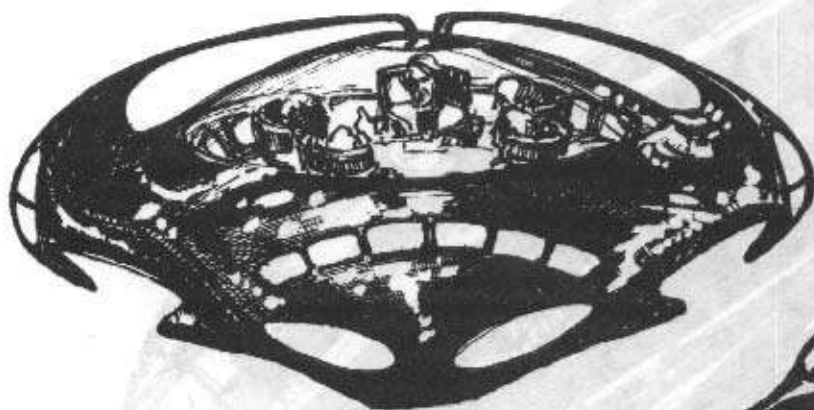
STALLION SLIDER (TOG)

Cost: 28,000
Power use (reserve): 1 per 2 kilometers (1000)
Occupants: 2
Max speed: 300 kph

The Stallion is the average person's Grav vehicle. This two-seater has a lightweight canopy cover which protects its occupants, and it is capable of moving at a dramatic rate of speed. Its biggest drawback is the fact that only two people can use it, and there is virtually no room for equipment. Its age (in production for over 85 years) has earned it a reputation as the "Iron Horse" of sliders, the standard by which others are measured.

VONDA SLIDER (CW)

Cost: 31,000
Power use (reserve): 1 per 2 kilometers (1500)
Occupants: 2
Max speed: 310 kph

The Vonda is manufactured on Rougia in the Marne Dukedom, and can be found everywhere in Commonwealth space. These durable Grav fliers are fast, and easy for the common person to maintain and repair. Since they have been available for close to 50 years, local mechanics have modified many for higher rates of speed; a few even have a spike gun mounted forward, for use in the CAF and planetary militia.
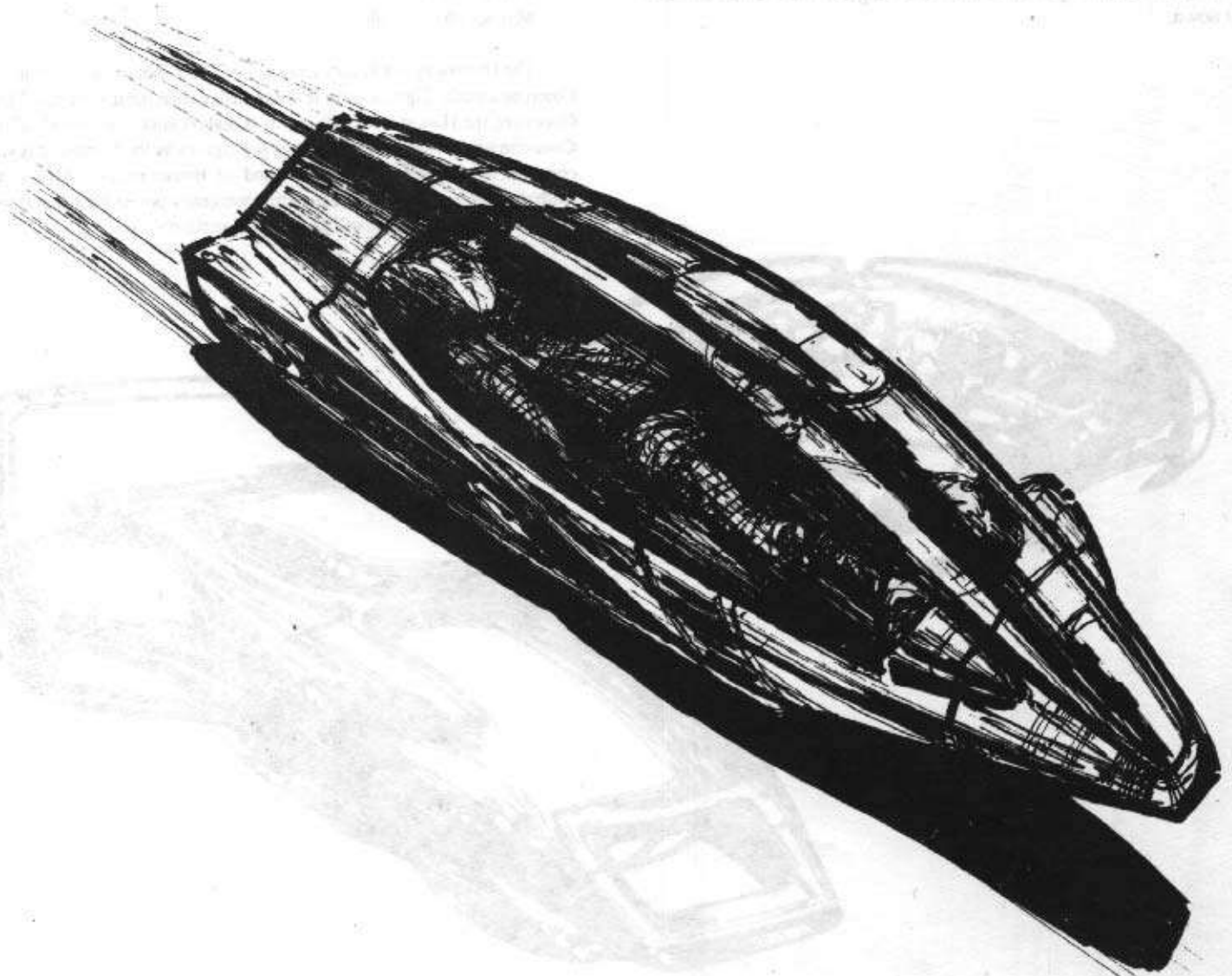
COMMERCIAL FREIGHTERS

There is a wide variety of commercial FTL transport craft available. The merchant cartels of Business Mission have hundreds of different models. Traders within both TOG and the Commonwealth also have an extensive number of vessels at their disposal.

Most commercial ships are unarmed, especially those travelling within TOG-controlled space. The Terran Overlord Government has many strict regulations on the arming of commercial vessels, though these laws are relaxed in counties that are currently on the front lines.

The Commonwealth has a Merchant Marine service which allows civilians to equip their vessels with the weapons and firepower to protect themselves. This service has proven to reduce shipping casualties from the occasional fighter interception.

The merchant cartels' small commercial freighters are essentially heavily armed patrol class ships that can carry cargo. By all accounts these are deadly vessels to deal with in close quarters.

The following are two of the typical small commercial freighters that might be encountered within the **Renegade Legion** universe. The statistics listed are for use with **Legionnaire**. Interceptor statistics can be found on p. XX.

TRAMP CLASS FREIGHTER (TOG)

Cost: 21,143,000
Paassengers: 5
Cargo: 2000 tons

Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Tramp	50	3	5	2	0	4	4	3	3	5

The Tramp Class commercial freighter is most commonly encountered operating privately within TOG-controlled space. The Tramp Class, which has been in use for over two centuries, has not seen any new ships commissioned in over two decades, but there are literally hundreds of thousands of these vessels still in operation. While this vessel is very common in TOG space, there are also many owned and used within the Commonwealth.

What makes the Tramp Class so appealing is the fact that it can easily be modified. After their generations of use, no two Tramps look alike. Many have added secret weapons on the outer hull. Some have added a forward turret, while others have beefed up the shields and the armor protection. With the myriad of modifications possible, the Tramp is destined to be in service for many decades to come. The listed stats are for a typical modification.
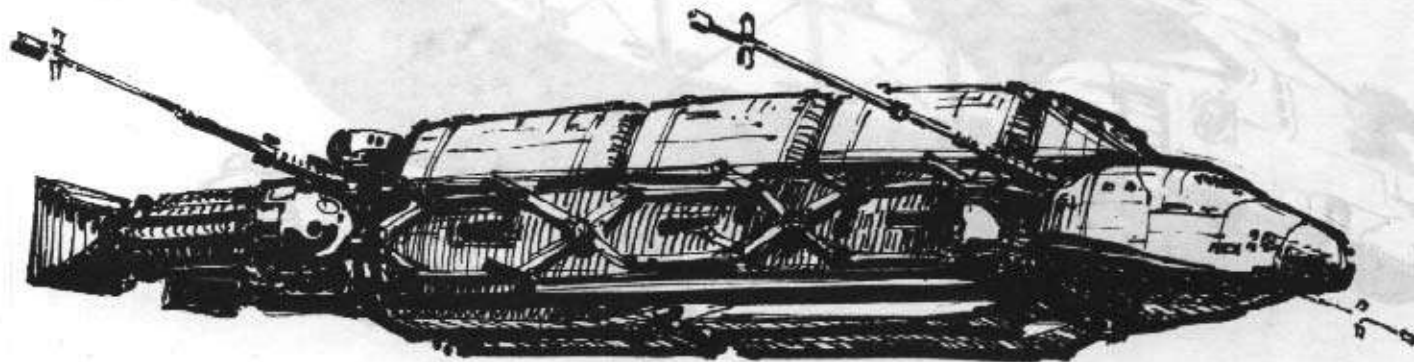
TOLEDO CLASS FREIGHTER (CW)

Cost: 20,575,159

Paassengers: 6

Cargo: 1000 tons

Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Toledo	50	3	4	3	4	5	4	3	3	8

    1) Hard Point

    2) 5/4 Laser 4 pts

    3) 5/4 Laser 4 pts

    4) Hard Point

The Toledo Class commercial freighter is one of the favorites of the merchant marines operating within the Commonwealth.

This vessel is constructed from the hull of the now retired FairFie Class corvette. The Royal Navy retired this class of ships nearly 50 years ago, and those that were retired underwent a total refit. The results was the new Toledo Class commercial freighter.

This commercially owned and licensed vessel has heavy armor and shielding available. It is equipped with two missile launching hardpoints and two smaller lasers for protection. Usually these ships can handle themselves quite well against a lone Fighter, at least long enough to jump out of system if it seems prudent to do so.

The independent merchants of the Commonwealth who own these vessels have found them very reliable despite their age.
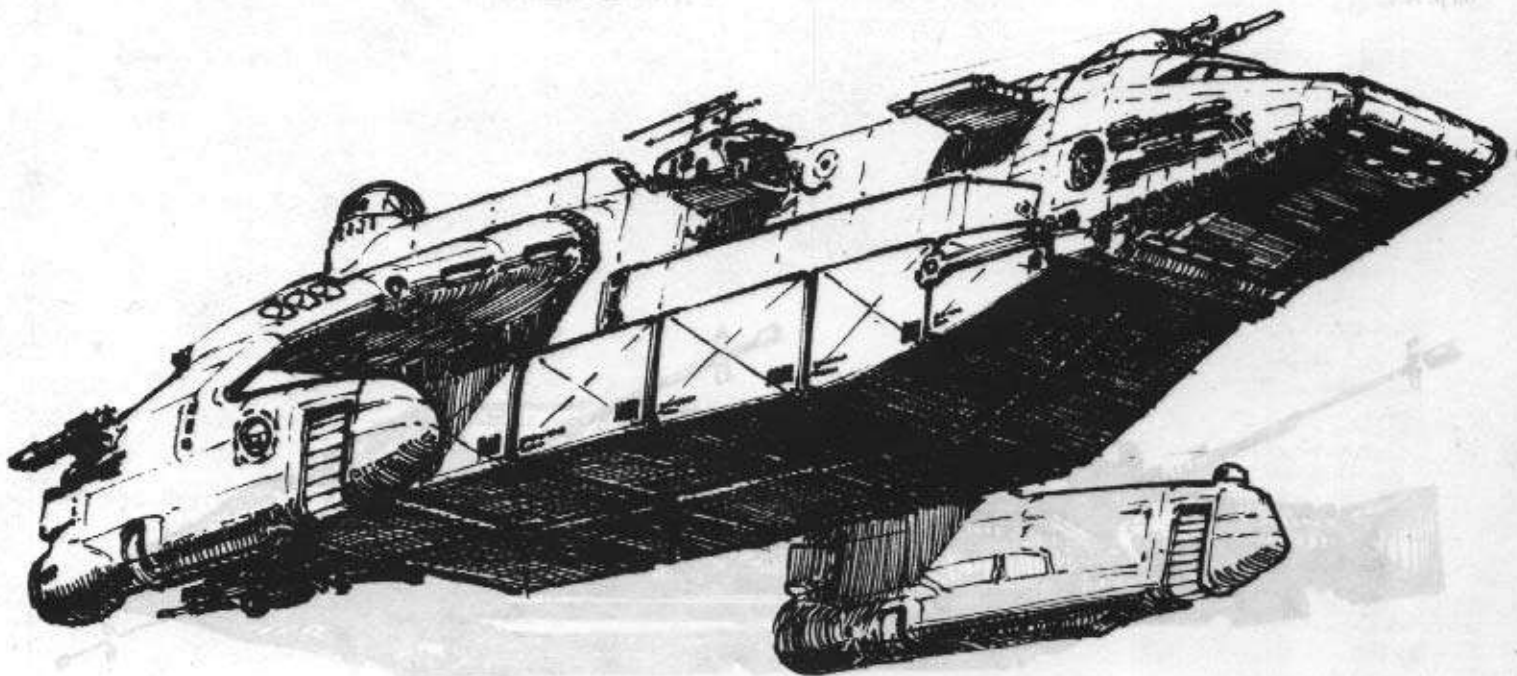
MILITARY VEHICLES

In **Centurion**, **Interceptor**, and their supplement books, there are numerous military vehicles described. While there are no changes between **Legionnaire** and the other **Renegade Legion** games, these books do have additional features not listed here that may be of value to players of **Legionnaire**. The following quick conversion rules allow a Gamemaster and players to interact with these vehicles with regard to power and expert systems.

POWER ADAPTERS

Every vehicle in use by either the TOG or Commonwealth military has external adapters for tapping power supplies. The number of external taps on the outside of the vehicle is determined by taking the mass of the vehicle, and dividing by 10. No vehicle has more than 20 external adapters on the outside.

Using this method a TOG Cestus heavy ground tank, with a mass of 96, would have 9 external power taps located on the outer hull of the tank. A Renegade Legion Liberator grav tank would have 20, since its mass is 273 and the maximum allowed is 20.

All fighters and small craft have two external power taps.

EXPERT SYSTEMS

The following expert systems come standardly installed on any TOG or Commonwealth military vehicle. These allow a virtually untrained person to take control of a particular function of the vehicle. The GM determines which levels of which systems are available on any particular vehicle.

Type of System	Level of System Available
Target Acquisition	-3, -2, -1, 0 1
Gunnery	-2, -1, 0, 1
Pilot, Ground	-3, -2, 0
Ambush	0, 1
Tactics	-2, -1
Astronavigation	-1, 0, 1, 2, 3

Spacecraft may be outfitted with most of these expert systems. (They are never fitted with Pilot or Ambush systems.) However, an Interceptor may only have 2 of these installed at any given time, while T-Space capable ships may have all operating simultaneously.

CREWS

All fighter spacecraft must have a Pilot. It may also have a Gunner, for a total crew size of 2. All Patrol class craft must have a Pilot, a Navigator, a Sublight Drive Engineer and a FTL Drive Engineer, if applicable. Additionally the craft should have 1 Gunner for every 5 weapons that it mounts, excluding the 5 that the Pilot normally controls. Finally the craft can be fitted out to carry passengers.

Ground combat vehicles have a crew of three: Commander, Gunner, and Driver/Pilot. Personnel carriers also have sufficent room to carry an eight man bounce infantry squad.

COMBAT SLEDS

Originally designed by TOG, sleds were brought into the Commonwealth by the Renegade Legions. Since that time, they have become a standard in both militaries' Marine ground strike forces.

The sled is actually a small Marshman Grav Drive platform armed with a single laser cannon. Two Marines man the platform, one as driver and the other as gunner for the laser. The entire platform can hover off of the ground as high as 3 meters when in operation, and has incredibly fast speeds for quick strikes.

A sled can be disassembled and carried in six pieces, each weighing enough to slow a character's land speed by 2 (unless a bounce pack is also in use, negating the speed difference). It takes 10 minutes to break down a sled, and 15 to assemble it.

Driving a combat sled requires Pilot, Ground skill. Operating the forward-mounted laser cannon requires Gunnery, Ground skill.

A sled provides limited protection for its gunner and pilot. Attacks against either one should be rolled against the *pilot's* Agility. If the pilot is dead or unconscious, the gunner has an Agility of 0. Both the pilot and gunner receive partial cover modifiers.

The sled itself can be attacked. The entire sled has three vehicular armor points. If it is hit by fire and the cumulative damage is 3 or more, the sled is considered inoperable. Hits on the sled by vehicles automatically destroy it.

The power supply on a combat sled can be tapped, and the sled itself can draw power from other vehicles.

LOREN MARINE COMBAT SLED (CW)

Cost:	235,000
Max speed:	50 kph
Power use:	1 for every 5 kilometers
Power reserve:	750
Occupants:	2 (driver and gunner)

LOREN 3/6 LASER CANNON

Cost:	included in sled
Damage (vehicular):	60 (5)
Range:	
Short:	750 (+2)
Medium:	1500 (-)
Long:	2000 (-1)
Power per shot:	10

The Loren Class Marine combat sled is the first generation of this fighting weapon in the CAF. To match the threat of the mounted TOG Marine troops, this weapon has been manufactured in large quantities and is now common throughout the Corps.

The Loren has something of a poor reputation. Initial releases of this sled proved cumbersome, slow, and subject to frequent breakdown. While the current Loren sleds are equal to, if not better their TOG equivalent, they still are cursed by their former reputation.

STIKES MARINE COMBAT SLED (TOG)

Cost:	225,000
Max speed:	45 kph
Power use:	1 for every 5 kilometers
Power reserve:	800
Occupants:	2 (driver and gunner)
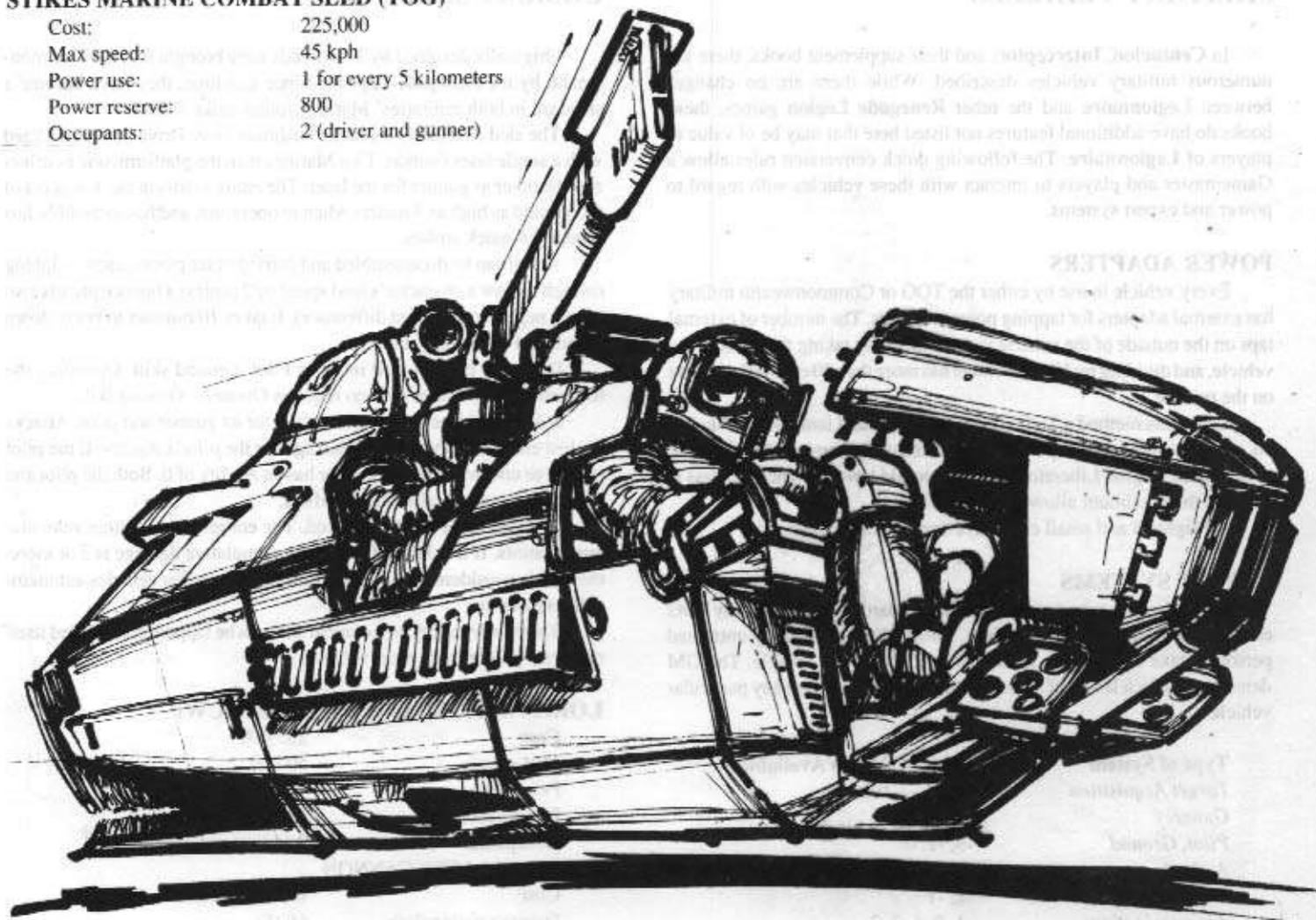
Stikes 3/6 Laser Cannon

Cost:	included in sled
Damage (vehicular):	60 (5)
Range:	
Short:	800 (+1)
Medium:	1400 (-)
Long:	2400 (-)
Power per shot:	10

The TOG Marine combat sled is named after General William K. Stikes of the TOG Marine Corps, a hero of the early campaigns against the KessRith. This model is an update of the older Hotcher version and will have totally replaced the older model by 6833.

This sled is well rounded and balanced. It has a stable flying pattern and turns well, making it popular with Marine cohorts. Its maintenance can be troublesome, but for the most part these high speed camouflaged racers are popular among the TOG Marine troops.

LANCEA

Cost: 1,890,100

Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Lancea	7	NA	4	10	5	1	4	3	3	4

1) 5/1 Laser 1 pt
2) 5/1 Laser 1 pt
3) Hard Point
4) Hard Point
5) Hard Point

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 recon role, the wing lasers are replaced with hard points and mounted with a 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 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 to instill the necessary discipline. After the pilot has achieved the necessary mixture of adherence 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.

CHEETAH

Cost: 2,013,600

Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Cheetah	7	NA	5	10	5	1	4	3	3	4

1) 5/1 Laser 1 pt
2) 5/1 Laser 1 pt
3) EPC 9 3 pts
4) EPC 9 3 pts
5) Hard Point

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
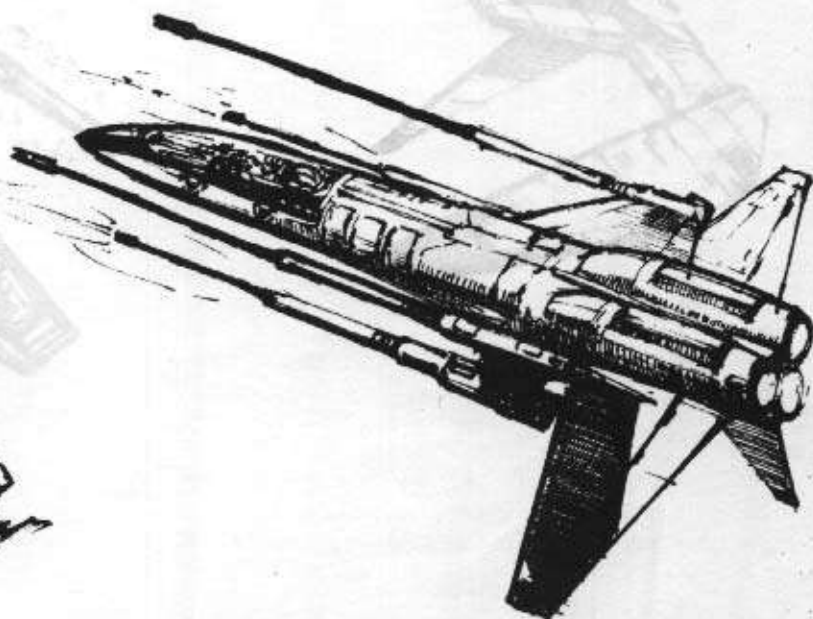
SPICULUM

Cost: 2,773,400

Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Spiculum	13	NA	5	8	5	1	4	3	3	9

    1) 7.5/4 Laser 6 pts   4) Hard Point

    2) 7.5/4 Laser 6 pts   5) Hard Point

    3) Hard Point

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.
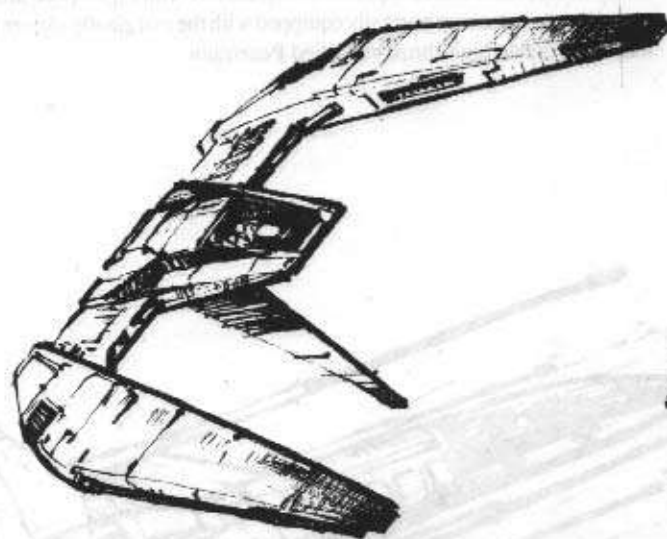
PENETRATOR

Cost: 3,018,950

Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Penetrator	14	NA	6	7	5	1	4	3	3	7

    1) NPC 16 6 pts   4) EPC 14 5 pts

    2) NPC 16 6 pts   5) Hard Point

    3) EPC 14 5 pts

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. Penetrators 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.
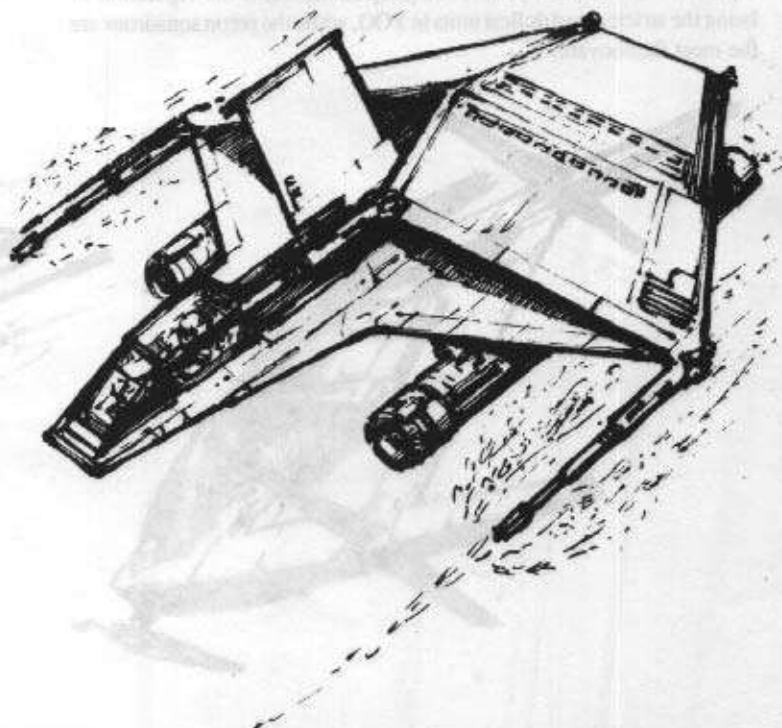
GLADIUS

Cost: 4029,500

Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Gladius	21	NA	5	6	9	2	4	3	3	9

1) MDC 10 8 pts
2) MDC 10 8 pts
3) EPC 18 7 pts
4) Hard Point
5) Hard Point
6) Hard Point
7) Hard Point
8) Hard Point
9) Hard Point

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.

FLUTTERING PETAL

Cost: 4,705,000

Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Fluttering Petal	25	NA	7	5	10	2	4	3	3	10

1) MDC 8 5 pts
2) MDC 8 5 pts
3) 7.5/5 Laser 7 pts
4) 7.5/5 Laser 7 pts
5) 5/5 Laser 5 pts
6) 5/5 Laser 5 pts
7) 5/4 Laser 4 pts
8) 5/4 Laser 4 pts
9) Hard Point
10) Hard Point

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.

CINGULUM

Cost: 16,448,300
Passengers: 2
Cargo: 4 tons

Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Cingulum	50	3	12	4	15	7	4	3	3	6

Odds	Evens
1) 7.5/5 Laser 7 pts	1) 7.5/5 Laser 7 pts
2) 5/6 Laser 6 pts	2) 5/6 Laser 6 pts
3) 7.5/6 Laser 8 pts	3) 7.5/6 Laser 8 pts
4) MDC 12 10 pts	4) MDC 12 10 pts
5) 5/4 Laser 4 pts	5) 5/4 Laser 4 pts
6) MDC 12 10 pts	6) MDC 12 10 pts
7) Hard Point	7) MDC 12 10 pts
	8) Hard Point

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 live action, some are unfortunate enough to have their ships requisitioned by the ISS or by an Overlord 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 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.

PEGASUS

Cost: 16,580,200
Passengers: 3
Cargo: 10 tons

Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Pegasus	50	3	12	4	15	7	4	3	3	10

Odds	Evens
1) 7.5/6 Laser 8 pts	1) 7.5/6 Laser 8 pts
2) 7.5/6 Laser 8 pts	2) 7.5/6 Laser 8 pts
3) 7.5/6 Laser 8 pts	3) 7.5/6 Laser 8 pts
4) 5/6 Laser 6 pts	4) 5/6 Laser 6 pts
5) MDC 12 10 pts	5) MDC 12 10 pts
6) EPC 18 7 pts	6) EPC 14 5 pts
7) NPC 20 10 pts	7) NPC 16 6 pts
	8) Hard Point

The Pegasus is a newly commissioned Commonwealth corvette. In addition to typical convoy escort duties, Pegasus squadrons 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.
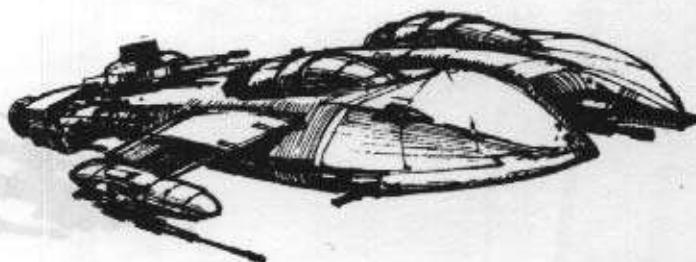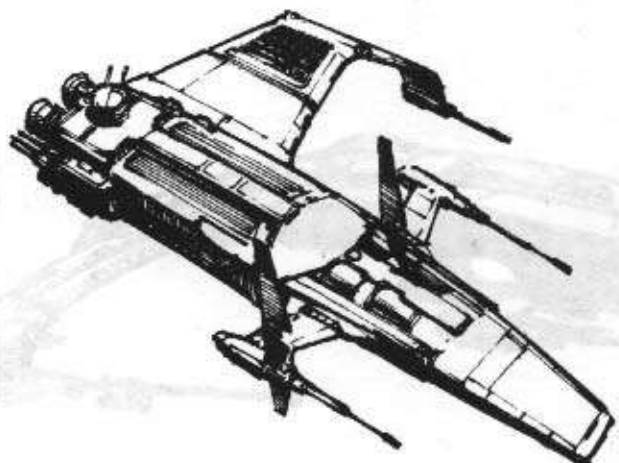
PHARETRA

Cost: 17,439,000
Passengers: 12 (6 pilots, 6 technicians)
Fighter Bays: 6 (Strc 13 or less)
Cargo: 100 tons

Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Pharetra	50	3	12	2	4	5	4	3	3	7

   1) 5/6 Laser 6 pts
   2) 5/6 Laser 6 pts
   3) 5/6 Laser 6 pts
   4) Automatic Hard Point (10 missiles)

The Pharetra is the standard squadron carrier used throughout the Shannedam County. In most cases, the Pharetra Class ships carry only medium fighters, with other ships carrying the light fighters. However, some reports indicate that Pharetras are being assigned to carry light Recon Squadrons.

The Pharetra is not as well-protected as a standard corvette. Its armor is light, defensive weaponry limited, and allocatable power even lower. Moreover, its acceleration is sluggish. A Pharetra should be a relatively easy kill for any medium or heavy fighter squadron. Tactical deployments of the Pharetra can mitigate these problems, however. Maintaining its 27,000+ kilometer per hour velocity, the Pharetra jumps into the system and then enters a high-speed parabolic orbit around the sun. The fighters are launched for the mission and then return to the carrier when the job is completed. This tactic makes it difficult, if not impossible, to intercept the carrier. Friendly fighters must detect the Pharetra, calculate its orbit, and then vector into an intercepting orbit at a velocity similar to the Pharetra—all before the enemy fighters have completed their mission and the carrier has recovered them. Even if the friendly fighters achieve a successful intercept, the Pharetra can easily avoid destruction by immediately jumping into T-space.

SOLSTICE

Cost: 24,111,950
Passengers: 12 (6 pilots, 6 technicians)
Fighter Bays: 6 (Strc 18 or less)
Cargo: 50 tons
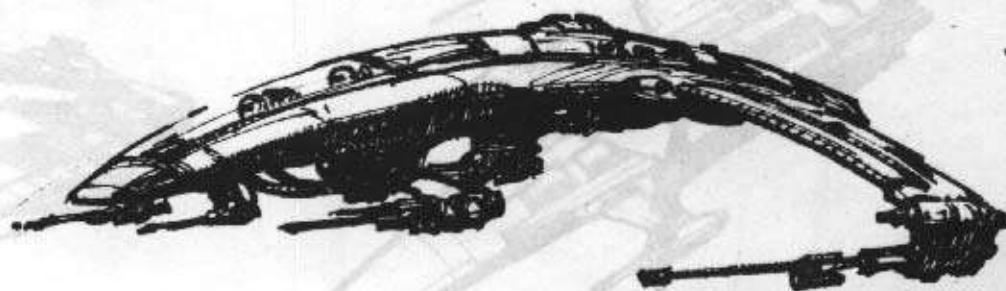
Name	Strc	FTL	Shld	Thrust	Wea	Crew	Wcom	Sen	Life	Armr
Solstice	50	3	12	2	4	6	4	3	3	5

   1) MDC 10 8 pts
   2) MDC 10 8 pts
   3) Automatic Hard Point (10 missiles)
   4) Safeguard-3

The Solstice is a Corvette Class ship assigned to provide FTL capabilities to Commonwealth and Renegade Raiding Squadrons. The Solstice carries up to six 175-ton fighters, and provides limited maintenance and replenishment facilities. These facilities allow the Squadron to fly up to three full sorties before returning to a supply depot or ship.

The Solstice is normally deployed in the same manner as the Imperial Navy Pharetra. The Solstice enters the outer edges of the system, launches its fighters, and then recovers them and jumps out, after the fighters have completed their mission. Defensively, the Solstice has poorer protection than the Pharetra, but it can carry heavier fighters and its offensive armament is marginally better. Recently all of the Solstice class ships have been retrofitted with the Safeguard anti-missile system.
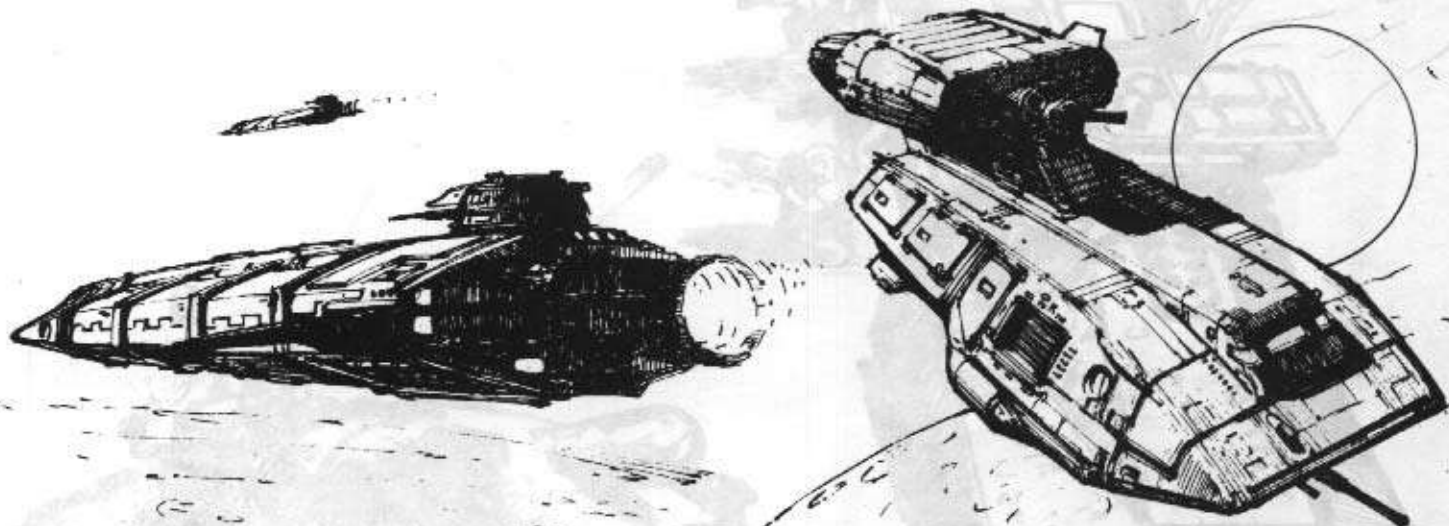
LUPIS

Cost: 454,900

Name	Strc	Comdr	Shld	Thrust	Wea		Pil	Wcom	Sen	Gunnr	Armr
Lupis	9	*I	4	8g	2	*		4	3	*	5

1) 25mm 5 pts   2) SMLM (2) 20ppm

The Lupis is the standard TOG personnel carrier. Named after the she-wolf that nurtured Romulus and Remus, the Lupis' design provides a high degree of armor and shield protection, though its offensive armament is lighter than its Commonwealth counter-part.

The Lupis' design reflects TOG doctrine, that views APCs primarily as battlefield taxis used to protect their occupants from hostile fire, until the Legionnaires can be brought into range for a decisive attack. The transported Legionnaires are considered the offensive arm of the APC/infantry team. As a result, each Legionnaire has his own exit door which allows for rapid debarkation. Standard tactics call for the Lupis to overfly enemy positions at tree-top level and drop the Legionnaires in a close assault.

The Lupis' 25mm gauss cannon and SMLM missiles are considered defensive in nature, though they might be used to provide limited fire support to the dismounted Legionnaires.

NAHTIKAL (VIPER)

Cost: 474,600

Name	Strc	Comdr	Shld	Thrust	Wea		Pil	Wcom	Sen	Gunnr	Armr
NahTikal	9	*I	4	8g	4	*		4	3	*	4

1) 25mm 5 pts   2) SMLM (2) 20ppm
3) TVLG (2) 10ppm   4) TVLG (2) 10ppm

NahTikal is a Naram word that loosely translates as "viper." The formal Naram meaning is more apt in its relation to TOG. In the Naram culture, a NahTikal is a serpent that is sent by providence to kill a tyrant who has a seemingly unshakable hold over the people.

The Viper is the standard Commonwealth and Renegade Legion armored personnel carrier. Its design is Naram and reflects Naram combat doctrine. Its primary attributes are its high acceleration, good speed and large missile load. By carrying a large number of missiles the vehicle can be used offensively, unlike its TOG counterpart. However the Viper sacrifices 6 tons of armor protection to carry these TVLGs.

One of the most interesting aspects of the Viper's design is its double hull. The main chassis of the vehicle is sheathed by a thin shell of armor. This shell is braced anywhere from 30 to 100 centimeters away from the main hull. While the armor configuration does not reduce the weight of the armor, it does provide two advantages. First is that the spacing makes maintenance of external sensors easier, since the mechanics do not have to work on them from the inside of a cramped vehicle. Second the outer shell is configured to provide dismounting legionnaires umbrella-like protection from shell fragments. Standard tactics dictate that the Viper ground in a crater and the infantry dismount under the shell. Once they have all dismounted the Viper moves on and the infantry rush to their positions. This tactic allows the infantry to quickly dismount while protected and alleviates the need for multiple doors, as on the Lupis.
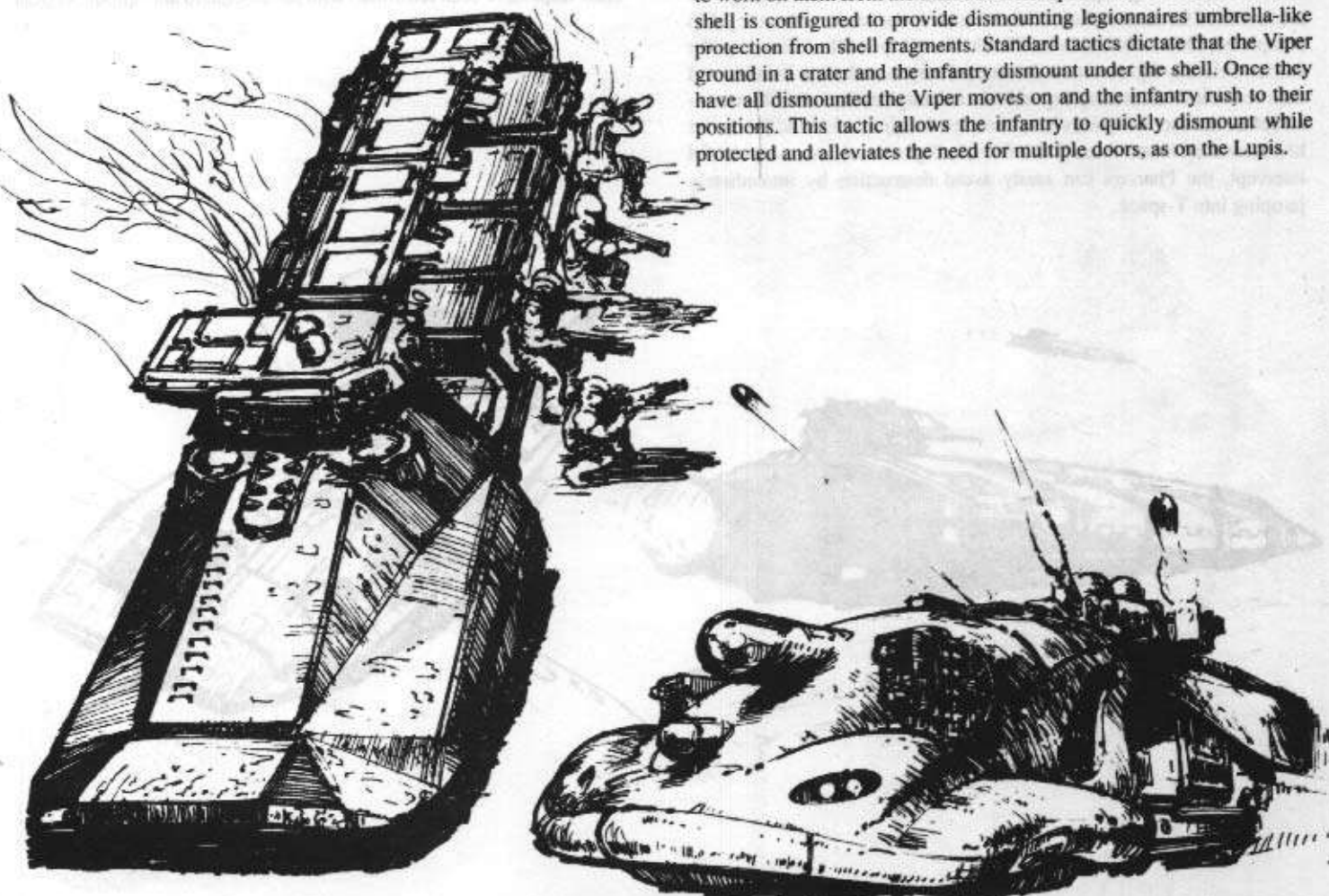
AENEAS

Cost: 861,550

Name	Strc	Comdr	Shld	Thrust	Wea	Pil	Wcom	Sen	Gunnr	Armr
Aeneas	14	*	↑5	8g	3	*	4	3	*	5

1) 1.5/4 Laser 2 pts
2) 100mm 12 pts
3) TVLG (4) 10ppm

The Aeneas is TOG's general purpose light tank. Its high thrust and low weight allows it to be used with great effect as a planetary raider. The Aeneas carries a considerable punch in the form of its 100mm Gauss cannon and coaxially mounted 1.5/4 laser, making the vehicle an excellent recon or screening vehicle. Its robust weapons and drive systems along with its high-habitability endear this grav tank to the crews that are assigned to it.

The only flaw that the Aeneas possesses is that all of its weapons are mounted in the turret. This does allow the tank to use its full firepower against a single target. The drawback is that the loss of the turret fire control system (fairly common in modern combat) makes the Aeneas nothing more than a moving target.
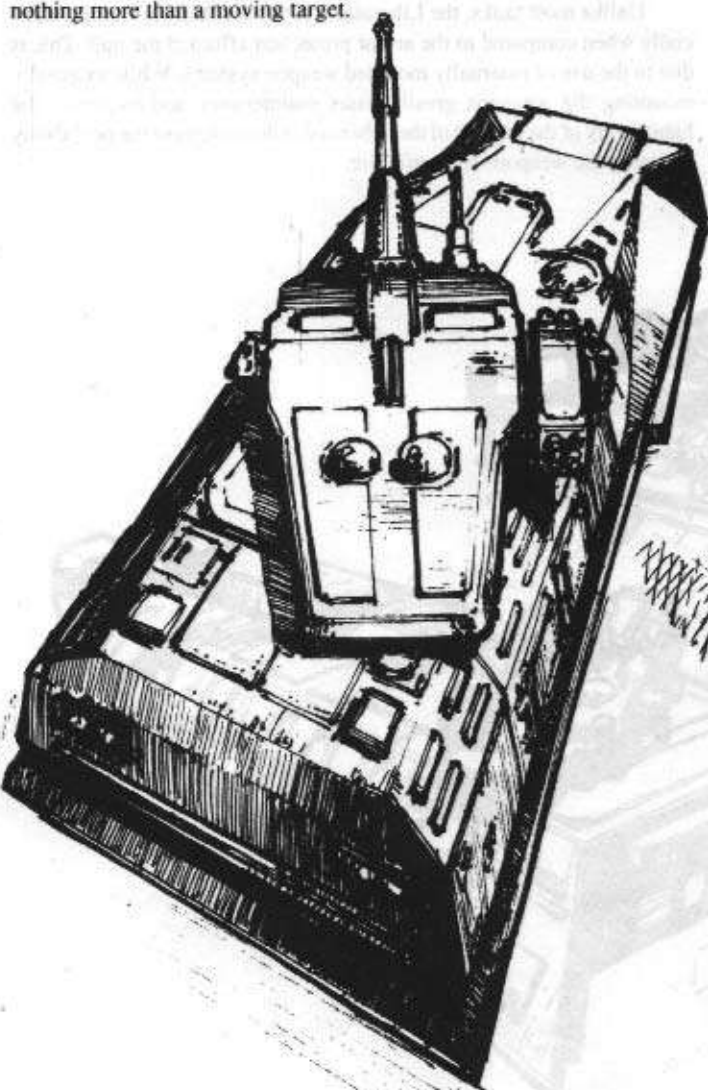
BATA REVO (WOLVERINE)

Cost: 824,300

Name	Strc	Comdr	Shld	Thrust	Wea	Pil	Wcom	Sen	Gunnr	Armr
Bata Revo	14	*	4	8g	4	*	4	3	*	4

1) 100mm 12 pts
2) AP Laser 4 pts
3) TVLG (4) 10ppm
4) TVLG (2) 10ppm
5) TVLG (2) 10ppm

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

Like the Viper, the Wolverine is a Naram double-hull grav combat vehicle. It is moderately well protected and its 100mm Gauss cannon is capable of savaging the armor of any opposing vehicle with a few shots. The Wolverine is a magnificent vehicle for planetary raids. The AP laser is very effective against TOG rear area garrison units, which are comprised primarily of infantry. Its large missile load allows it to operate without resupply for a considerable time. The Wolverine's low mass allows a large number of Wolverines to be carried by an assault ship, while its high acceleration limits the time the assaulting force is exposed to high altitude defensive fires.

Even with all of these qualities, there are some that feel that the Wolverine is inferior to its TOG counterpart, the Aeneas. The Wolverine is marginally less well protected than the Aeneas . It also mounts an AP laser instead of a conventional light laser, as the Aeneas does. In a short battle the Aeneas has a tactical advantage because it can utilize this extra laser, while the AP laser on the Wolverine is useless. Only after the Aeneas has expended its TVLGs does the advantage return to the Wolverine, which carries twice the missile load. Most tacticians feel that the outcome of a battle between these two vehicles will be decided well before that time.
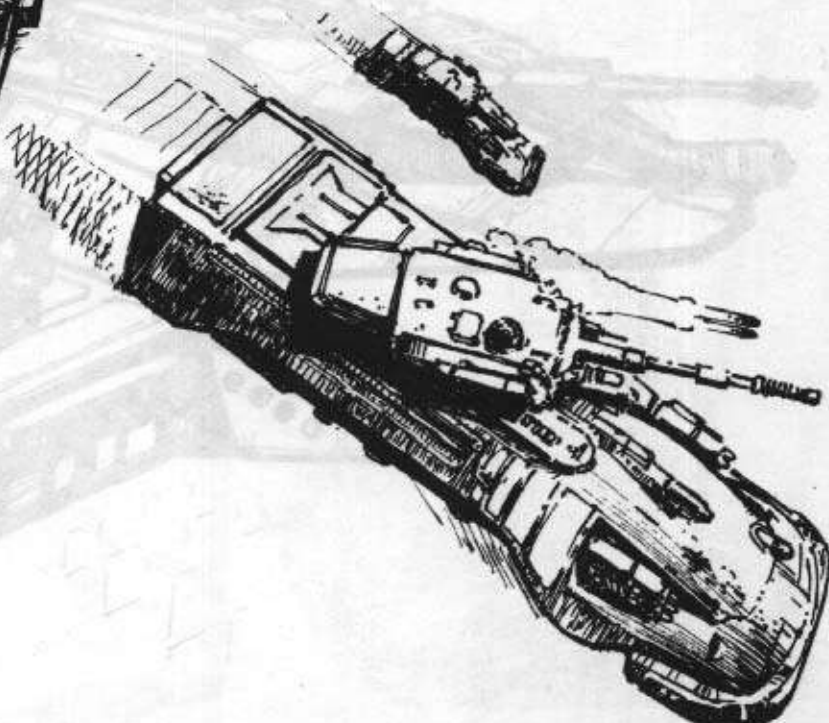
HORATIUS

Cost: 1,617,700

Name	Strc	Comdr	Shld	Thrust	Wea	Pil	Wcom	Sen	Gunnr	Armr
Horatius	27	*	5	6g	6	*	4	3	*	9

1) 3/6 Laser 5 pts
2) SMLM (2) 20ppm
3) 50mm 7 pts
4) AP Laser 4 pts
5) Vulcan -2
6) 150mm 15 pts

Horatius Cocles was an ancient Roman legionnaire who single-handedly held off the Etruscan army at the Sublician bridge leading into Rome. Horatius' actions saved Rome that day and to honor his valor TOG has given his name to its newest medium Grav tank.

The Horatius is a superb balance of speed, firepower, and armor protection. The 50mm Gauss cannon located on the left side of the turret is a new design. A major problem with small caliber Gauss cannons is that without complex and weighty cooling systems, the barrels will melt after a few firings. The Horatius mounts a rotating 4 barrel system, which allows the barrel to cool naturally before being used to fire again. While the rotating mechanism does not weigh or cost less than a conventional cooling system, this new device simplifies field maintenance.

Another odd feature of the Horatius is it secondary infantry digging cannons. Rather than evenly firing the digging charges to the left and right of the main crater, the Horatius' charges arc all thrown to the left side of the crater. Since the Horatius doesn't carry infantry, this abnormality of design was not considered serious. Once committed to battle however this quirk did cause confusion, as half of the dismounted legionnaires taking up positions around a recently dug Horatius crater couldn't find any foxholes.

LIBERATOR

Cost: 1,636,350

Name	Strc	Comdr	Shld	Thrust	Wea	Pil	Wcom	Sen	Gunnr	Armr
Liberator	27	*	5	6g	6	*	4	3	*	7

1) 5/6 Laser 6 pts
2) 150mm 15 pts
3) 50mm 7 pts
4) Vulcan -3
5) TVLG (4) 10ppm
6) TVLG (4) 10ppm

The Liberator is found in all Renegade, and most Commonwealth, Legions. Like all combat vehicles the Liberator reflects the various trade-offs designers face among speed, firepower and protection. In the case of the Liberator the designers gave greater weight to speed and firepower, while degrading protection somewhat.

The combination of a 5/6 laser, 150mm Gauss cannon, and 50mm coaxial Gauss cannon in a fully rotating turret makes the Liberator a dangerous foe in mobile combat. The protection afforded by the Vulcan 3 system partially offsets the lower-than-standard shielding, while its TVLG missile load allows for extended combat operations.

Unlike most tanks, the Liberator's turret is relatively fragile, especially when compared to the armor protection afforded the hull. This is due to the use of externally mounted weapon systems. While externally mounting the weapons greatly eases maintenance and improves the habitability of the interior of the Liberator, it does increase the probability of losing the weapons to hostile fire.
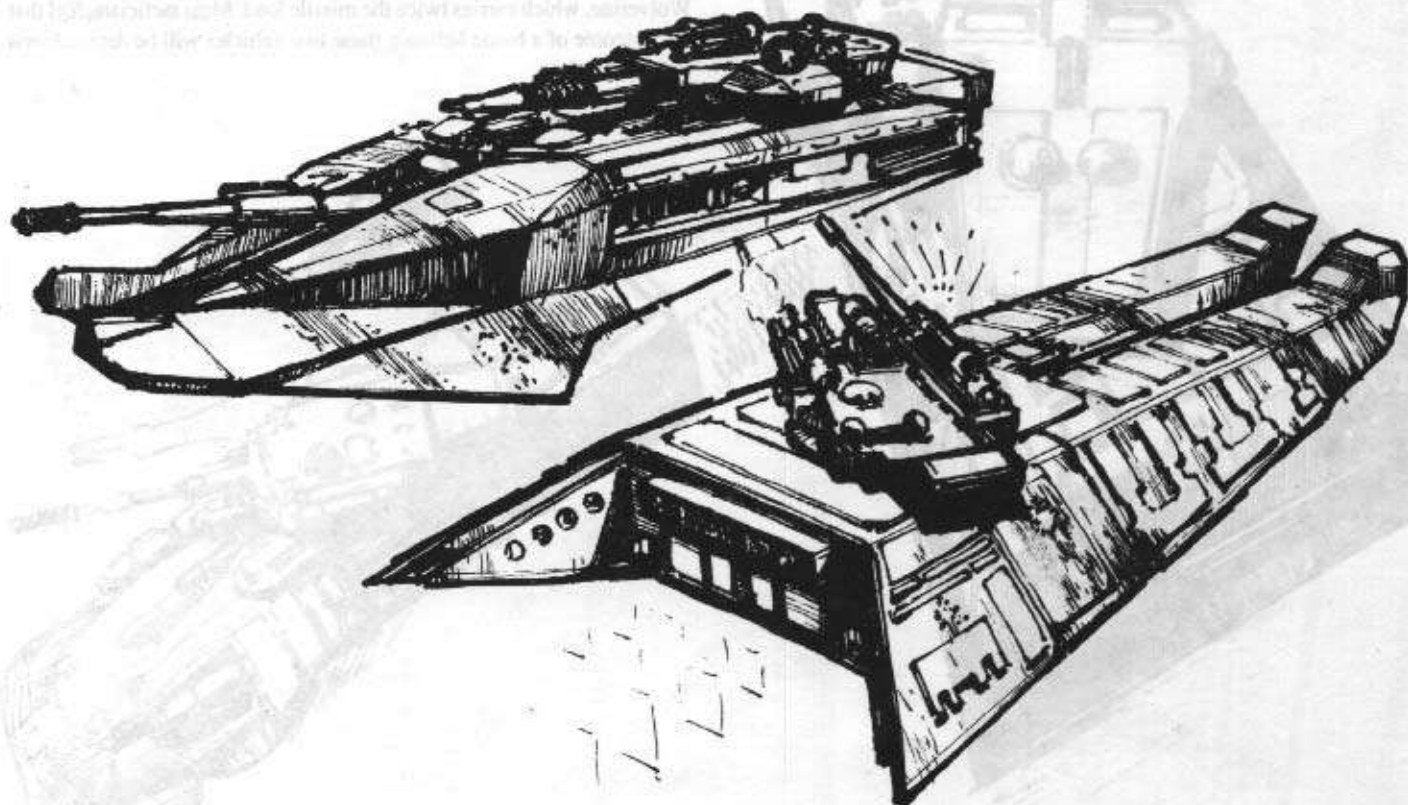
PLAYING THE GAME

This section gives the rules for playing **Legionnaire**. The first three pages tell what **Skill Checks** are, and how and when to use them. The most usual kind of skill check is an **Opposed Check**, p. 98.

Combat begins on page 99, and discusses **Initiative, Preemptive Strikes** (the way to get a jump on everyone else), **Movement** and **Surprise**, before it dives into **Melee** and **Ranged Combat**, starting on page 100. **Damage Determination**, including the effects of armor and hit location, follow on p. 102. The last three sections, (pp. 104-106) describe **Area Effect Weapons, Zero/Micro-G Action**, and a few other situations in which characters can get hurt (**Situational Damage**).

Wounds and Healing tells how to check for **Consciousness** and **Wound Intensity** (p. 107), as well as how to stabilize patients (**Stabilization**) and get them on their feet again immediately (**Mobilization**) (p. 108). **Length of Unconsciousness** is discussed, along with **Healing** and two special ways to recover from extreme damage—**Budding** (p. 110)

and **Cybernetic Replacements** (p. 111). And a few options to these rules, including the **Megadeath Luck Saving Roll**, are covered on p. 109.

Space Travel describes T-Space, or tachyon space, then lists the game mechanics of T-Space travel—how to do it and how to get lost—on pages 113 and 114. **Detection** of other ships, in T-Space and normal space, is covered on the next two pages, followed by **Fuel** consumption rules and **Movement in a Solar System** (pp. 116-117).

Next, **Vehicle Combat** is covered (pp.118-123). This chapter deals with both **Space Combat** (p.118) and **Ground Combat** (p. 120-121). A conversion system to integrate **Interceptor/Centurion** to **Legionnaire** is also given (p. 123).

The next chapter (pp. 124-125) describes **Adventure Points**—how to get, how to use, and how to improve skills with them.

Finally, **Mastering The Game** (pp.126-137) gives the gamemaster rules hints and suggestions on running a **Legionnaire** game.

SKILL CHECKS

Saving rolls and skill checks are the two most-used ways to find out if a character succeeds in some task. *Saving rolls* are used when the task is solely dependent on one of the character's attributes. *Skill checks* are used when the task is skill-oriented and requires the character to exercise one of his attributes with a skill that he has.

THE NUMBER OF DICE ROLLED

Saving rolls and skill checks both have varying levels of difficulty. This is reflected in the number of ten-sided dice the character's player is asked to roll. A 1 die roll (or a "1D10 roll") is for a simple task. A 2D10 roll is slightly more difficult, and so on. In general, most skill checks and saving rolls are 2D10 rolls. There is no upper limit to the number of dice a player may be asked to roll, but having more than a 7D10 check is going to be a very rare occurrence. The GM can use the **Difficulty Table** to help judge the number of dice the player rolls:

DIFFICULTY TABLE

Simple or Opposed	1D10
Average	2D10
Challenging	3D10
Difficult	4D10
Strenuous	5D10
Extreme	6D10 or more

The total of the dice the player rolls is important because it is compared with the appropriate attribute (for a saving roll)—or appropriate attribute plus appropriate skill level (for a skill check)—that would apply. The roll must be less than or equal to the attribute—or the attribute plus skill level—for the attempt to succeed.

Saving roll: Brennus is trying to remember the name of an old school chum he hasn't seen for years. His IQ is 18 and the GM has determined this will be an average task, calling for a 2D10 roll. Brennus' player rolls a 12 on two dice, which is less than 18, so the effort is a success. The Gamemaster (thinking quickly) makes up a name and gives it to the player. (With that roll of 12, Althea (at IQ 14) would also have been able to remember the name of someone from her past.)

Skill check: Althea, unexpectedly forced out of town into the hillside by a particularly thorough Lictor search of her city, is using her Scavenger/Tinker skill to cobble together a makeshift crossbow. Since she's having to use green wood for the crossbar, the GM decides the task is difficult—a 4D10 roll is required. With a DX of 16 and 1 level of Scavenger/Tinker skill, she's trying to roll a 17 or less on 4 dice. She rolls 17 exactly, and the GM rules that she's succeeded, but she's not sure it will last more than a few shots.

DEGREES OF SUCCESS AND FAILURE

Gamemasters might want to look at the difference between the roll and target to assess the degree of success or failure the character had in making the roll. While this is not a hard and fast rule, rolling just half or even a quarter of the target might be a reason to supply more information or a better result.

Brennus succeeded with a roll that was two-thirds of his target (12/18). In this case the GM might decide that he not only remembers the friend's name, but he also recalls the friend's family owned a store. Had the roll been made by half (a roll of 9 in this case) the Gamemaster might have added the address of the store. A roll of 4—roughly a quarter of 18—could well have recalled to Brennus' mind a news story about this friend having been named a vice counsel to a prestigious firm.

The same technique can be used for missed rolls. The degree of the miss can determine how badly a character is hurt because of his failure. For example, in a situation in which only four characters stand a chance of getting hurt—such as the random shotgunning of a crowd—each character makes a saving roll against Luck, and those four characters who roll the worst with respect to their Luck are hit.

With Brennus's luck, he'd probably be hit because that save is made against his Luck of 3. Furthermore, if Brennus rolls a 12, having missed by 4 times his target, the Gamemaster might assume he is standing at ground zero and assess him increased damage because of it.

SELECTING THE RIGHT ATTRIBUTE(S)

Examples of straight saving rolls include dodging vehicles (AG), lifting heavy objects (ST), putting someone at ease by giving them a big smile (CH), racing forward to snatch a baby from the path of an oncoming Grav tank (SP), or surviving a brush with the Snow Plague (CN). (For CN saving rolls, the target is often the current value of that attribute, as characters in a weakened condition are less likely to survive than those who are in tip-top shape.)

These examples are of simple saving rolls. They are made against an attribute without any modifiers, and represent the sort of situation in which skills and equipment have little or no influence.

At times it's difficult to select which attribute should be the base for determining a target number. For example, should the roll be made against Intelligence or Charisma to see if a warrior impresses his superiors in battle? Should the roll be made against Speed or Agility when running a difficult obstacle course? In both cases, either one works, but averaging them can work even better. To obtain the average, add the attributes together and divide by the number of attributes, rounding down.

SELECTING THE RIGHT SKILL(S)

Skills can affect the outcome of a saving roll by transforming it into a skill check. A skill check is a saving roll that involves the use of one or more skills. The level of the skill is added to the target attribute to determine the target number.

Brennus and his cousin Octavius finds themselves in an awkward situation. Their grandmother is somewhat senile and has apparently forgotten a password that will allow them to enter a certain portion of the family crypt. Brennus has discovered that her father was buried with a holographic map that Brennus and Octavius now find they need, and the password is the only way they can get in there without alerting their uncle, the evil Tacitus Africanus.

Octavius decides he might be able to trigger her memory if he succeeds in playing a piece on the organic keyboard that her father used to play for her when she was a little girl. He's never seen the piece of music, so the Gamemaster decides playing it is a 3D10 task. Octavius cracks his knuckles and prepares to make the roll. His target is the sum of his Dexterity (18) and his Special Interest: clavichord skill (3). The total is 21 and this is his target. The player rolls 3D10 and gets a total of 13. The roll was made by 8.

It is possible for more than one skill to be brought in on a skill check. In the above example, if Octavius had used Disguise skill to make himself look like his great-grandfather while he played the piece, the value of his Disguise skill could have been added into the total. This would have raised the target and made his margin of victory even greater. Remember, the reason Disguise would have applied in this case is because his goal was to trigger the memory, not play the piece especially well. Had his goal been to play the piece perfectly, the Disguise skill would have been inappropriate for that roll.

Octavius might also want to use his Research skill (at level 2) to discover any mannerisms his great-grandfather had that might be appropriate to the situation. The GM is unconvinced that Research is really an appropriate skill in this case; he won't add two to the target number, but he might decide that a certain amount of research is possible. If so, he can give "partial credit," adding 1 to the target for the Research level of 2.

The Gamemaster is the final arbiter of the attributes, skills, and dice that a situation requires. A sharp player will try to focus his task so he can bring as many skills as possible to bear on the problem—as was done above by making distinct what Octavius had as a goal. Gamemasters are encouraged to reward this sort of creativity by allowing multiple skills to be used in well defined situations—especially those where the character can plan and prepare. In snap situations, most checks are simple saving rolls, with at most one skill applying.

AUTOMATIC SUCCESS AND FAILURE

Any time all dice rolled come up 1, the attempt automatically succeeds, regardless of what the target number was.

On the other hand, any time all dice rolled come up 10, the attempt automatically fails, regardless of what the target number was. For those tasks so easy that failure is abnormal, a 2D10 roll might be required, just to check for automatic failure—the character will succeed unless he rolls a 10 on both dice.

For 1D10 rolls, (which include all attack rolls in combat) this results in a 10% chance of instant success or failure, making **Legionnaire** compatible with the **Interceptor, Centurion** and **Leviathan** board games.

IMPROVING SKILLS

Anytime a successful skill check is rolled, the character might get credit for practicing that skill. If so, a mark is recorded opposite the skill on his character sheet. When he has 10 marks, he is allowed to raise the level of the skill. For a complete explanation, see **Adventure Points**.

UNQUALIFIED SKILL USE

Characters occasionally want to use a skill they don't possess. If the character has the minimum attribute level to learn the skill, then the GM should allow the character to make the skill check, but add one die to the roll.

On her way home one day, Althea comes across a worker who has been hit by a speeding Grav car and left for dead by the road. Althea must attempt to stabilize the victim or he will go into shock and die. Despite her lack of formal medical training, Althea determines to try. Normally a 2D10 Medtech skill, check against Althea's IQ of 14 plus her MedTech skill level, would be used in this situation. However, since Althea has no Medtech skill, she must make a 3D10 saving roll, against just IQ.

If the character does not have the necessary IQ or other attribute level to use the skill, add an additional die for each point less than the minimum. These extra dice are on top of the extra die for unqualified use of a skill.

Althea is able to stabilize the worker. While working on him, she finds a small strip of paper with strange symbols on it. Assuming that the message on the paper is written in a code of some type, Althea tries to decode it. Althea does not have the necessary Cryptography skill, nor is her IQ high enough to learn that ability, but she gamely tries anyway.

Decoding is a 1D10 check (because it is an opposed check; see **Opposed Checks** *in the next section for a definition). In this case the GM decides that the opposing total is 12 (it's a simple substitution code). Althea's total is 14, her IQ. Thus the target number is 2, normally a chance of success. However trying to use a skill she doesn't know adds one die to the roll, and her IQ of 1 less than necessary (Cryptography is an IQ 15 skill) adds 1 more die. The result is that Althea's player must roll 3 dice to get a result of 2 or less, an impossibility. Her only chance is to roll a 1 on all three dice for an automatic success. She doesn't (her chance was just one in a thousand), so she just shakes her head and pockets the paper.*

OPPOSED CHECKS

Opposed checks are contests between characters. They are most often rolled during combat, when one character is attacking another. Other typical opposed checks include defusing a bomb someone else has set, decoding a message, unjamming a frequency, and detecting a forgery.

In the examples of this chapter so far, most targets have been around 20. That is appropriate, especially for characters like Brennus or Althea who do so many things well. However, combat or other contests, where the target is the *difference* between two characters, results in a much lower range of target numbers. Therefore, opposed checks are generally resolved with a roll of 1D10.

Determining whether a situation requires an opposed check is up to the GM, but the general rule is that if the character being acted on isn't opposing the check, let it be resolved as a simple skill check or saving roll. The example of Octavius, his grandmother and the keyboard was resolved as a simple skill check. If she had been actively trying not to remember, it would have required an opposed check. Althea's attempt to decode the message was an opposed check. If the coding character had also included the key with the message, her roll would have been a simple skill check.

The target for an opposed check is figured through a simple formula: My Total minus His Total (adjusted by applicable modifiers):

• The acting character's attribute and all appropriate skills are added together to get My Total.

• The opposing character does the same with his attribute and skills to get His Total.

• The totals are adjusted by any modifiers that apply.

• The opposing character's result (His Total) is subtracted from the acting character's result (My Total) to yield the target number, the number to be rolled against using 1D10.

Adonis is tossing a knife at Brennus. Brennus has AG 11 and no skills that help him dodge. Adonis has DX 14 and a whopping 6 for his Knife Throwing skill—a total of 20. His target is 9 (20 - 11).

Brennus, on the other hand, wants to shoot Adonis. Brennus has DX 18 and a Projectile Firearms skill of 1. That makes his total a 19. Adonis has AG 8 and no skill applicable to dodging a stream of hyper-velocity plastic flechettes. Subtracting 8 from 19 means Brennus must roll an 11 or less on 1D10 to hit his target. (Remember, if he rolls a 10, he misses automatically.) Both men, at close range, should hit and hurt each other.

(Actually, there are combat modifiers that apply, but they've been omitted here to keep the example simple.)

Althea needs to break into a TOG installation—something she has done before—but unbeknownst to her, the base had a new alarm system installed by a security expert. That man's IQ was only 12, but his Security Tech skill was 8, so the GM decides 20 is the level of the custom system this man built—His Total is 20. Althea, with IQ 14 and Security Tech 3 has a target value of 17. When the security system's target of 20 is subtracted from her 17 she is left with a target of -3. The roll of the die comes up a 7, which does not let her neutralize the security system. (Had she rolled a 1, she would have gotten past it.)

In this example there are two important things to note. First, even though Althea was not in direct conflict with another person, that person's attribute and skill levels produced His Total.

Second, if Althea later uses her Research skill to study the components or the designer—or in some other way learns things about the system—the Gamemaster should consider raising her total when she tackles it again, perhaps by adding her Research skill level. The GM should modify either total whenever it it appropriate to do so. (Deciding, for example, to penalize a character's DX because he's been bathed in radiation from a reactor running wild—to simulate the effects of dying on his ability to perform very fine operations—is quite appropriate.)

COMBAT

Combat in **Legionnaire** is also fairly simple. All combat takes place in 10 second combat rounds. During each round a character may move and take any of several other actions. Melee combat can only occur between characters who start a round within 10 meters of each other.

No matter what kind of combat is taking place, remember this basic tenet: (Attacker's Total - Defender's Total) = the target number. All combat is resolved as a series of opposed checks, with the Attacker's Total equal to DX plus appropriate modifiers, while the Defender's Total is equal to AG plus appropriate modifiers. The roll of 1D10 must be equal to or lower than that target number for the attacker to hit. A result of 10 means automatic failure, while a result of 1 means automatic success.

INITIATIVE

At the start of any combat, each player should roll 1D10 and add the result to his character's SP. The resulting number is the character's *initiative* during that combat. In the case of a tie, the character with the lower SP has the lower initiative. (The GM will probably want to note down each character's initiative, in order, including his own non-player characters (NPCs) in the list.)

The following procedure is then carried out in each round of combat. Starting with the character with the *lowest* initiative, each player declares his character's actions for that round. Characters who are surprised take no actions in the first combat round (see **Surprise**).

The following actions may be taken by a character during one combat round:

- Fire or throw a weapon
- Engage in melee combat
- Reload a weapon
- Un-jam a weapon
- Exchange or ready a weapon
- Use a device
- Take any other simple action (pick up an object, study an opponent or area, stand up, drop down, etc.)

While taking any one of the actions listed above, a character may also move up to his full movement (see **Movement**).

Unless someone makes a **Preemptive Strike**, all actions are resolved at the same time. In particular, this means that it doesn't matter whether Brennus or Adonis attacks the other first—the results of the damage are not suffered until both have a chance to attack.

PRE-EMPTIVE STRIKES

A *preemptive strike* is an attempt by a character in combat to keep another character from doing what he wants to do. When a character declares his action, anyone else who hasn't yet acted has a chance to step in and "pre empt" his action, blocking what the lower-initiative character is trying to do. (If the lower-initiative character has to make a roll to see if his declared action is successful, other characters can't wait to see if he succeeds before deciding whether to pre-empt him.) The "striker" declares his attempt and makes a 1D10 opposed check against the difference between the two initiatives. If he succeeds, his action is immediately resolved, before the action of the lower-initiative character he just pre-empted. If he fails, his AG is cut in half (round down) for the rest of the round, and he takes his turn in its regular order. (He cannot attempt two preempts in one round.) Remember that a 1 is always a success and a 10 is always a failure.

More than one character may declare a preemptive strike at one time. Both may be trying to preempt the same character, or one may be trying to preempt a preempter, keeping a second character from interfering with a first character. In all cases, the resolution is the same. The highest-initiative character rolls his 1D10 strike first. If he succeeds, his action is resolved. Then the character with the next highest initiative rolls his strike, and so on. If a character is successfully preempted, and the preemptive strike prevents his declared action, he can do nothing else that round.

A character can't wait to see if another preempt is successful before he decides to act. If he is doing that, he is watching the action, rather than acting, and he can't step in with a delayed preempt. (He can, of course, still try to preempt someone *else* in the round.)

If someone successfully preempts a character who has declared he is moving, that character still gets a defensive modifier for being in motion, unless the GM rules otherwise.

Althea is being chased by three TOG guards. They all have laser pistols, and she's trying to jump through a window to escape them. Althea's initiative is 19 (SP 17, plus a die roll of 2). The three guards (Acton, Barton and Canton) have initiatives of 8, 19 and 23, respectively. Acton, with the lowest initiative, goes first—he fires a shot at Althea. She declares a preemptive strike, saying she wants to jump through the window before he can fire. Her initiative minus his is 11 (19 - 8). Unfortunately, she rolls a 10, automatically failing. Her AG is cut in half for the rest of the round, and Acton will get his shot off as she dives through the window. (Remember that all actions are resolved simultaneously unless there is a successful preemptive strike.)

She's still trying to jump through the window, since that's the action she declared while trying to preempt Acton. Both Barton and Canton declare pre-emptive strikes. (They really don't want her to escape through that window.) Canton's preempt is resolved first, since his initiative is higher than Barton's. He must roll a 4 or less (23 - 19). He does, and gets his shot off, grazing her. With a successful strike, Canton's shot hit her before she got to the window, but since that wasn't enough to bring her down, she continues.

It's Barton's turn now. Even though the difference between Barton and Althea's initiatives is zero, if he can roll a 1 it will work. He doesn't, so she's through the window. Acton and Barton will fire at the same time she goes through the window, since all action is simultaneous unless there is a successful preempt.

SURPRISE

Under most combat conditions both sides are aware of each other. However, it is possible for one or more characters to be surprised. If a character is surprised, he may not attack or perform any other action during the first round of combat, and his Agility is halved for that round (round down). In extreme cases where someone is taken completely unawares, or is restrained in some manner so that he cannot move (for example, sitting in the gunner seat of a Marine Assault Support Laser Cannon), the GM can reduce his Agility to zero.

MOVEMENT

During combat a character can *sprint, run, walk, crawl* (if he is prone), or stand still, in addition to performing any other one action. He can combine his movement and action in any manner that he wishes. For example, he may drop prone and crawl, or fire his weapon and run, or sprint and ready a TVLG launcher.

A character may cover a number of meters equal to his Land Speed in a combat round if he is sprinting. He may cover half that distance if running, a quarter of that if walking, and one-tenth that if crawling. Movement reduces both a character's chance of hitting and being hit with ranged weapon fire. See **Ranged Weapon Combat** for more details.

While not necessary, using a map to regulate movement during combat is sometimes handy. In this case, a hex grid map with a scale of 1 hex to 1 meter is recommended.

MOVEMENT RATES

Speed	Sprint	Run	Walk	Crawl
2	2	1	1	1
3	3	2	1	1
4	4	2	1	1
5	5	3	2	1
6	6	3	2	1
7	7	4	2	1
8	8	4	2	1
9	9	5	3	1
10	10	5	3	1
11	11	6	3	1
12	12	6	3	1
13	13	7	4	1
14	14	7	4	1
15	15	8	4	2
16	16	8	4	2
17	17	9	5	2
18	18	9	5	2
19	19	10	5	2
20	20	10	5	2

MELEE HIT DETERMINATION

Melee combat includes any combat using handheld melee weapons, claws, open fists or other parts of the body. Martial arts are included in this definition, and any combat involving martial arts should be treated as normal melee combat. If a ranged weapon is used as a club, that attack is resolved as melee combat.

Determining who gets hit by what for how much damage follows a two-step process: *hit determination* and *damage determination*. Hit determination involves figuring out the target number for the attacker's opposed check, and making that roll to see if he hits.

•First, figure the Attacker's Total: his DX + his applicable skill levels + his weapon's offensive modifiers.

•Next, the Defender's Total: his AG + his applicable skill levels + his weapon's defensive modifiers.

•The Defender's Total is then subtracted from the Attacker's Total to get a target number. To hit, the attacker must roll this number or less on 1D10. Again, a roll of 10 is an automatic miss and a roll of 1 is an automatic hit.

The levels of the combat skill a character is using can modify either his Attacker's Total or his Defender's Total, but not both at the same time. In any round, a level may be applied to the attack or to all defenses. Levels may be split—a character with Blade skill: 3 can split it 2 and 1, modifying his Attacker's Total by +2 and all of his melee combat Defender's Totals by +1. A character doesn't have to decide how he will apply his levels until he attacks or is attacked that round.

Any melee weapon can have both an offensive and defensive modifier. The offensive modifier can only be added to the Attacker's Total; the defensive modifier can only be added to the Defender's Total (and only when he is defending against a melee attack).

Brennus is involved in a boxing match at the academy. His has DX 18 and his Brawling/Pugilism skill is 1. He elects to use his Brawling/Pugilism level offensively in this round, so it is added to his Dexterity for an Attacker's Total of 19. (Because he's using his fists, he gets no offensive weapon modifier.)

Brennus' opponent is Caius. Caius' AG 11, added to a Brawling/Pugilism skill of 1—used defensively this round—gives him a Defender's Total of 12. (As with Brennus, Caius gets no weapon modifier when using his hands.)

Finally, the Defender's Total is subtracted from the Attacker's Total to determine the target number Brennus needs to roll. In this case it is 19 - 12 = 7. Brennus must roll a 7 or less on 1D10 to hit his foe in this 10-second burst of boxing fury. Brennus rolls a 1, a hit with any target number.

Note that Caius used his skill level to make himself more difficult to hit, while Brennus used his to improve his attack.

Caius also swings at Brennus. Caius has DX 10 and can't use his Brawling/Pugilism skill level, so his Attacker's Total is 10. Brennus has AG 11 and has also used his skill level, so his total isn't modified either. 10 - 11 = -1, which means Caius' chance of hitting Brennus is 1 in 10 (only an automatic hit works). Caius rolls a 7 and misses.

MARTIAL ARTS

Martial Arts are the exception to the rule about how levels are assigned. Levels in a Martial Arts skill can be used both offensively and defensively at the same time. A character with Martial Arts, Blade skill: 3 can modify his Attacker's Total by +3 and all of his melee combat Defender's Totals by +3. However, a character with both Blade skill and Martial Arts, Blade skill cannot in any way combine the levels of both skills, nor can he use one skill on offense and the other on defense.

Martial Arts also allows additional attacks in a round; a martial artist can make as many attacks as he has skill levels in the weapon he is using. Obviuosly, Martial Arts skills are much more effective than the related regular combat skills, but they require a much higher Intelligence to learn them.

PULLING A PUNCH

Any character using a blunt melee weapon (e.g., fists, clubs, saps, stun batons, etc.) may *pull his punch*. If he declares that he is doing so before he strikes, then he cannot drop his opponent's CN below 0. At CN 0, the opponent is probably knocked out, but he can't die from the strike.

RANGED HIT DETERMINATION

Ranged weapon combat includes any attack with a thrown or fired weapon. The character must be able to see his target (unless his weapon's description specifically states it is capable of indirect fire) and his weapon must have sufficient range to reach the target.

Ranged weapon hit determination is nearly identical to melee hit determination. It differs in these respects:

•Attacker's Total: The offensive modifier for most ranged weapons depends on the distance (range) between attacker and defender. (Short-range thrown weapons have only one modifier, which applies throughout their entire range.) Other modifiers may apply; see **Ranged Weapon Modifiers**.

•Defender's Total: No skills or weapon modifiers adjust this total. However, other factors, including movement and cover, can affect this total. See **Ranged Weapon Modifiers**.

Note: if the weapon is touching the target, the target number is 10— only a 10 on 1D10 is a miss.

RANGED WEAPON MODIFIERS

The following modifiers apply only to ranged weapon combat.

Modifiers of Attacker's Total	Modifier
Range modifier	Depends on weapon (see **Equipment**)
Attacker's movement	
Walking	-2
Running	-5
Sprinting	-10
Automatic fire	-5 per additional burst (2nd burst is -5, 3rd is -10, 4th is -15)

Modifiers of Defender's Total	Modifier
Defender's movement	
Walking	2
Defender prone or crawling	3
Running or sprinting	5
Defender's size	
Smallest (10 cm. diameter or less)	10
Smaller (11 to 30 cm. diameter)	5
Small (31 to 50 cm.)	3
Medium (52 cm to 4 meters [characters])	0
Large (5 meters or more [vehicles])	-5
Defender's cover	1 to 15+
examples:	
tall grasses	1
bushes, thin plastic	3
thick wooden walls	10
concrete, construction foam	15
Partial	5
Night shooting	5

COVER

When firing at a character who is partially hiding his body behind some form of cover, the attacking player may elect to fire *through* the cover or fire at the exposed portion. If the target is the exposed portion of the target, use the partial cover modifier. Otherwise, use the appropriate cover modifier.

AUTOMATIC FIRE

Unless otherwise noted in the equipment section, all powered ranged weapons (i.e., those which don't rely on muscle to propel them) are capable of both semi-automatic and automatic fire. When using semi-automatic fire, only one target in a combat round can be fired at and only one round of ammunition and/or power is expended. When using automatic fire, up to 4 *bursts* can be fired and up to four different targets can be engaged in a single combat round, as long as all of the targets are in front of the attacker. 3 rounds of ammunition and/or power per burst are expended when using automatic fire. When firing in automatic mode, each subsequent burst in a round subtracts 5 from the Attacker's Total. The first burst doesn't reduce the Attacker's Total. The second burst reduces it by 5, the third by 10, and the fourth by 15.

Even though there are three rounds in a burst, the damage for a burst is the same as the damage for a round; assume only one round in three hits for any given burst.

Brennus, on guard duty at the academy, sees two Renegade agents sneaking on to the academy grounds through the underbrush. They're walking about 50 meters in front of his position. Brennus decides to spray the underbrush with three bursts of automatic fire. The first burst is aimed at the lead Renegade and the second and third bursts at the one trailing behind. The GM decides that the Renegades will be taken by surprise.

Target 1: Brennus starts with DX 18 and Projectile Firearms: 1. At this range his spike rifle's range modifier is +2. No automatic fire modifier is added for the first burst, so the Attacker's Total is 21. For the defender, his modifications are +3 for the light cover and +2 because he's moving at a walk, for a total of 5. His normal Agility is 15, but since he is surprised, it is cut this round to a 7. Therefore the Defender's total is 12 (7 + 3 + 2). Brennus will hit him on a 9 or less.

Target 2: Start with the same total of 19 for Brennus, then subtract 5 for the second burst, giving Brennus a new total of 14. The same modifiers apply to the second defender's total, but this target has an Agility of 12 which is halved to 6, giving him a total of 11. The target number is 3 for the second burst. This second shot is by no means easy. The third burst is even worse, with an Attacker's Total of 9 (19-5-5). This makes the third target number -2. The die rolls are a 1 on the first target, then an 8 and a 6 on the second target. The first Renegade is hit, but Brennus misses the second one in that initial round.

AMMUNITION AND POWER

All firearms require either ammunition, power or both. Semi-automatic fire expends one round of ammunition per turn. Automatic fire expends three rounds of ammunition per burst. If a weapon does not have 3 rounds of ammunition remaining, it cannot fire a burst. Thus a weapon with 7 rounds remaining can fire 2 bursts, but not a third.

Many weapons expend power units when firing. "Power per shot" is based on semi-automatic fire—with automatic fire, that rate is tripled for each burst. Thus, if a weapon uses 4 power units per shot, and it fires 4 bursts, a total of 48 power units are expended (4 power units per shot x 3 shots per burst x 4 bursts). As with ammunition, if a weapon doesn't have sufficient power to fire a burst, it may not do so.

WEAPON FAILURES

If a 10 is rolled during hit determination a ranged combat attack (i.e., if the hit roll is an automatic miss), a 1D10 saving roll against Luck must be made to see if the weapon jammed (or the bow string broke, etc.). If the roll fails, then the weapon is jammed and cannot be used until it is cleared. If the weapon jammed while firing multiple bursts, subsequent bursts cannot be fired.

Attempting to un-jam the weapon takes one action and requires a 2D10 skill check against IQ and the weapon skill. Un-jamming a gun expends one round's worth of ammunition and/or power. If the un-jamming roll fails, the weapon is broken and will require Repair Tech, Small Equipment skill (along with suitable equipment) to fix it.

If Brennus rolls a 10 while firing the first burst at the second Renegade, he has to roll against his Luck. Brennus has the unenviable task of rolling against LK 3. He rolls a 6—his spike rifle is jammed, and he can't fire his third burst.

The next combat round, Brennus frantically attempts to clear the jam in his weapon. Brennus' IQ is 18 and his Projectile Firearms skill is 1, so that gives him a 19. He should be able to clear the weapon on anything other than a 20. He rolls a 7 and un-jams it.

DAMAGE DETERMINATION

Damage determination for a hit includes figuring where a hit lands and how much damage it does. The amount of damage can be affected both by hit location and armor (see below). Once the final amount of damage has been calculated, it is subtracted from the character's CN. The wound's location and severity should be noted on his character sheet. The wound might cause him to fall unconscious—for more details, see **Wounds and Healing**.

All weapons have a damage number listed for them. This is how much base damage they do. The damage listing for muscle-powered weapons has the added notation "+SD," meaning that the attacker's *Strength Damage* (SD) is added to the listed number. Strength Damage is a character's Strength/6, rounded down. Firearms used as clubs have no Off/Def modifiers and cause 2+SD damage.

Brennus, with ST 13, has SD 2. Althea, with ST 10, has SD 1. Using a dagger, with damage 1+SD, Brennus would do 3 points of damage and Althea would do 2.

AIMED HIT LOCATION

If a character has been hit by an aimed shot, roll 2D10 on the **Aimed Hit Location Table** to determine where the shot landed. Note that the damage can be increased by hitting vital areas of the anatomy. Hits to the head do triple damage, while hits to the upper torso do double damage.

The attacker may add or subtract his skill level in the weapon that he used in order to modify his roll and hit a more vital area. For example, a hit location roll of 5 (an upper left limb hit), modified by 3 levels of skill, can adjust the roll to a 2 (a head hit, for triple damage).

AIMED HIT LOCATION TABLE

Roll	Effect
2	Head (triple damage)
3-4	Upper torso (double damage)
5-6	Upper left limb(s)
7-8	Lower left Limb(s)
9-13	Lower torso
14-15	Lower right limb(s)
16-17	Upper right limb(s)
18-19	Upper torso (double damage)
20	Head (triple damage)

Note that some pieces of armor protect only parts of the body, while others protect the entire body. Use only the AF of the armor protecting the area hit. Armor factors are not cumulative. Wearing AF 6 armor over (or under) AF 2 armor means that the AF 2 armor doesn't affect damage. Similarly, natural body armor (a KessRith's AF 2 hide comes to mind) doesn't add to other armor. If a KessRith is wearing armor, only one of the two AF's can be used to reduce damage.

In the example below, Brennus hit the first Renegade with a shot from a spike rifle. The hit location die roll is 17 which, when modified by Brennus' Projectile Firearms: 1, becomes an 18—an upper torso hit. The weapon does 24 points of damage; with double damage (for an upper torso hit), the Renegade takes 48. However, the Renegade is wearing an armored jacket under his coveralls, which has AF 4, so the damage is reduced to 12 (48/4). The cloud of ballistic plastic spikes rip into his chest; some are turned by the armor, but not enough.

ARMOR AND ENCUMBRANCE

Heavier armor encumbers the limbs that it protects, due to bulk, weight, and size. Armor with an AF of 6 or 12 reduces a character's ability to move the protected limb. (Neither head nor torso armor encumbers a character.) Heavy armor on any upper limb reduces a character's DX and ST. Heavy armor on any lower limb reduces a character's AG and Land SP. AF 6 reduces the affected attributes by 2. AF 12 reduces the affected attributes by 4.

This penalty is applied even if just one of several limbs is protected by AF 6 or 12. However, the effect isn't cumulative. If one leg has AF 6 armor, and the other has AF 12 armor, only the worst modifier (-4 for the AF 12 armor) applies.

Some skills have minimum DX and/or AG requirements. The only thing this reduction in attributes does *not* affect is the ability to know such a skill. If a character with DX 13 has Sleight of Hand: 1 and is wearing AF 6 armguards, his DX for any Sleight of Hand skill checks is 11. Normally, DX 11 is too low to know Sleight of Hand (min. DX 13), but the character doesn't have to add 2 dice for having a DX that's too low. On the other hand, if he didn't know Sleight of Hand, and were trying to use it unqualified (see **Unqualified Skill Use**), he *would* have to add 2 dice to his roll for having too low a DX. In this and in all other cases, his effective DX is 11.

TARGET NUMBERS LESS THAN 0

A hit with a final target number under 0 does less damage than a hit whose target number is 0 or more.

For every three points less than zero, increase the AF of the target by one step. For example, a hit with a target number of -1 against an unarmored character results in that character receiving the benefits of AF 2. A hit with a target number of -4 against the same character means he increases his armor rating by two steps, getting the benefit of AF 3. If the character is already wearing protective clothing with an armor factor of 3, then he would get the benefit of wearing AF 4 (against the first hit) and AF 6 (against the second). Note that the AF for any character cannot be increased past 24.

ARMOR

Armor is as useful in the 69th century as it was in previous eras. Ships, fighters and tanks all have armor and powered shields. Shield generators require too much power for a personal shield to be a practical possibility, so personal body armor is all that stands between most characters and the dreadful weapons they face in combat. Each kind of armor has been assigned one of five possible *armor factors*: 2, 3,4, 6, or 12. The armor factor (AF) is used to determine how much damage a character's armor absorbs.

If a hit strikes an area protected by armor, the hit's damage is divided by the AF of that armor (round down). The **Armor Factor Table** provides the results for most attacks. Cross-reference the hit's damage by the armor's AF to find how much damage penetrates the armor.

ARMOR FACTOR TABLE

AF	Damage Done By Weapon									
	2	4	6	8	12	18	24	36	48	60
2	1	2	3	4	6	9	12	18	24	30
3	0	1	2	2	4	6	8	12	16	20
4	0	0	1	2	3	4	6	9	12	15
6	0	0	1	1	2	3	4	6	8	10
12	0	0	0	0	1	1	2	3	4	5

AREA EFFECT WEAPONS

Area effect weapons, such as grenades and mortars, are usually not fired at any one individual, but rather at a point. The weapon then explodes and can wound anyone in its blast radius.

SCATTER OF THROWN OBJECTS

A character throwing a grenade or other object makes a 2D10 saving roll against DX, with an extra die added for every 10 meters (or portion thereof) past the first 20 meters that he wants to throw it. (21-30 meters, then, calls for a 3D10 check against DX, etc.) The GM should subtract appropriate Defensive Modifiers based on the trajectory of the grenade. For example, if the grenade is supposed to break through a closed window, subtract 3 for cover (the glass) and 3 for the medium-size window. If the grenade is supposed to land near the feet of a running target, subtract 5 because the thrower has to track the movement of the runner. If the roll is made, the grenade lands where intended.

If the roll fails, the grenade doesn't land where intended—it scatters. Roll 1D10 (using the diagram below) for direction and another 1D10 for how many meters it scatters. An object thrown off-target will not scatter through a wall or other solid object. If the scatter roll sends it to a barrier, it ends up at the base of the barrier.
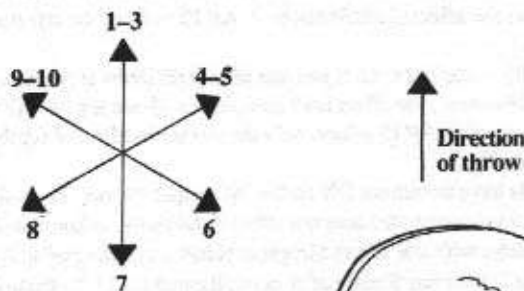
SCATTER OF FIRED WEAPONS

Area effect weapons that are fired use more accurate delivery systems than an arm. When firing an area effect weapon, make a 1D10 attack roll as with any other fired weapon. Apply any appropriate offensive or defensive modifiers, as described for thrown objects.

If the weapon misses, it also will scatter as per the thrown weapon diagram; however, the distance roll is divided by 2 (rounding up).

PAINTING LASERS AND INDIRECT FIRE

A painting laser has two components: the laser itself, and a comm-unit. A painting laser does no damage; it is used to designate targets for mortar and other fire. When it strikes a shield, it can read the flicker rate and transmit that information to other units, effectively negating the shield's modifier for other immediate attacks against the vehicle. (After a few seconds, the targeted vehicle will have perceived the painting and adjusted its flicker rate, so painting only nullifies the shield modifier during the round of painting.)

To designate a target for another weapon's fire, simply make the attack as normal. If the painting is successful, attacks by mortars and other indirect fire units can be made.
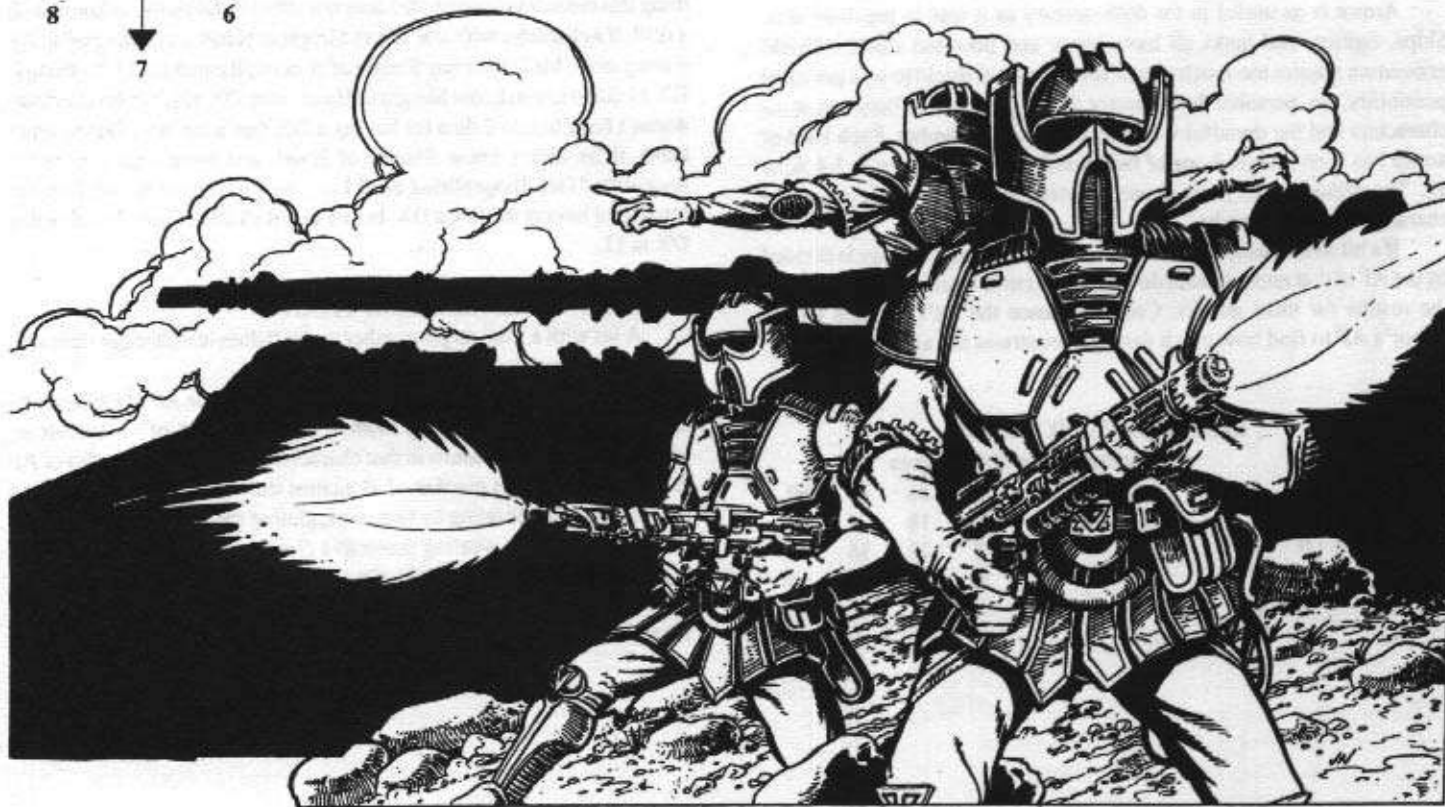
To designate a vehicle, the Attacker's total is computed normally, using his DX, Laser Firearms skill and any appropriate modifiers. The Defender's total equals the Pilot's AG and Pilot skill, the vehicle's Shield Boxes, the Large target modifier of -5, and any other appropriate defensive modifiers. Success means that the vehicle can not use its shield boxes in any other attacks that round and that it can be hit with indirect fire.

Use of the painting laser precludes the use of the weapon on which it is mounted.

EXPLOSIVE DAMAGE

Once ground zero has been determined, the device explodes. All grenades and other explosives have figures listed for "Damage" and "Offensive Modifier." The Damage number is always a multiple of the Offensive Modifier. The Dexterity of the explosion at ground zero is the Offensive Modifier. Ground zero extends for 1 meter around the point of impact. Over the next meter out, DX is reduced by one, and further reduced by one over each additional meter. Thus, 10 meters from the explosion, its DX has been reduced by 9.

Damage is reduced in proportion to the Offensive Modifier. Damage is reduced by the ratio of Damage/Offensive modifier for every meter away from ground zero. For example, an Archbar anti-personnel grenade has a 90/15 = 6 reduction per meter. Between four and five meters away from the point of impact, an Archbar attacks with a DX of 11 (15 - 4), for 66 points of damage (90 - 24).

Anyone within 3 meters of a grenade may throw himself on it. The character will take double the normal damage, with armor (either upper or lower torso armor—the character's choice) reducing the damage as normal. However, the explosion causes no other damage.

When someone attempts to grab a grenade and toss it back consult **Megadeath Luck Saving Rolls.**

During a parade formation to honor Brennus for his actions against the Renegade infiltrators, another Renegade agent tosses a grenade into a packed formation of cadets. The Renegade agent has DX 12 and he is throwing the grenade 25 meters, making it a 3D10 roll. The roll is 17— he missed. He rolls a 7 for the direction of scatter and a 3 for the distance. The grenade lands 3 meters short of the intended point—at the rear rank of the formation, rather than in its exact center. The grenade explodes with a DX of 15 and a force of 90 against all of the cadets within 1 meter, 14 and 84 against the cadets between 1 and 2 meters away, 13 and 78 between 2 and 3 meters, and so on. (Of course, most of the cadets in further ranks get increasingly better cover modifiers for the bodies between them and the explosion.) The cadets are surprised by this action so all of their Agilities are cut in half. While the Renegade infiltrator is killed attempting to escape, the academy has lost some very valuable cadets.

RANDOM HIT LOCATION

When an attack is made which can't be aimed, roll 2D10 on the **Random Hit Location Table.** Unaimed attacks include explosions and other area effect weapon fire. Also use this table for situational damage which requires a specific hit location, as when falling. This table is identical to the one used for **Previous Injuries** during character design. Rolls on this table can't be adjusted to achieve a more desirable location.

(The difference between this table and the **Aimed Hit Location Table** is that this table is more balanced. The Aimed table is weighted toward the less vital areas of the body, so that skill is usually required to hit a vulnerable area when using it.)

RANDOM HIT LOCATION TABLE

Roll	Location
2	Head (triple damage)
3-4	Upper right limb(s)
5-8	Upper torso (double damage)
9-10	Lower right limb(s)
11	Upper left limb(s)
12-13	Lower left limb(s)
14-17	Lower torso
18-19	Upper right limb(s)
20	Head (triple damage)

ZERO/MICRO-G ACTION

Combat in zero or micro gravity is difficult at best. With a little specialized training most characters can function in a zero-g environment without mishap. However, combat operations in zero-G is something performed only by trained experts.

If the characters are involved in combat in a zero-G environment the following rules should be used.

ZERO-G SKILL CHECKS

Anyone who wants to move, attack or take some other action must first make a 2D10 Zero-G Operations skill check based on Agility. If he wants to both move *and* take some other action, he must first make a 3D10 skill check. In combat, this check must be made prior to each round's action.

Characters without Zero-G Operations skill must make an unqualified skill check, which adds at least one die to the roll, plus one more die for each point they are away from the skill's minimum requirements (IQ 8 and DX 10).

Characters with Martial Arts, Zero-G Operations skill may use that skill level in place of the normal Zero-G Operations skill level unless they are attempting to fire a weapon (for which Martial Arts doesn't prepare them).

Failing this skill check means that the character automatically fails in his declared action and (unless he was strapped down in some manner) he goes floating off. Use the scatter rules from **Area Effect Weapons** to determine the direction and length of his drift. If the character was just moving, use his intended destination as the starting point for his drift. If the character was taking any other action, use the direction in which he is facing as the "1-3" direction on the diagram.

A character who is not moving and is firing a laser weapon does not need to make a zero-G check since a laser weapon produces no recoil.

Persons who fail their Zero-G skill test spend the next round re-orienting themselves. They cannot perform any other actions that round, and their Agility is cut in half (round down) for any defensive purposes. No skill check is necessary for a character to re-orient himself.

ZERO-G MOVEMENT

Movement in zero-G is accomplished in one of two ways. The first is self-propulsion: using one's arms and legs to push off of the walls and float in the right direction. The second is to use equipment which is designed to tow or propel a person in zero-G. In either case, characters who are moving in zero-G are considered to be running for the purpose of combat modifiers.

Characters using Zero-G Motive Equipment can move no faster than 12 meters per round. However, no Zero-G Operations skill check is required if a character only moves and takes no other action. For defensive purposes, the character's Agility is reduced by 5.

When using hands and feet, a character may travel up to his Strength in meters during a combat round. It is assumed that he ends his movement on some type of solid ground; however, he can choose to continue drifting at his current speed and direction without stopping. Moving by hands and feet allows a character to use his full Agility for defense, but a Zero-G skill test must be made at the beginning of each round. When using just hands and feet, all Zero-G movement is straight line only. However the GM may allow a character to change direction by bouncing off of a wall. For each anticipated change in direction, add a die to the character's Zero-G skill test for that round.

SITUATIONAL DAMAGE

In addition to damage received during combat, characters can get hurt in a number of other ways. These can run from a fall off a wall, to a breached suit while surveying an airless moon. The following rules should help the GM in some of these situations.

DROWNING

Drowning can result whenever a character is breathing water or any other non-toxic inert substance (a nitrogen atmosphere, for example). Once it is determined that he is in danger of drowning, it can be assumed that he is holding his breath. As long as he holds his breath, he isn't in danger. Each successive round he makes a saving roll against CN to see if he is still holding his breath. The level of difficulty increases each round. At the beginning of the second round, it's a 1D10 roll, on the third it's a 2D10 roll, on the fourth it's a 3D10 roll, and so on. Once he fails the roll, he takes 4 points of damage a round until he is dead or is able to breath normally again.

This rule assumes that the change in the environment was very sudden: a fall into an icy river, a sudden failure of a breathing device, etc. If the GM feels that the character had an opportunity to take a few deep breaths beforehand, he should allow the character to make 2D10 saving rolls, and only start to increase the difficulty after one minute (6 rounds) has past.

TOXIC ATMOSPHERES

Exposure to toxic atmospheres (chlorine, ammonia, etc.) has similar effects to drowning, except that the damage done per round is normally higher (5 to 12 points). The higher rate of damage is because the atmosphere is physically damaging the victim's lungs as well as depriving his body of oxygen. A character can still avoid damage by holding his breath as per the **Drowning** rules. Armor can't reduce this damage (although a suit sealed to the atmosphere can prevent it).

EXPOSURE TO VACUUM

If the character is exposed to a vacuum, he takes 10 points of damage per round. Armor does not reduce this damage (although a suit sealed against vacuum can prevent it). Holding one's breath does no good in this situation. All parts of the character's body are affected: each limb takes 1 point, while the head and both halves of the torso take 2 points apiece.

Note that most space and environmental suits issued to military personnel have self-sealing abilities. They can seal off a breached area (left upper limb, upper torso, etc), while keeping the rest of the suit pressurized. If a character takes a hit for 10 or fewer points while wearing a self-sealing suit, the suit seals the breach and he takes no further damage. If he takes a hit for more than 10 points, the section of the suit that was hit is sealed off and the exposed part of his body begins taking vacuum damage—the point or two per round described in the previous paragraph.

FALLING DAMAGE

Falling damage is based on the distance fallen. For each 5 meters fallen a character takes 2 points of damage, reduced as usual by any armor he is wearing. Use the **Random Hit Location Table** to determine which part of the anatomy struck the ground first.

Note that this assumes that the character is falling in a 1-G gravity field. For falls that occur in significantly greater or lesser gravity fields simply multiply the damage times the strength of the gravity, rounding fractions to the nearest whole number. Thus a 15 meter fall on Earth's moon, which has a gravity of 1/6 G would result in 1 point of damage (2 x 3 x 1/6), while the same fall on a 2-G world results in 12 points of damage (2 x 3 x 2).

Falls from speeding vehicles can also hurt. If someone jumps, or is thrown, from a moving vehicle, he takes 2 points for every 5 kph that the vehicle is travelling. A bounce pack can avoid this damage if the character wearing it makes a 2D10 Bounce Pack Operations skill check.
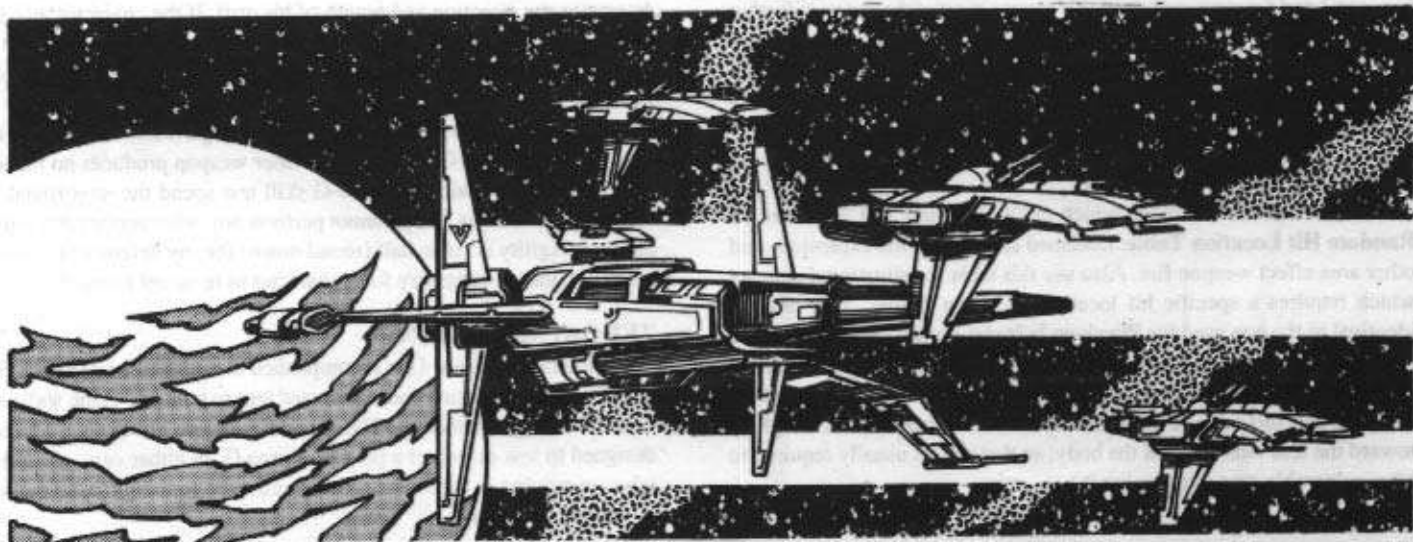
When people fight, they get hurt. With the weapons of the 69th century, they get hurt badly. This damage is subtracted from CN, and when CN falls below 0, a character is in danger of dying. This chapter describes the various aspects of damage, how to determine them, and how to survive them.

When a character takes damage, he must determine the **Injury Location**. He must also make a **Consciousness Check** to see if he remains conscious. (Using **Optional Attribute Damage**, his DX and AG can be hurt, even if he remains on his feet.)

Whether conscious or unconscious, if he is hurt badly enough, he will continue to lose CN points unless a MedTech can stabilize him (**Stabilization**). An option to stabilization is **Mobilization**—a hurt character isn't stabilized, but he is put back on his feet, even if his life continues to drain away from him. If he falls unconscious, **Length of Unconsciousness** determines how long he is out.

Anytime a character takes damage, he's hurt. However, there are degrees of hurt. To aid the description, a few more terms are defined:

A character's *full CN* is the CN value listed on his character sheet.

His *current CN* is his full CN minus any damage he's taken and not recovered from.

If his current CN is 0 or better, it is *positive*.

If his current CN is below 0, but not past -CN (the opposite of his full CN), it is *negative*.

If his current CN is past -CN, but not past twice -CN, it is *doubly negative*.

If his current CN is past twice -CN, he is *dead*.

Using Brennus once more as our example, his full CN is 14.
If his current CN is between 0 and 14, it is positive.
If his current CN is between -14 and -1, it is negative.
If his current CN is between -28 and -15, it is doubly negative.
And if his current CN falls below -28, he is dead.

INJURY LOCATION

The various rules describing how characters get hurt also tell how to determine what part of the body is injured. In general, if the injury is caused by an aimed weapon, use the **Aimed Hit Location Table**. If the injury is caused by an area effect weapon or an accident, use the **Random Hit Location Table**.

CONSCIOUSNESS CHECK

In the course of combat or other potentially harmful situations, a character is more likely to collapse from the sudden and massive trauma inflicted by a wound, rather than from the wound itself.

Whenever a character takes any damage, that damage is subtracted from his current CN level. If he has CN 13, and takes 6 points of damage, his current CN is reduced to 7. If he takes another 2 points while still injured, his current CN drops from 7 to 5. And whenever a character's CN

is reduced, a *consciousness check* should be made. A consciousness check is a 1D10 roll against current CN. As with all 1D10 rolls, a 1 is an automatic success; a 10 is an automatic failure. If the check is successful, he maintains consciousness. If not, he collapses, unconscious or in shock.

OPTIONAL ATTRIBUTE DAMAGE

To reflect the nature of two individuals battering each other senseless, it is possible to have the battlers deteriorate as they take damage. In this case, both DX and AG take damage like CN does, but only on a round by round basis. This simulates the effect of damage on a character's ability to maneuver and attack in a fight.

In the **Consciousness Check** example, the 6 points of damage would have been split in half, with 3 subtracted from DX and 3 from AG (in *addition* to subtracting all 6 from CN). During the second combat round, those two attributes would be lower, making it more difficult both to hit a foe and to avoid being hit. In the third round, the 3-point penalties would have elapsed, but any second round damage is now assessed against DX and AG for the third round. And so forth.

If the damage split is uneven, the one hit gets to decide which attribute loses more. Keeping track of the numbers as they shift can be a bit tricky, but it adds a dimension to combat that could make a one-on-one slugfest more interesting.

For example, Brennus, with CN 14, DX 18 and AG 11, takes 6 points of damage from Caius. Brennus' DX and AG drop to 15 (18 - 3) and 8 (11 - 3), respectively, during the second round. His CN drops to 8 (14 - 6), and he makes a successful consciousness check. In the second round, he's hit for 3 more points of damage. His CN falls to 5 (8 - 5), and once more he makes a successful consciousness check. Having to split 3 points between DX and AG, he chooses to lose more AG, so his DX drops to 17 (18 - 1) and AG falls to 9 (11 - 2) for the third round. In the third round, he takes no damage, so DX and AG are at full levels during the fourth round (although his CN stays at 5—a character recovers CN more slowly.

WOUND INTENSITY

Before a character with medical skill (MedTech) can attempt to stabilize a patient, the intensity of the wound must be determined. *Wound intensity* follows the same progression as in **Previous Injuries:**

WOUND INTENSITY TABLE

CN Pts. Lost	Intensity	Wound Description
1-2	0	Light wound—A scratch.
up to half CN	1	Moderate wound—Enough blood and pain to cause concern, but should leave little more than a scar.
up to full CN	2	Serious wound—Medical help is need for a reasonably rapid recovery. Bionic and bud grafting can be used for cosmetic reasons.
more than full CN	3	Near Death—Rapid medical assistance is usually required to save the character's life. Replacement of damaged areas by bionics and/or bud grafting techniques are mandatory to restore functions.

STABILIZATION

With the massive damage done by weapons, medical help is vital to keeping characters alive. Because the damage done is so nasty, stabilizing an injured individual is often a case of being lucky enough to deal with the most horrid aspects of his wound. Often, all a medic in the field tries to do is stop the patient from dying.

Once the wound intensity is discovered, the medic makes a MedTech skill check (based on IQ) modified by the rating of any specialized equipment he is using. The number of dice rolled is equal to the Wound Intensity level. A wound intensity of 0 does not require Medical Attention, but a successful 1D10 check immediately brings the character back to consciousness. Intensity of 1 is a 1D10 check, 2 is a 2D10, and so on. If the character fails the check he may make another, but the number of dice rolled is increased by 1. (If a 0 intensity check fails, he can make a 1D10 check.)

If a MedTech is treating a creature of another species, he should also have Xenobiology skill for that species. If he does, he can check against either his MedTech or Xenobiology skill level. If he doesn't have the appropriate Xenobiology skill, add 2 dice to the check.

If a Medtech stabilizes a patient, the patient stops losing CN points unless he takes subsequent damage. In that case restabilization will be required.

MOBILIZATION

Mobilization consists of wrapping the injured area(s) with a sophisticated piece of bionic machinery (a *booster*) and pumping the body full of drugs to temporarily and artificially keep the character on his feet. A booster raises the character's current CN by its rating. If tch boosted CN is greater than zero the character is concious. He does not make another consciousness check unless he receives another wound. (CN loss from being unstable doesn't count as "another wound.") Boosters have been designed so that anyone can apply them.

A booster doesn't stabilize the patient; in fact, it destabilizes any character who has recently been stabilized. The drugs and microcircuits drive the body over and above its limits. A Medtech will have to stabilize a patient before he can heal up. While the device is functioning, an unstable character still loses CN due to his unstable condition (see the **Unconsciousness Table**, below). These devices, while they keep characters going, are not good for them in the long run.

A booster can't boost a wounded area higher than it originally was. If a character has taken two 4-point wounds, one to his left arm and one to his right arm, a rating 5 booster applied to either arm will only boost him by 4 points, the amount of damage to that arm. A booster can boost two wounds in the same area—if both 4-point wounds had been to the left arm, a rating 5 booster on that arm would boost him by 5 points.

For more on the effects of boosters, good and bad, see page 72.

Current CN	If Stabilized	If Not Stabilized
Positive	Unconscious for minutes equal to difference between current CN and full CN.	Can't be unstable.
Negative	Unconscious for hours equal to points below 0, plus minutes equal to full CN.	Loses 1 CN point per hour.
Doubly Negative	Unconscious (in coma) for days (24 hours) equal to points below negative CN, plus hours and minutes equal to full CN.	Loses 1 CN point per minute.

LENGTH OF UNCONSCIOUSNESS

Anytime a character fails a consciousness check, he is unconscious. Unless revived with medical equipment, he remains unconscious for a length of time determined by the **Unconsciousness Table**.

A character has a current CN of -2; a booster with a rating of 5 is applied, artificially increasing his CN 5 points. He's back on his feet, with a temporary CN of 3. (However, he's still unstable and continues losing CN points at 1 per hour, since his actual current CN is negative.) The character then takes 10 more points of damage. His current CN is down to -12, his functional CN is down to -7. If his CN is doubly negative at -12 (i.e., if his full CN is 11 or less), he starts losing 1 point every minute. He must make another consciousness check because he took another wound. This check is at his functional CN of -7, rather than at his real CN of -12 (not that it makes any difference, since only an automatic success would keep him on his feet, in either case).

MEGADEATH LUCK SAVING ROLL

Heavy weapons used in this game are exceedingly deadly. (One point of vehicular damage converts to *12* points of character damage!) Applying a realistic amount of heavy weapon damage can kill an interesting scenario even faster than it kills characters. This is especially true when heroic action in the face of obvious death is the only recourse.

For example, a character steps from cover as a Spiculum races across the landscape on a strafing run. The character stands there, braving certain destruction to get that one shot off as the fighter passes overhead. The character should be quite dead, but these are heroes, so they have to be given a chance.

The GM should decide how difficult it would be to survive such an assault, and the character makes a Luck saving roll to see if he escapes obliteration. For example, the number of dice to be rolled might be determined by the number of weapons systems the fighter has successfully employed on the strafing run. A character's Luck might be modified by an appropriate skill (such as Gunnery or Pilot, Small Craft/Fighter) but only if he can justify it through knowledge of the fighter. (Example: He explains that the visible damage on the craft's right wing means it will be slipping toward the left, and he moves in the opposite direction to make himself somewhat more difficult to hit.)

If the Megadeath Luck saving roll is employed, be certain to apply it to NPCs as well—sharing the wealth of luck, as it were. The MLSR should not be used as an excuse for stupidity, it should be a reward, granting possible survival to a character risking himself for the good of his fellows. This rule is best used sparingly and, when someone fails the roll,

damage assessed appropriately.

SIMPLER OPTIONS

Hit locations can be ignored. Simply don't keep track of specific damage locations. Also, boosters aren't designed for specific locations—one size fits all, and one booster can affect wounds all over the body. However, a character can only wear one booster at a time.

Rather than rolling a consciousness check every time a character takes damage, have a character fall unconscious when his CN falls below 0. If boosted back awake, and then injured again, the character falls unconscious once more.

OPTIONAL INJURY EFFECTS

Players might wish to use the **Linked Attributes** and **Effect of the Injury** sections from **Previous Injuries** to add more realism to the game. They detail the specific and lasting effects of injuries, especially how injuries affect attribute levels.

If using these sections, follow their instructions until a LK roll is called for. Rather than using a LK roll to check for regrowth or replacement, use **Budding** and **Cybernetic Replacements**.

HEALING

Healing rates depend upon the intensity of the wound(s). Flesh wounds heal much more quickly than more traumatic wounds because the body has had less of its normal function disrupted by the injury. The rates listed in the **Healing Table** assume the recovery is in the field, with only standard first aid equipment available. (Note that characters regain consciousness more quickly than they heal.)

More sophisticated medical technology and the skill of the attending Medic can greatly increase the healing rates. In other words, in a real hospital with real medicine and real doctors, a character can recover much more quickly.

HEALING TABLE

CN	Healing Rate
Positive	1 point per hour.
Negative	1 point per 12 hours, until CN becomes positive. Then use the "Positive" rate.
Doubly Negative	1 point per day (24 hours), until CN becomes negative. Then use the "Negative" rate.

ACCELERATED HEALING

Medics may attempt to increase the number of CN points recovered in a healing period, by making an IQ-based MedTech skill check, modified by any appropriate equipment rating. If so, he must spend the entire time attending to his patient(s). The number of dice rolled equals the number of CN points that the Medic wishes to *add* to the current healing rate. Add one die for each other patient that the Medic is attending to.

A Medic who is working on a patient with negative CN (healing 1 point per 12 hours) wants to increase the number of points recovered during this period by 3 points. The Medic has a skill of 5 and IQ 13. In addition, he is using a medikit (3). The Medic has to roll 3D10 against a target number of 21 (13 + 5 + 3). If he succeeds, the patient gains 4 points of CN in this 12 hours.

If the same Medic is also working on two other patients at the same time, two dice are added to the check, making it a 5D10 roll.

BUDDING

Budding is the repair and regrowth of limbs or organs where some function still remains. Regrowth of a limb is triggered by the stimulation of cells left at the site, or cultured from a remaining limb. The technique is advanced enough that a right arm will grow to replace a right arm, etc.

The only bad things about regrowing a limb or replacement organ is that it takes time and requires that some portion of the organ or limb (or a related limb) still be available. It would be convenient for all if people were allowed to keep mindless clones on ice so they could be sliced up for instantly compatible body parts, but rumors of the Renegade Underground trying to clone an Emperor to put their own agent on the throne has made cloning illegal in TOG, and has made clone facilities primary targets for Praetorian suicide squads when they are uncovered in the Commonwealth.

The limb or organ to be regrown affects the availability of the procedure. A die roll is usually required, with either 13 or the character's Prestige/3 or his Fame/3 (whichever of the three is higher) as the target. The number of dice in the roll is figured by consulting the table below.

BUDDING/CYBERNETIC AVAILABILITY AND COST TABLE

Area to be Repaired	Dice	Cybernetic Cost
Lower limb	2D10	20,000 + (50,000 x amount of limb replaced)
Upper limb	2D10	10,000 + (50,000 x amount of limb replaced)
Torso organ replaced	3D10	30,000
Torso organ regrown	4D10	
Head organ replaced	5D10	30,000
Head organ regrown	5D10	

Modifiers to Dice Rolled and Cost

Backwater world	+2D10
Enemy world	+2D10 and triple the cost
Free Traders' world	-1D10 and double the cost
Industrialized world	-1D10
Capital world	-1D10
On shipboard	+1D10
Customized cybernetic limb	+3D10
Immediate budded replacement	+2D10

All dice additions and subtractions are cumulative, and no categories preclude other categories. For example, being on an industrialized (-1), enemy held (+2), capital (-1) world results in a net addition of 0 dice to the saving roll. If the number of dice is reduced to 0 or less, the technique is available.

BUDDING TIME AND COST

Limbs go through two stages of growth. The budding phase takes place with the bud protected inside an artificial limb that functions, but with the value of both linked attributes cut in half (round down). The artificial limb remains in place for about 5 months. When it is removed, the new limb has virtually all of its long bone growth.

The second stage is maturation, in which the limb attains its full power again. This takes another 5 months, and at the end of each month the linked attributes recover 20% of their lost points. At the end of 5 months, the limb has returned to full health, with only smooth, pink baby skin to mark the new growth.

Replacement organs for the torso or head require ten months of growth in an outside medium. They are then transplanted into the patient, who must spend 1 week under a doctor's care before he is fully functional again.

It is possible that an acceptable full-grown replacement part is available. If so, the character need only spend one week recovering from the transplant operation.

The cost for regrowth of any limb or organ is 20,000 Talents, plus 10,000 Talents x (the number of dice rolled to determine availability).

CYBERNETIC REPLACEMENTS

Cybernetics is the artificial replacement or repair of a limb or organ. This can be the simple replacement of a damaged hand with a mechanical one, or the repair of the brain itself with synthetic neurons.

Availability of replacement parts usually requires a roll, with either 10 or the character's Prestige/5 or his Fame/5 (whichever of the three is higher) as the target. The number of dice in the roll is figured by consulting the **Budding/Cybernetic Availability and Cost Table**. Note that cybernetic replacements of the entire torso or head are not possible. This table simply reflects the replacement or repair of a major organ in that area.

To determine how much of a limb has to be replaced, roll 1D10 and multiply the result by 10%. A roll of 1 or 2 (10 or 20% replacement) means only the hand or foot was lost. 3 to 5 (30 to 50% replacement) means the lower half of the limb must be replaced. A 10 means the whole limb is gone. Checking the table, an upper limb (i.e., an arm) costs 10,000 + (50,000 x the amount of limb replaced). If the 1D10 roll just described results in a 4, 40% must be replaced. 50,000 x 40% = 20,000, so this replacement costs 30,000 (10,000 + 20,000).

Cybernetic replacement of organs in the head or torso function normally. All organs require a yearly payment of 6,000 Talents to keep them in good working order, including refilling them with the chemical compounds they cannot synthesize on their own. Failure to maintain this equipment reduces the two linked attributes by 4 points each (see **Linked Attributes**.

Cybernetic Effect on Linked Attributes notes the modification of linked attributes that results from a cybernetic replacement. It is possible for a replacement to actually function better than the original. The reason for this is not fully understood, but it is believed to have something to do with the interaction between the individual's nervous system and the replacement.

Roll 2D10 and consult the chart below. Roll on this table for every replacement part, since every part can be different. All modifications are to original equipment—if one replacement gives a +1, and the subsequent replacement gives a -2, the net effect is -2 to the attribute's original value. (Of course, attributes that have been improved through experience keep those improvements.)

CYBERNETIC EFFECT ON LINKED ATTRIBUTES

Roll	Result
2	+1 to both attributes
3	+1 to both attributes
4	no change—as good as old
5	no change—as good as old
6	-1 to both attributes
7	-1 to both attributes
8	-2 to both attributes
9	-3 to both attributes
10	-4 to both attributes
11	-3 to both attributes
12	-4 to both attributes
13	-3 to both attributes
14	-2 to both attributes
15	-1 to both attributes
16	-1 to both attributes
17	no change—as good as old
18	no change—as good as old
19	+1 to both attributes
20	+1 to both attributes

All artificial limbs have Armor Factor 2—even if there is no armor protecting an artificial limb, damage to that limb is cut in half. If it is protected by other, better armor, apply the better armor's AF, since only one layer of armor can affect damage received. Artificial organs have no AF and are just as vulnerable as the original equipment.

There is no way to buy off a reduction in attributes rolled on this table: it results from an incompatibility in the character's nervous system, not a fault in the equipment. A weapon can be built into an artificial limb, but nothing larger than a carbine will fit. The cost is twice the normal cost for the limb, plus quadruple the cost of the weapon. (All prices include installation.)

DAMAGE TO REPLACEMENTS

Every point of damage to an area with replacement parts causes a 1 point loss to its linked attributes. (If the damage doesn't penetrate armor, it doesn't count.) The loss takes effect immediately and persists until a new part is purchased or repairs are made. Repairs cost 10% of the original cost, per point to be repaired.

COSMETIC REPAIRS

Anyone who suffers a disfiguring injury can have Charisma points restored at the cost of 10,000 Talents per point. This service is available at any medical facility. An individual, once per lifetime, may buy up to 2 Charisma points (a face lift and body tuck), also at a cost of 10,000 Talents per point.

SPACE TRAVEL

INTERSTELLAR TRAVEL

Interstellar travel, while not necessary to every campaign, is a basic element of **Legionnaire**. This chapter is a quick set of rules for characters to use between and around the stars.

HOW T-SPACE WORKS

Tachyon Space, or T-Space, is essentially a dimension that exists perpendicular to the normal universe. In that dimension, the minimum speed that an object can exist (and travel) is at 12 times the speed of light.

Travel over interstellar distances follows several basic steps. The first is for the ship to aim itself in the direction of its intended destination. This aim is very important, since all travel in T-Space occurs in a straight line.

Second, the vessel must be moving at a high speed. A ship's speed before entering T-Space is directly proportional to its velocity in T-Space. The slowest possible speed in T-Space is 1 light year per month (ly/month). The fastest speed is 10,000 ly/month The minimum entry speed to T-Space is 27,000 kph. The minimum time possible in T-Space is .018 seconds and the minimum distance that can be jumped is .5 AUs (one sector, see below).

In game terms this means that a ship must have a minimum velocity of 30 prior to entering T-Space. The maximum velocity that a ship can have to enter T-Space is 750 (675,000 kph). In any case, a ship must spend six or more minutes of course calculation time prior to entering T-Space, or the vessel risks a dangerous and far off-course exit point.

The maximum time that an object can spend in T-Space is 725 continuous hours, or just over 30 days. For every hour of accumulated T-

Space travel time, a person must spend an hour in normal space. The evidence of this accumulated time is an increasingly bright glow called *Tau Shimmer*. If a character approaches 725 hours, he starts to glow with Tau Shimmer. If he exceeds that limit, he begins to take damage at a rate of 1 CN point per excess minute. An average character will be severely injured after 11 minutes of excess time, and dead within 35 minutes. There is no saving roll or medical treatment that can prevent this unfortunate and deadly result. Inanimate objects are affected just as drastically; an object with over 725 hours of accumulated time in T-Space implodes, turning itself inside-out.

SPEED: FAST VS. SLOW

Given the dangers of prolonged exposure to T-Space, the obvious thought is to accelerate a ship to the maximum entry velocity (750) and pass through as quickly as possible. There are several drawbacks to this, however.

When a ship exits T-Space back into normal space (N-Space), the ship resumes its entry velocity. A vessel that entered at 750 also exits at 750. It takes hours for the vessel to slow down enough to engage a stationary target in combat. If it hasn't slowed sufficiently, the ship simply flies by at an outrageous speed, making one very fast firing pass. High entry speeds often require that the exit point be far from the target area. Also, a ship moving through T-Space at a high rate of speed disrupts T-Space over a broad area, announcing it's passage to T-Space doppler arrays and virtually eliminating the chance of surprise. Thus, a slower speed is often desirable, reducing the disruption and the chance of detection, as well as reducing the amount of time needed to slow down to a reasonable velocity for engagement.
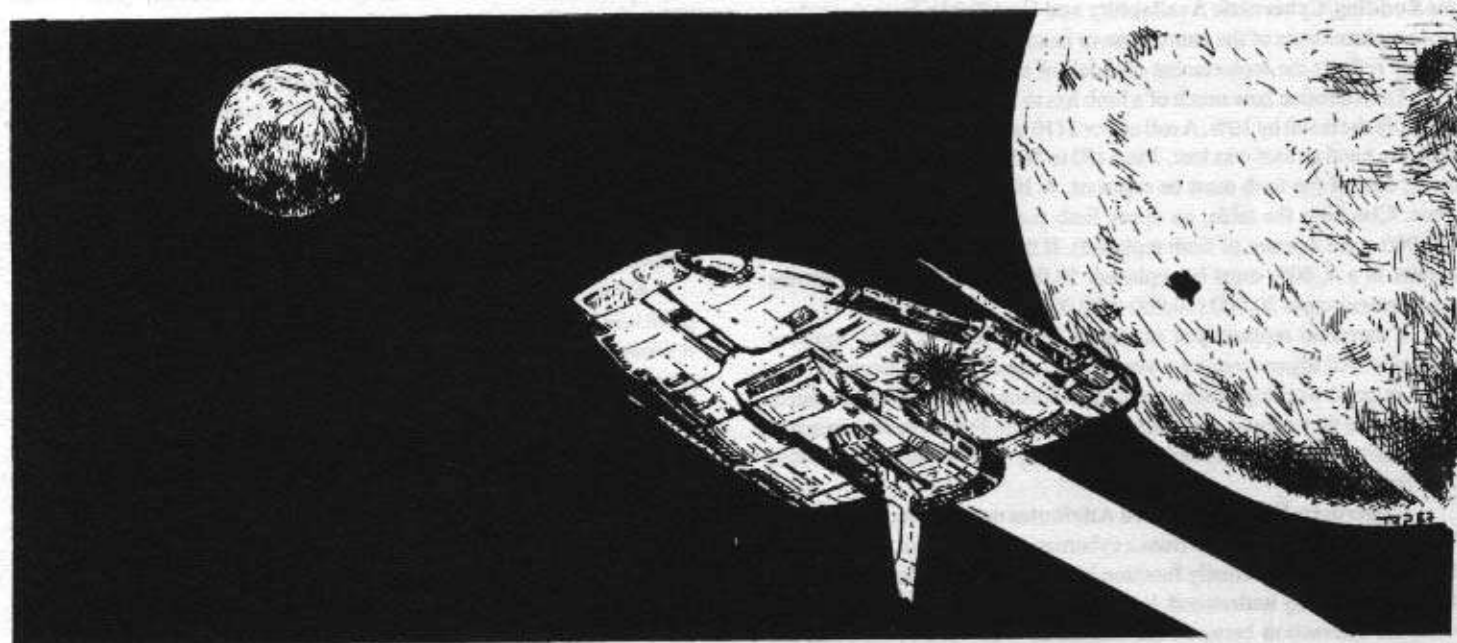
T-SPACE MECHANICS

The basic steps to follow when travelling through T-Space are:

1. Decide the entry velocity of the ship, thus determining the ship's T-Space velocity (in light years per month).

2. Determine the distance to the desired exit point (in light years). Divide this distance by the T-Space velocity (in light years per month) to determine the length of time (in months) that the ship must spend in T-Space.

3. Determine the time needed to accurately calculate the planned jump.

4. Make an Astronavigation skill check to determine if the ship's actual course follows its intended course.

5a. If the check succeeds, the ship arrives at its intended system. Make another Astronavigation skill check to determine how closely it exits to its intended exit point in that system.

5b. If the check fails, consult the **Course Adjustment Table** to see how far off course the ship travels, and begin planning another jump.

1. T-SPACE VELOCITY

A ship can accelerate to T-Space entry velocity at a rate equal to its Thrust per minute. (If a definition of Thrust or other terms here is needed, check **Vehicle Combat**.) Normal velocity is measured in **Interceptor** units, 1 unit being about 900 kph. The minimum velocity needed to make a jump to T-Space is 30, and the maximum possible is 750. A ship with a Thrust of 6 takes 5 minutes to reach the minimum speed (30/6 = 5); it takes 125 minutes (750/6) for the same ship to reach the maximum speed possible. When a ship's entry velocity is known (or when the desired T-Space speed is known), check the T-Space Speed Table for its T-Space speed (or for its entry velocity):

T-SPACE SPEED TABLE

Entry Speed	T-Space Speed (ly/month)
30	1
35	2
40	5
45	10
50	20
55	50
60	100
65	200
70	500
75	1000
150	2000
225	3000
300	4000
375	5000
450	6000
525	7000
600	8000
675	9000
750	10,000

2. DISTANCE AND TRAVEL TIME

Distance is always measured in light years for interstellar travel. For example, the distance between Caesar's Folly and Ciria is 150 light years (see the Shannedam County map). Divide the distance by the T-Space speed to find how many months it will take to complete the passage. Remember to add in time for shedding Tau Shimmer. For example, a trip between Caesar's Folly and Ciria (150 ly), at 20 ly/month, will take seven and a half months, without shedding Tau Shimmer. 15 months of travel would be necessary to keep the crew alive.

3. NECESSARY CALCULATION TIME

The distance to be travelled determines the time that the ship's computer needs to make the calculations for accurate T-Space travel:

T-SPACE CALCULATION TABLE

Light Years	Minimum Calculation Time (minutes)
Up to 100	6
200	12
300	18
400	24
500	30
600	36
700	42
800	48
900	54
1000	60
2000	120
3000	180
4000	240
5000	300
6000	360
7000	420
8000	480
9000	540
10,000	600

Thus, the minimum time needed to lay in the precise course between Caesar's Folly and Ciria is halfway between 6 and 12 minutes—9 minutes.

4. ASTRONAVIGATION SKILL CHECK

Once a course is laid in and the jump has begun, a 2D10 IQ-based Astronavigation skill check is required, with the following modifiers:

• Add the rating of the computer's Astronavigation Expert system to the target number.

• Subtract 1 from the target number for each minute less that than the time prescribed for the jump (from Step 4).

• Add 1 to the target number for each additional minute spent in calculation (up to +10).

• Add one die to the roll for each FTL block that is damaged. (If using **Leviathan**, instead add one die for FTL Minor Damage and 2 dice for FTL Major Damage.)

If the check succeeds, apply the time spent in T-Space (from Step 2) to each character's Shimmer Tau level. (Also add the time to any other object's level, if that object's Shimmer Tau level is crucial.)

5A. SUCCESSFUL CHECK: PRECISE EXIT POINT

Once in system, a check is made to see precisely how close the ship is to its desired exit point. Because distance traveled is a function of the time spent in T-Space, and because T-Space velocities are incredibly high, even an extra second at maximum velocity in T-Space means an overshoot of .003 light years. That translates to roughly 28 billion kilometers, or 187 times the distance from the Earth to its sun. The shipboard clocks used to control T-Space entrance and exit are better than that, but exit errors are something that only can be minimized, not eliminated.

For simplicity, rather than taking into account exit speed, ship's maximum thrust, velocity, average exit error, exit point vs. actual objective and the like, make a second Astronavigation roll, modified this time just by the computer's rating and any FTL-Drive damage. (Ignore the calculation time modifier.) This roll, unlike the first, is somewhat dependent on luck, so its base is the average of the astronavigator's IQ and LK (rounded down). The same astronavigator must make both rolls, since it is essentially one operation that triggers both rolls. Note by how much the roll is made or missed, and use that margin on the **Time to Destination Table** to find how far the ship is from its destination in the system.

TIME TO DESTINATION TABLE

Margin on Roll	Time to intended location
-5 or worse	10 hours
-4	9 hours
-3	8 hours
-2	7 hours
-1	6 hours
0	5 hours
1	4 hours
2-3	3 hours
4-5	2 hours
6-8	1 hour
9-11	30 minutes
12-14	15 minutes
15+	5 minutes

If the ship is intending a flyby, (i.e., not stopping at a destination, but just flying past it) cut the result in half. If the ship is coming into a system where it might be subject to an interception, record the margin used on this table for future reference.

If it isn't enough simply to know how far from its intended destination the ship arrives—if it's important to know precisely where in the system the ship is—the GM can use the following procedure:

Estimate how far the ship can travel (and have the velocity it desires upon arrival) in the time found on the **Time to Destination Table**. Then draw a circle on the system map around the intended destination, with that distance as its radius. The ship is somewhere on that circle—randomly determine where it is. (For the reality nuts, it isn't a circle you want, but rather a sphere. You might try a latitude and longitude approach, similar the the method just described.)

5B. FAILED CHECK: OFF COURSE

If the check fails, the ship makes a gross misjump to some random section of space, lights years away from the intended exit point. Since there is so little chance that the ship will arrive anywhere but empty space, all that really matters is the general location of the ship and how long it will take to get to its final destination. The **Course Adjustment Table** lists how far off course the jump was.

If the prescribed time (or more) was spent calculating the course, use the far right column.

If not, divide the number of minutes spent in calculation by the prescribed time, and round down to the nearest sixth.

For example, for a 500-light-year jump, the prescribed time is 30 minutes. If only 14 minutes were actually spent in calculation, use the 1/3 column (14/30 rounds down to 1/3).

Cross-reference the original travel time with the appropriate column to find how far off course the jump was, in hours or days. That is how many hours or days, at the original jump's T-Space velocity, it will take to reach the original destination—assuming the ship doesn't misjump again!

Continuing the example, a 500-light-year jump, at (for instance) 1000 ly/month, has an original travel time of half a month—about 15 days. Cross-referencing 15 days with the 1/3 column, it will take 5 more days, travelling at 1000 ly/month, to reach the original destination. That means that the ship is about 165 light years off course (1000 ly/month, divided by 5 days). The recovery trip will only take 2.5 days if travelling at 2000 ly/month; it will take 10 days if travelling at 500 ly/month.)

Remember that if the additional time for a second jump would take anyone over his Shimmer Tau limit, even more time should be spent (in normal space) to bleed off the excess Shimmer Tau.

COURSE ADJUSTMENT TABLE

Original Travel Time (in days)	Fraction of Prescribed Minutes Spent Calculating Course						
	0	1/6	1/3	1/2	2/3	5/6	1+
under 2	7	36 hrs	18 hrs	12 hrs	8 hrs	4 hrs	2 hrs
2-3.9	10	2	24 hrs	18 hrs	12 hrs	8 hrs	4 hrs
4-6.9	15	3	36 hrs	24 hrs	18 hrs	12 hrs	8 hrs
7-9.9	20	4	2	36 hrs	24 hrs	18 hrs	12 hrs
10-12.9	30	6	3	2	36 hrs	24 hrs	18 hrs
13-15.9	40	10	5	3	2	36 hrs	24 hrs
16-19.9	50	15	10	5	3	2	36 hrs
20-23.9	60	25	15	10	5	3	2
24-27.9	70	35	25	15	10	5	3
28-30.2	80	50	35	25	15	10	5

(All results are in days unless hours are specified.)

Again, if it isn't enough just to know how far off course the ship is, figure the distance off-course and draw a circle with that radius around the intended destination. Then randomly determine where on the circle the ship arrived.

PLAYER KNOWLEDGE

Much of the information from these rolls and other decisions isn't immediately available to the players or their characters. The GM might make the first Astronavigation roll in secret, so that characters don't know whether they've jumped accurately or not, until they come out of T-Space. And, if the jump was off course, characters won't know exactly where they are, or how far off course they are, unless and until their systems can tell them.

FLEET ACTIONS

A ship doesn't always travel by itself. When more than one ship are jumping together, the ships are usually linked to the best astronavigator (and computer) in the fleet, who makes one skill check for the entire fleet, so that wherever they end up, they usually end up together. (Of course individual ship systems can fail, especially if not repaired following a major battle, sending a ship off course by itself.)

DETECTION

Discovering where the enemy is and where he is going, as early as possible, is a key to winning any battle. With the vast distances to be covered, even in an area as "small" as a planetary orbit, only advanced warning allows a commander to concentrate his forces against an incoming raider. Poor detection equipment forces a system defense commander to spread out his forces and garrison each potential target. In the course of entering a system from T-Space, there are basically two ways that a ship might be detected—by T-Space detectors and normal space (N-Space) detectors. When and how the ship is detected affects the opposition that can be sent against it.

T-SPACE DETECTION

Each ship moving through T-Space disrupts the tachyon flow, making "waves" and exposing the vessel to detection by any T-Doppler sensors it may pass during it's flight.

The width of the disruption pattern caused by a vessel is determined by the speed it is travelling. Divide a ship's speed (in light years/month) by 20 to determine how wide to each side the path of disruption is. For example, a ship travelling at 600 ly/month spreads a wave of tachyon disruption 30 light years to each side. This wave also runs 30 light years in front of the ship.

If a T-Doppler post is within a ship's disruption pattern, make a 2D10 IQ-based ECM/ECCM skill check with the target number modified by the rating of the station. (Unless the GM decides otherwise, an NPC-manned T-Doppler station has an operator with IQ 11 and ECM/ECCM skill of 5; the station has a rating of 4, for a total of 20.) In addition, modify the roll by the ship's type:

Type of Ship	Modifier
Patrol Class/Small Merchant	+3D10
Destroyer/Medium Merchant	+2D10
Frigate/Large Merchant	+1D10
Cruiser	0
Battleship	−1D10

If the roll is made, the ship has been detected. If not, the ship was missed by the T-Doppler station and is undetected. When several ships are moving together, just roll one detection attempt, using the target modifier for the largest ship in the fleet.

All inhabited systems have a T-Doppler station. In addition, all battleship and cruiser class ships are equipped with T-Dopplers, though these are normally not manned while in a friendly system. And finally, patrol class ships (primarily escorts) are outfitted with T-Dopplers to serve as picket ships stationed along borders.

T-Dopplers detect direction and size of pattern, thus providing the direction and speed that a ship is travelling. They can't detect a future exit point, but their information determines which systems the ship could be heading for and the potential arrival time at each system. Normally, friendly systems are then alerted to possible hostile arrivals.

N-SPACE DETECTION

The roll for detection in normal space occurs when a ship first exits T-Space, or when it first begins maneuvering apart from the rest of its fleet. (This last category includes fighter and drop pod deployment.) The procedure for normal space detection is similar to that for T-Space detection. A 2D10 IQ-based ECM/ECCM skill check is made, with the following modifiers to the number of dice rolled:

Condition	Modifier
Type of ship	
Drop pod/Fighter	+4D10
Patrol Class/Small Merchant	+3D10
Destroyer/Medium Merchant	+2D10
Frigate/Large Merchant	+1D10
Cruiser	0
Battleship	−1D10
Was detected in T-Space	−2D10
Operating shut down*	+1D10

* Operating in *shut down* mode means that the craft is not maneuvering or headed towards any strategic location. This tactic is most often used by T-Space-capable carriers when they shuttle smaller craft to a battle. If a ship is undetected while in shut down mode, another detection roll is made if it comes out of that mode.

If the roll is made, the ship is detected. When several ships are moving together, just roll one detection attempt, using the target modifier for the largest ship in the fleet.

Detection at this point means that it still might be possible to intercept the ship before it reaches its destination. Unless the GM decides otherwise, an NPC-manned N-Space detection station has an operator with IQ 11 and ECM/ECCM skill of 5; the station has a rating of 4, for a total of 20.

FUEL USAGE

Spacecraft in the 69th century use hydrogen as a reaction mass. In general, a fighter can store enough hydrogen to accelerate to a velocity of 750, and then decelerate to a stop. Larger ship tanks are large enough to thrust up to a velocity of 750 and then decelerate, twice (or up to a velocity of 1500 and then decelerate, once). Capital ships usually refuel by skimming a gas giant (a planet with a diameter of at least 30,000 kilometers); this costs nothing. Fighters usually refuel on board their carrier. To totally refuel a fighter at a commercial site costs 1,000 Talents.

MOVEMENT IN A SOLAR SYSTEM

In **Legionnaire**, a solar system is mapped with 11 concentric rings. Each of these rings is an *orbital radius zone*. Each zone is divided into sectors, which are about .5 AUs in arc. (An *AU* is an Astronomical Unit, or the distance from the Earth to its sun). Imagine a circular chain; each of the links in the chain is a sector. Smaller zones (chains) have fewer sectors (links). The smallest zone is divided into 3 sectors. The largest has over 3000 sectors. Each planet in a system orbits in one of the zones and moves from sector to sector in the zone at about 1 sector a month. The system's sun occupies its own 1-sector "zone."

	AUs	Sectors	Sol System Planet
Zone 0	0	1	Sol
Zone 1	.25	3	Mercury
Zone 2	.5	6	Venus
Zone 3	1	12	Earth
Zone 4	2	24	Mars
Zone 5	4	48	Asteroid Belt
Zone 6	8	96	Jupiter
Zone 7	16	192	Saturn
Zone 8	32	384	Uranus
Zone 9	64	768	Neptune
Zone 10	128	1536	Pluto
Zone 11	256	3072	

When characters enter a system from T-Space, they enter a specific sector and usually stay within that sector. Normal space travel between sectors takes a very long time (days or even months), given the reaction mass capacity of most ships. Instead, FTL-capable ships use T-Space micro jumps. A T-Space micro jump is just like any other T-Space jump, with the same possible errors. (However, given the smaller scale, errors are usually much less drastic.)

Characters who wish to travel between sectors via normal space should use standard acceleration formulas to compute elapsed time. Remember that no fuel is needed to maintain a constant speed—fuel is needed only to accelerate or decelerate. However, also remember that a standard fighter, for instance, can only accelerate to 750 and then decelerate to a stop once on one tank. At 750, it takes about a day to travel from one sector to the next, plus another 3 or 4 hours to speed up and slow down.

SYSTEM DEFENSES

The GM allocates non-player defense forces to intercept or engage an incoming force. The following guidelines are based on how early the intruder is detected:

Detected in T-Space. All system forces can be moved to the sector that the intruder will be entering. Reinforcements from other systems might be available. These forces should be assigned to reenforce garrisons at specific locations in that sector, i.e. orbital manufacturing facility, VLCA, Naval Port, Fighter Base, Ground Installation.

Detected in N-Space. All forces in the target's sector that have a thrust equal to or greater than the incoming force's may attempt an interception. Ships with less thrust than the incoming force stay in garrison positions but are on alert. When the invading force reaches its objective, any garrison there is able to move normally.

Not Detected. Only forces garrisoning the objective are available to fight the incoming force. **Leviathan** combat takes place with the objective on the board. Capital ships and patrol ships not on alert take three turns (three minutes) before they are operational. Fighters may be launched during the first turn, and engage in combat on the second turn. Note that if a force is not going to a garrisoned location, it will take time for the system's defenses to respond.

These defensive strategies are simply guidelines for the Gamemaster, and he is free to modify them. Note that few system commanders will activate their entire command to intercept a raid by a single squadron of fighters. However, if an incoming battleship is detected, it probably will be met with every ship in the system.

Solar System Map

Zone 6 Zone 4 Zone 3 Zone 2

Zone 5 Zone 1

.25 AU .5 AU 1 AU 2 AU 4 AU 8 AU
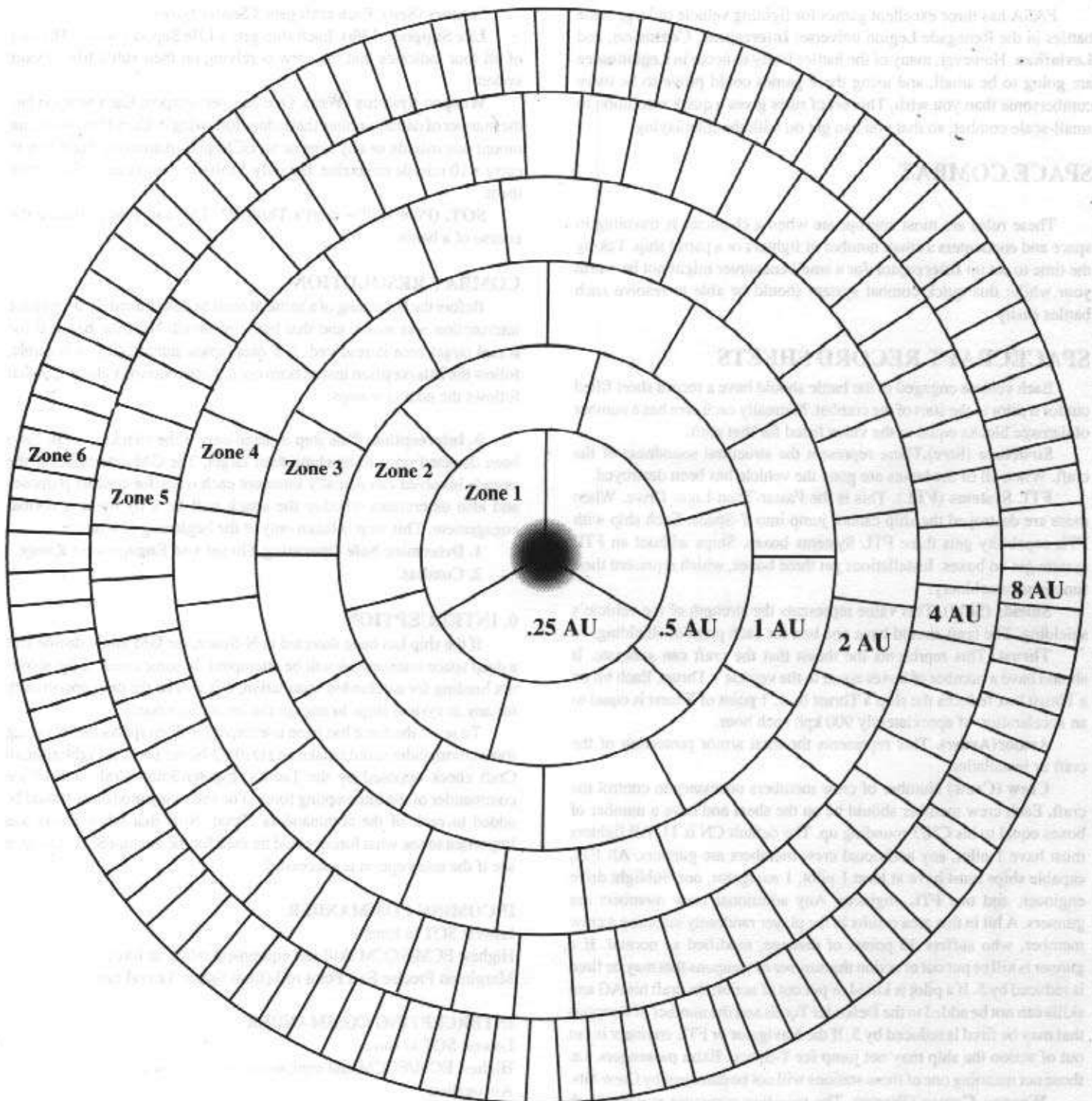
VEHICLE COMBAT

FASA has three excellent games for fighting vehicle or large scale battles in the Renegade Legion universe: **Interceptor**, **Centurion**, and **Leviathan**. However, many of the battles likely to occur in **Legionnaire** are going to be small, and using these games could prove to be more cumbersome than you wish. This set of rules gives a quick resolution to small-scale combat, so that you can get on with the roleplaying.

SPACE COMBAT

These rules are most appropriate when a character is traveling in space and encounters a small number of fighters or a patrol ship. Taking the time to set up **Interceptor** for a small encounter might not be worth your while; this quick combat system should be able to resolve such battles easily.

SPACECRAFT RECORD SHEETS

Each vehicle engaged in the battle should have a record sheet filled out for it prior to the start of the combat. Normally each area has a number of damage blocks equal to the value listed for that craft.

Structure (Strc). These represent the structural soundness of the craft. When all of the boxes are gone the vehicle has been destroyed.

FTL Systems (FTL). This is the Faster-Than-Light Drive. When these are destroyed the ship cannot jump into T-Space. Each ship with FTL capability gets three FTL Systems boxes. Ships without an FTL system get no boxes. Installations get three boxes, which represent their functional machinery.

Shields (Shld). This value represents the strength of the vehicle's shielding. The craft should have one box for each point of shielding.

Thrust. This represents the thrust that the craft can generate. It should have a number of boxes equal to the vehicle's Thrust. Each hit on a Thrust box reduces the ship's Thrust by 1. 1 point of Thurst is equal to an acceleration of aproxiatemly 900 kph each hour.

Armor(Armr). This represents the total armor protection of the craft or installation.

Crew (Crew) Number of crew members necessary to control the craft. Each crew member should be on the sheet and have a number of boxes equal to his CN/3 rounding up. The default CN is 11. All fighters must have 1 pilot, any additional crew members are gunners. All FTL capable ships must have at least 1 pilot, 1 navigator, one Sublight drive engineer, and one FTL engineer. Any additional crew members are gunners. A hit in this area results in the player randomly selecting a crew member, who suffers 36 points of damage, modified as normal. If a gunner is kill or put out of action the number of weapons that may be fired is reduced by 5. If a pilot is killed or put out of action the craft his AG and skills can not be added to the Defender Totals and the number of weapons that may be fired is reduced by 5. If the Navigator or FTL engineer is put out of action the ship may not jump for T-Space. Extra passengers, i.e. those not manning one of these stations will not be damaged by Crew hits.

Weapon Comps (Wcom). The targeting computer system. Each craft gets 4 Weapon Comps boxes.

Sensors (Sen). Each craft gets 3 Sensor boxes.

Life Support (Life). Each ship gets 4 Life Support boxes. The loss of all four indicates that the crew is relying on their suit's life support system.

Weapon Systems (Wea). One box per weapon. Each weapon has the number of damage points that it does following it. Each Hard Point can mount one missile or any type or an ECM pod. Automatic Hard Points carry a 10 missile magazine, but only 1 missile a turn can be fired from them.

SOT. (Pilot skill + craft's Thrust)/2. This can change during the course of a battle.

COMBAT RESOLUTION

Before the beginning of a battle, it must be determined if a deep space interception was made, and that battle resolved. Next the battle at the actual target area is resolved. If a deep space interception is possible, follow the **Interception** instructions once. Each round of Vehicle Combat follows the next two steps:

0. Interception. This step is taken only if the attacking ships have been detected prior to reaching their target. The GM determines if the vessels involved can actually intercept each other for combat purposes and also determines whether the attack will be a fly-by or a normal engagement. This step is taken only at the beginning of a battle.

1. Determine Safe Operating Thrust and Engagement Range.

2. Combat.

0. INTERCEPTION

If the ship has been detected in N-Space, the GM might decide that a deep space interception will be attempted. In some cases, if the ship is not heading for a defended installation, this will be the only opportunity for any in system ships to engage the incoming vessels.

To see if the force has been intercepted in deep space, the incoming force commander should make an 1D10 IQ-based Tactics, Fighter/Small Craft check opposed by the Tactics, Fighter/Small Craft skill of the commander of the intercepting force. The following modifiers should be added to each of the commanders' Total. Note that while thrust was important to see what forces could be used for the attempt SOT is used to see if the interception is successful.

INCOMING COMMANDER
Lowest SOT in force
Highest ECM/ECCM skill and equipment rating in force
Margin on Precise Exit Point roll (from **Space Travel** rules)

INTERCEPTING COMMANDER
Lowest SOT in force
Highest ECM/ECCM and equipment rating in force
Astrogation

If the incoming commander fails the check by 3 or more, the intercepting commander may chose to make his attack a fly-by or a normal combat. If the incoming commander fails by 1 or 2, then the interception is a fly-by, giving one exchange of shots before the incoming force is past the intercepting force. If the incoming commander makes his check, he is safely past the interception attempt.

1. DETERMINING ENGAGEMENT RANGE

After determining what type of combat is to be played out (interception, fly-by interception, attack of a base, strafing run, etc.),the next step is to determine the engagement range. This is important, since the side with the higher SOT is the one that controls that particular round of combat. If there's more than one ship in a force, use the lowest SOT of all of the ships.

The GM rolls 1D10 to determine the base range. If both sides have the same (lowest) SOT, the base range rolled is the range for this round of combat. On the other hand, if one player has a higher SOT than the other, that player is the controlling player for this round. Find the difference between the two SOTs. That difference is how much the controlling player can modify the base range by. If the range is modified to 11, the action is broken off and the combat ends immediately.

For example, two Renegade ships are engaging a TOG picket. The Renegades have SOTs of 6 and 9. The TOG's SOT is 8. The Renegade's lowest SOT is 6, which is 2 lower than the TOG's SOT, so the TOG player is the controlling player this round. The GM rolls a die to determine the base range for this round. He rolls a 5; the TOG player can adjust that by 1 or 2 in either direction, so he can specify that the range this round will be 3, 4, 5, 6, or 7. If the roll had been a 9 or 10, the TOG player could have adjusted the roll to an 11, allowing him to break off from the unequal combat.

2. COMBAT

Once the engagement range has been determined, each ship can fire its weapons at an opposing ship. Each weapon attack is resolved individually, but no damage is applied until all weapons have fired. A round of combat follows six quick steps:

1. The Attacker declares which ship he is firing at.
2a. The Attacker totals his DX and Gunnery, Fighter/Small Craft skill, and adds 1 for each functioning Computer and Sensor box.
2b. The Defender totals his AG and Pilot, Fighter/Small Craft skill, and adds the engagement range (see above) and 1 for each of his remaining Shield Boxes.
3. The Defender's Total is subtracted from the Attacker's Total. This is the target number for a 1D10 roll. This roll is made for each weapons system being fired. A pilot may fire up to 5 of his weapons in a combat round. A gunner on board may also fire up to 5 weapons. Each missile may only be fired once. Missile fire subtracts 3 from the Attacker's Total if its target has a functioning ECM pod. Missile fire is also modified by the rating of any Safeguard and/or MDC-G systems on it. MDC-G systems have a 2 rating. Remember that a 1 is always a hit and a 10 is always a miss.
4. The damage done by all hits is totalled.
5. The total damage (from Step 4) is divided by the defender's total number of Armor boxes, rounding down. The result is the number of damage points that penetrated the defender's ship.
6. For each damage point (from Step 5), the attacker rolls 1D10. Each roll represents a location which has been hit and loses one box. If a location

cannot be (further) damaged, roll to get a new damage location. Note that weapons hits need a second roll to discover which weapon is out. Also patrol class ships and installations mount up to 20 weapons. An even/odd roll is need to determine which block of weapons are hit then a second roll is needed to determine the specific weapon.

After all attacks have been completed a new combat round begins. Find the new engagement range and proceed.

FLY-BY ATTACKS

Fly-by attacks are the result of one or both forces going too fast to stop and fight. One might result from a deep-space interception (see above).

In an attack on a stationary (or orbiting) objective, the attacking commander decides whether to conduct a fly-by attack or normal combat. Fly-by attacks are just like normal combat, including the calculation for engagement range; the only difference is that only one round of combat can be performed.

1. Brennus is fighting in his Spiculum against a Renegade pilot (Larson) in a Space Gull:

2a. Brennus, with DX 18, Gunnery 4, 4 WC boxes and 3 Sensor boxes, gets an Attacker's Total of 29 (18 + 4 + 4 + 3).

2b. Larson has AG 10, Pilot 4, 4 shields, and the range is 4 hexes, for a Defender's Total of 22 (10 + 4 + 4 + 4).

3. 29 - 22 = 7, so 7 or less is what Brennus is looking for on each of his rolls. Brennus rolls for each of his weapons, shooting two missiles in this first round. He hits with two lasers and one missile.

4. Brennus totals his damage. 6 + 6 + 20 = 32

5. 32 is divided by Larson's current armor. 32/7 = 4, so 4 points get through.

6. Brennus rolls a die 4 times (once for each point of damage) and knocks a box off the Space Gull in each location rolled. If a ship has no boxes left in a location that is rolled, re-roll the die. (If a specific weapon is gone, randomly select another weapon to destroy, unless there are no weapons left.) Brennus also marks off the two missiles he fired; they cannot absorb damage for his ship after they've been fired.

Firing at the same time Brennus does, Larson has a target number of 1 and hits with three points of damage. He also fires a missile, so it is marked off of his sheet. The following diagrams illustrate the two ships after one round of combat:

GROUND COMBAT

The Ground Combat system is designed to handle small-scale ground land-based combat in **Legionnaire**, including combat between men and vehicles. Taking the time to set up **Centurion** for a small encounter might not be worth your while; this quick combat system should be able to resolve such battles easily.

GROUND VEHICLE RECORD SHEETS

Each vehicle engaged in the battle should have a record sheet filled out for it prior to the start of the combat. Normally each area has a number of damage blocks equal to the value listed for that craft. The Ground Vehicle stats are very similar to the Spacecraft stats with some minor differences. Commander(Cmmdr), Gunner(Gunnr), and Pilot (Pil) replace FTL, Life Support and Crew respectively in the spacecraft stats. These values should equal the CN/3 of the characters in that position. If a number has a capital I after it, it indicates that any Infantry troops within the tank also take damage when that location is hit.

The Thrust factor for tanks has either a t or g after it to indicate a terrain dependent vehicle or a Grav vehicle. This points out the difference between the two types.

Note that the TVLG and SMLM missiles show the total number of missiles available and the points of damage per missile. Thus a TVLG (4) 10ppm means that 4 TVLG missile are available and each missile will do 10 points of damage.

If a character in a vehicle is hit, treat the hit as causing 36 <u>points of damage</u> and follow the rules for **Wounds and Healing**.

SPICULUM

1.	Structure:	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐
2.	FTL Systems:	None
3.	Shields:	☐☐☐☐☐
4.	Engines:	☐☐☐☐☐ ☐☐☐☐☒
5.	Armor:	☐☐☐☐☐ ☐☐☐☐
6.	Pilot	☐☐☐☐☐
7.	Weap. Comps.:	☐☐☐☒
8.	Sensors:	☐☐☐
9.	Life Support:	☐☐☐☒
10.	Weapons:	

   1) 7.4/4 Laser 6pts ☐
   2) 7.4/4 Laser 6pts ☐
   3) Missile 20pts ☒
   4) Missile 20pts ☐
   5) Missile 20pts. ☒

SPACE GULL

1.	Structure:	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐
2.	FTL Systems:	None
3.	Shields:	☐☐☐☐
4.	Engines:	☐☐☐☐☐ ☐☐☐
5.	Armor:	☐☐☐☐☐ ☐☒
6.	Pilot	☐☐☐☒
7.	Weap. Comps.:	☐☐☐☐
8.	Sensors:	☐☐☐
9.	Life Support:	☐☐☐☒
10.	Weapons:	

   1) MDC 8 5pts. ☒
   2) MDC 8 5pts. ☐
   3) EPC 14 5pts. ☐
   4) EPC 14 5pts. ☐
   5) Missile 20 pts. ☒

COMBAT RESOLUTION

This system is very similar to the space vehicle combat system, but there are a few differences. Ground vehicle versus vehicle combat is described first, followed by changes to be made when a character is fighting on foot.

Each round of ground vehicle combat follows these two steps:

1. **Determine Effective Speed and Engagement Range.**
2. **Combat.**

1. DETERMINING ENGAGEMENT RANGE

Effective Speed (ES) is computed by adding together a vehicle's Engine boxes and its pilot's Pilot, Ground skill level, and then dividing the result by 2. If more than one vehicle is involved, each side uses the lowest Effective Speed among its forces. A dismounted infantry squad has an Effective Speed of 3.

The GM rolls 1D10 to determine the *base range*. If both sides have the same (lowest) ES, the base range rolled is the range for this round of combat. On the other hand, if one player has a higher ES than the other, that player is the *controlling player* for this round. Find the difference between the two ESs. That difference is how much the controlling player can modify the base range by. If the range is modified to 11, the action is broken off and the combat ends immediately.

2. COMBAT

Once the engagement range has been determined, each vehicle (or squad) can fire its weapons at an opposing vehicle (or squad). Each weapon attack is resolved individually, but no damage is applied until all weapons have fired. A round of combat follows six quick steps:

1. The Attacker declares which vehicle he is firing at.

2a. The Attacker totals his DX, his Gunnery, Ground skill, and his Tactics, Ground skill, and adds 1 for each functioning Computer and Sensor box. The vehicle commander may also add his Leadership rating to the Attacker's total.

2b. The Defender totals his AG, his Pilot, Ground skill, and his Tactics, Ground skill, and adds the engagement range (see above) and 1 for each of his remaining Shield boxes. He also adds any terrain modifiers that the GM feels appropriate.

3. The Defender's Total is subtracted from the Attacker's Total. This is the target number for a 1D10 roll. This roll is made for each weapon system being fired.

Painting lasers (if any) should be fired first. If a painting laser hits a target, that target can no longer add its Shield boxes to its Defender's Total for the rest of the round. All vehicles have a painting laser; infantry squads can paint only if the range is 6 or less.

A player may use some, none or all of his weapons in a combat round. Each missile may only be fired once. A maximum of 2 TVLGs and 1 SMLM can be fired from a vehicle in any round. Gauss cannon attacks do not have the Shield rating of the target added to the Defender's Total, even if the vehicle hasn't been painted. The attacker's total for missile fire is modified by the rating of any active Vulcan systems, i.e. -1, -2, -3 etc. Remember that a 1 is always a hit and a 10 is always a miss.

4. The damage done by all hits on a vehicle is totalled.

5. The total damage (from Step 4) is divided by the defender's total number of Armor boxes, rounding down. The result is the number of damage points that penetrated the defender's vehicle.

6. For each damage point (from Step 5), the attacker rolls 1D10. Each roll represents a location which has been hit and loses one box. If a location cannot be (further) damaged, roll to get a new damage location.

After all attacks have been completed a new combat round begins. Find the new engagement range and proceed.

Note that every vehicle has a Commander. The Commander can fill either the Gunner position if either of them is taken out during combat.

DISMOUNTED INFANTRY SQUADS

Infantry squads have 4 TVLGs or two mortars, but no shields and no (vehicular) armor. It takes 8 hits to destroy a squad. A squad's Attacker's Total is 25. Firing their individual weapons, they do 9 points of damage.

In any combat round, a dismounted infantry squad can either fire their personal weapons, fire all 4 TVLGs or both mortars, or paint a target.

They may only fire their personal weapons if the range is 3 or less.

They may only fire their painting lasers if the range is 6 or less. A squad which is painting hits on any roll that isn't an automatic failure (i.e., on a 1-9), regardless of the Defender's Total.

A squad's mortars can be fired at any range.

ARTILLERY

If off-board artillery is available, it can be called in by the commander to land in the following round. If during the next turn the commander's vehicle successfully paints a target, that target is automatically hit by the artillery round.

THOR

A character with Orbital Fire Support skill (and the proper communications equipment) can call in a Thor strike. The Thor strike will fall three rounds after it is called in. A Thor strike is made up of 3 separate attacks, each causing 30 points of damage. The character calling in the attack should make an IQ-based Orbital Fire Support check on the round the strike arrives, opposed by the AG and Pilot skill of the targeted vehicle's pilot. Success means that the Thor hit the vehicle. The three strikes can be directed against one, two or three vehicles.

CHARACTERS VS. VEHICLES

When vehicles are engaged in combat against dismounted characters, each vehicle can fire one weapon per combat round. The only exception to this rule is for anti-personnel lasers, which can fire every round (in addition to the vehicle's allowed shot per round) and do 48 points of personal damage if they hit.

(This limit on vehicular fire is because 6 **Legionnaire** combat rounds roughly equal one **Centurion/Interceptor** turn of combat. Characters may fire according to **Combat** in **Legionnaire**.)

CHARACTERS SHOOTING AT VEHICLES

All combat follows the normal **Legionnaire** procedure. Defender's Total for the vehicle is equal to its pilot's AG and number of Shield boxes (only).

A successful painting attack on the vehicle (rolled normally, not automatically as for an infantry squad) during any round negates the vehicle's shielding for that round.

Remember that the Defender's Total for a vehicle is modified by -5 because of its size. A vehicle takes damage according to Steps 4-6 of the Ground Vehicle Combat System.

VEHICLES SHOOTING AT CHARACTERS

If a vehicle fires at a character, the results are often deadly. The roll to hit follows the Ground Vehicle Combat System (Steps 1-3). Add the character's AG to his normal personal combat modifiers (p. 100), for his Defender's Total.

If a character is hit, the damage inflicted is 12 times the number listed for the weapon's vehicular damage. Thus, a hit from a 50 mm shot (which does 7 points of vehicular damage) causes 84 (7 x 12) points against a character.

WEAPON DAMAGE POINTS

Weapon	Damage Points
Mass Driver Cannons	
MDC 8	5
MDC 10	8
MDC 12	10
MDC-G	3
Electron Particle Cannons	
EPC 9	3
EPC 14	5
EPC 18	7
Neutron Particle Cannons	
NPC 9	3
NPC 16	6
NPC 20	10
Lasers	
7.5/1	3
7.5/2	4
7.5/3	5
7.5/4	6
7.5/5	7
7.5/6	8
5/1	2
5/2	3
5/4	4
5/5	5
5/6	6
3/1	1
3/4	3
3/5	4
3/6	5
1.5/1	1
1.5/3	1
1.5/4	2
1.5/5	2
1.5/6	2
Safe Guard	0
Missiles	
Fighter	20
TVLG	10
SMLM	20
Gauss Cannons	
25 mm	5
50 mm	7
100 mm	12
150 mm	15
200 mm	20
Infantry Squad	9[1]
Anti-Personnel Laser	4[2]
Mortar	6
Artillery Mission	30
Thor Mission	30 x 3
Mine	10

[1](Range must be 3 or less.) (Infantry squads have 4 TVLGs or 2 mortars.)

[2](Only usable against Infantry; 48 against an individual character.)

USING INTERCEPTOR/CENTURION

For players who want the greater detail of **Interceptor** or **Centurion** for their **Legionnaire** battles, the conversion is simple. With **Interceptor**, a character's Gunnery, Fighter/Small Craft and Pilot, Fighter/Small Craft skills translate directly into his **Interceptor** Gunnery and Piloting levels. Additionally, add or subtract 1 to the character's Gunnery skill for each point of DX greater or less than 11. Any attacks against the vehicle have a modifier added to it equal to the pilot's AG minus 11.

Interceptor *Piloting* Skill Roll are done as 2D10 Piloting skill checks. Flying through asteroid fields and other such maneuvers uses the pilot's AG and modifiers as per the Asteroid Piloting Table on page 28 of **Interceptor**. For Pushing The Plant use IQ and add in a -2 modifier for each point of additional Thrust. The maximum limits noted on the table on page 16 of **Interceptor** are still in force.

Each time a Pilot Box is hit, the pilot takes 1D10 damage to his CN. Ignore **Interceptor** rules for unconsciousness rolling as a result of damage; instead apply all **Legionnaire** rules for damage to the pilot or gunner.

The **Familiarity** bonus is not used.

In **Centurion**, a character's Tactics, Ground skill level translates directly into his Leadership Rating. (Do not use Leadership skill levels for **Centurion**'s Leadership Rating.) Gunnery, Ground skill can be used as a character's **Centurion** Gunnery skill by lowering the Base To-Hit Numbers by 4 (as per the box on page 19 of the **Centurion** rule book). Again add or subtract 1 to the character's Gunnery for each point of DX greater or less than 11. Any attacks against the vehicle have a modifier added to it equal to the driver's AG minus 11.

The vehicle's driver should make normal 2D10 skill checks for any **Centurion** *Piloting* Skill Roll he would make, adding the modifiers listed in **Centurion** for speed and vehicle condition.

Each box of damage taken by the Driver or Gunner costs that character 2 points of CN. Treat all CN damage in accordance with **Legionnaire**'s rules.

VEHICLE CONVERSION

There are **Legionnaire Vehicle Combat** record sheets vehicles on pp. xxx. Also stats for many Renegade Legion vehicles are found in **Equipment**. For those which aren't included there, or for new vehicles, use the following procedure to convert them into the **Vehicle Combat System**. Combat with larger space vessels is beyond the scope of this system; use **Leviathan** to resolve those situations.

Each record sheet has these entries plus normal entries for crew members:

1. **Structure (Strc)**. Boxes equal to the vehicle's Mass/10, up to a maximum of 50.
2. **(Interceptor) FTL Systems**. This is the Faster-Than-Light Drive. When these are destroyed the ship cannot jump into T-Space. Each ship with FTL capability gets three FTL Systems boxes. Ships without an FTL system get no boxes. Installations get three boxes, which represent their functional machinery.
3. **Shields (Shld)**. The total of all shields/40 for fighters.
     The total of all shields/60 for Patrol Class ships and installations.
     The total of all shields but the bottom/50 for **Centurion** vehicles.
          (Give variable shields a value of 12.)
4. **Thrust**. Boxes equal to the vehicle's Thrust.
5. **Armor(Armr)**. The total of all armor/40 for fighters.
     The total of all armor/120 for Patrol Class ships and installations.
     The total of all but bottom armor/50 for **Centurion** vehicles.
6. **Weapon Comps (Wcom)**. The targeting computer system. Each vehicle gets 4 Weapon Comps boxes.
7. **Sensors (Sen)**. Each vehicle gets 3 Sensor boxes.
8. **(Interceptor) Life Support (Life)**. Each ship gets 4 Life Support boxes.
    (Centurion) Passengers (Passng). One box for each passenger of an APC or transport.
9. **Weapon Systems (Wea)**. One box per weapon. A weapon's **Vehicle Combat** damage is equal to the sum of all of the damage that it does over each range factor, divided by 5.
10. **(Interceptor) SOT**. (Pilot skill + vehicle's Thrust)/2. This can change during the course of a battle.

ADVENTURE POINTS

Characters in **Legionnaire** develop and grow, like real people. Adventure Points (APs) are a measure of that development in game terms.

Adventure points are awarded both for accomplishing missions and adventures and for roleplaying well. They can be converted into additional skills, higher skill levels, and improved primary attributes.

Each player has the responsibility of keeping track of his character's APs and SDS Rolls (explained below). The player also determines *when* he wants to use them to improve his character.

AWARDING APS

APS FOR MISSION COMPLETION

The Gamemaster should have an idea of how difficult the mission he has planned will be, and how many APs he will award for successful completion of it. The awarding APs points to characters is totally at the discretion of the GM, but the following guidelines may be used.

Simple missions usually are awarded 1 or 2 APs per character. A simple mission might be to make contact with an Underground agent, or pass on medical supplies to local partisans. For the most part, these are short term adventures with one major conflict/encounter.

Moderate missions should award 2 to 4 APs for each character involved in the mission. These missions usually are more dangerous, involving several confrontations with opposing forces, and more complex plots. Such missions might be to smuggle illegal arms through a TOG blockade, sabotage a garrison bunker, or attack and destroy a VLCA under construction.

Dangerous missions award between 4 and 8 APs for each character involved in the mission. These missions take prolonged periods of time to complete, and are very dangerous. An example of this kind of mission would be to sneak onto an occupied planet and organize a guerilla movement. Also such acts as sparking a slave revolt, kidnapping or assassinating several high-ranking officials, or sabotaging major installations fall into the dangerous mission category.

APs may be awarded even if the mission was a partial or total failure. The following list provides some guidelines as to how APs might be awarded in such cases:

Mission results	APs awarded each character
A bust, almost a total failure	0 or 1
Partial success, but not total	about half of full award
Mission is a total success	full award
Overachievement	up to half again as many more points

Thus if a dangerous mission which might have awarded 5 points to each character is only a partial success, with some of the objectives achieved, the 5 is cut in half, giving each surviving character 2 or 3 APs.

These APs should be noted down on each character's sheet as they are awarded, adding to any others that character has already saved, in the "APs" blank. They can be spent in any way listed below that the player wishes.

APS "ALONG THE WAY"

Not every session ends with a mission successfully completed. The most dangerous and complex missions often take several sessions to complete. In such cases, the GM might award an AP or two for that session's accomplishments, if no final results have been achieved, but steps have been taken in the right direction.

APS FOR ROLEPLAYING

The GM can award APs for good roleplaying or creativity. Normally, these awards should not be more than 5 points for any character.

On the other hand, he can also penalize a player for poor roleplaying. This does not mean that beginning players should be penalized for not knowing the rules or for not roleplaying well. It does mean that a player who maliciously refuses to cooperate or intentionally plays out of character—solving all puzzles, even though his IQ is 3, or playing a Ssora who is always backstabbing his friends—should suffer for it. When APs are awarded at the end of a session, the GM should penalize such players' some or all of their mission award. He should not remove APs previously earned, but he should feel free to award few or none for the current session. Consider this the Carrot and Stick approach to training good roleplayers.

SDS ROLLS (SUFFICIENTLY DIFFICULT SUCCESSFUL ROLLS)

Every time a character uses a skill, he is practicing that skill. Every time he uses the skill successfully, he might be improving his ability with the skill. But not all uses of a skill are noticeably helpful in improving that skill. When a skill has reached level 6 or 8, the character can make 1 die rolls for the rest of his life without improving his skill any more. It is only the more difficult rolls, the 4 and 5 dice rolls, that stretch his abilities with the skill so that he continues to improve.

A Sufficiently Difficult Successful Roll is a check which:

•is *successful*, indicating that the character used the skill correctly, and

•is *sufficiently difficult*, indicating that the character stretched himself in using the skill, improving his ability with it.

With only 1 or 2 levels in a skill, any roll stretches the character's ability, so any roll is sufficiently difficult. With 3 or 4 levels in a skill, 1 die rolls no longer help improve the skill—only 2 dice or better rolls work to improve the skill, so only 2 dice or better rolls are sufficiently difficult. With 5 or 6 levels in a skill, 3 dice rolls are required. With 7 or 8 levels in a skill, 4 dice rolls are required. And with 9 or more levels in a skill, 5 dice rolls are required.

Required for what?

Every time a character has made 10 Sufficiently Difficult Successful Rolls with a skill, he can spend APs to improve that skill.

On the character sheet, to the right of every skill, is a blank for the column labelled "SDS Rolls". Every time a character makes a roll which is sufficiently difficult for the level of the skill being checked, the player marks that blank. When there are 10 marks, the player is allowed to spend APs which he has earned, to improve the skill.

Note that, as the level of a skill improves over time, the number of sufficiently difficult rolls decreases—opportunities to improve the skill further come farther and farther apart. It will probably take several adventures to record 10 marks. Also note that just because there are 10 marks beside a skill, the player is not required to improve the skill—he improves it only if he wishes to do so. However, until he raises the level of the skill and erases the marks, he cannot start work on the next higher level. When APs are spent to improve a skill, all marks are erased and the process begins again.

Anytime the full value of a skill modifies a check, it is being used, even if other skills are also modifying the ckeck. (If the GM is applying only part of a skill's level as a modifier—an option he is allowed—that check does not qualify as an SDS Roll.)

SDS ROLLS IN COMBAT

Since nearly all combat rolls are 1 die rolls, measuring improvement in combat skills is slightly different. Every attack roll in combat with one of the following skills is sufficiently difficult, but it takes 20 successful rolls, not just 10, to qualify for the next level of ability. Each time a character uses one of these skills for a successful attack, mark the "SDS Roll" blank. When there are 20 marks, the player is allowed to spend APs which he has earned, to improve the skill.

Archery	Blade	Brawling/Pugilism
Gunnery (all)	Knife/Knife Throwing	Laser Firearms
Martial Arts (all)	Pole Weapons	Projectile Firearms
Support Weapons	Wrestling/Club	

SPENDING APS

Any time (between sessions) a player may convert his earned but unspent APs into new skills, higher levels for those skills he already has, or increases in his attributes. A character may not be improved *during* a session, even if he has the APs to do so. When an AP is spent, it is subtracted from the total of (unspent) APs recorded on the character sheet.

NEW SKILLS

Any new skill may be bought at level 1 with 1 AP.

HIGHER LEVELS IN A NON-COMBAT SKILL

Any non-combat skill may be improved by one level if:
• the "SDS Roll" blank for that skill records at least 10 sufficiently difficult successful uses, and
• APs equal to the value of the new level are spent.

HIGHER LEVELS IN A COMBAT SKILL

Any combat skill may be improved by one level if:
• the "SDS Roll" blank for that skill records at least 20 successful uses, and
• APs equal to the value of the new level are spent.

For example, Brennus has already improved his Laser Firearm skill to level 2. Since that time, he has hit his target 23 more times (indicated by "23" or 23 marks opposite "Laser Firearm" in the SDS Rolls column on his character sheet). By spending 3 APs, he can improve his Laser Firearm skill level to 3. He then erases all 23 marks; when he has 20 more, he can improve the skill to level 4.

HIGHER PRIMARY ATTRIBUTES

Any of the eight primary attributes may be improved by one level if APs equal to twice the value of the new level are spent.

For example, Althea wants to improve her low Agility from 6 to 7. For 14 (2 x 7) APs, she can do so.

GREATER EDGE

If a character's Edge score is 0 or less, it may be raised by 1 for 10 APs. Thus, it costs 10 APs to raise the Edge from -3 to -2, or from 0 to 1.

If a character's Edge score is 1 or more, it may be raised by 1 for APs equal to 10 times the new score. Thus, it costs 30 APs to raise the Edge from 2 to 3, and 50 APs to raise the Edge from 4 to 5.

EARNING PRESTIGE

Every 5 APs earned for Mission Completion or "Along the Way" are also worth 1 point of Prestige. This increase in Prestige is in addition to the APs earned; it doesn't cost APs to buy Prestige. (In fact, you *can't* buy Prestige with APs—you can only earn it, in this way.) Keep track of how many APs a character has been awarded (for Mission Completion or "Along the Way") next to the "Prestige" blank on his character sheet. Each time it totals 5 or more, reduce it by 5 and increase Prestige by 1.

APs awarded for roleplaying don't count toward Prestige, since "good roleplaying" is not the type of thing that earns prestige for a character from his colleagues.

MASTERING THE GAME

Gamemastering is like parenting—it's one of those things that you have to learn by doing, and you seldom know until too late that your performance wasn't as good as it could have been. Fortunately, with Gamemastering you get more chances to improve and your mistakes don't come back to haunt you.

BEGINNING THE CAMPAIGN

This is your first step as a Gamemaster. Decide with your players what type of Renegade Legion campaign you want to run. Will your players be the key forces in a Fighter Squadron or a Grav Tank Century, or will they become intelligence operatives? What side will they align with—TOG, Commonwealth or Renegade? Once they've decided this, you should look at the sample units (in **Rank**) and let the players choose what slots they'll fill in their units organization, thus establishing their beginning ranks. (Or, you can assign them their ranks yourself, or let them be randomly chosen.) Then your players can go off and generate their characters while you set up the first scenario.

Some of these decisions can be reached in a minute or two; others might take several days. Take the time you need, and everyone will have more fun.

SCENARIO DESIGN

Bearing in mind some notion of what you want to happen in your next gaming session, you sit down to design your scenario. Scenarios generally run between two extremes: **Shoot and Loot** and **Character Runs**.

SHOOT AND LOOT

Shoot and Loot scenarios are the most basic in the book. Players shoot anything that moves and grab anything that doesn't, hoping their dice-rolling is better than your own skill with the dice. As has already been stated many times, weapons in **Legionnaire** are very deadly, so firefights can end abruptly.

These straightforward combat scenarios can revolve around any number of objectives to give them a noble purpose. Rescuing old comrades or important officials from enemy hands is a favorite plot for these adventures. Other favorites include "eliminate the secret enemy outpost" or "create a diversion" scenarios in which causing as much destruction as possible is the only objective. Stealing a prototype of a new device can also be dealt with in this manner, but there are other, more elegant (and safer) ways to accomplish the same objective.

Because all slug-throwers and spike weapons chamber the same ammunition, running out of bullets or plastic shouldn't be a problem unless, for some reason, the dead can't be stripped of their weapons. Skills like Demolitions and Lockpicking/Safecracking are likely to get lots of use in this sort of adventure, so plenty of things to blow up and logical security arrangements are a good thing to make sure of before the game begins.

There are two curves you can throw in this sort of adventure. First, to keep the tension high, you should be careful when describing what the characters see. If someone makes a perception check, instead of saying, "There are two guards in the pillbox," you should gravely intone, "As nearly as you can tell, there are only two guards in the pillbox." Hedging descriptions keeps an element of the unknown in the game, and that keeps the players on their toes.

The second curve is how you play the opposition. The soldiers on the other side should have the basic intelligence to avoid stupid mistakes and senseless death. Face it, if a band of nasty warriors was sweeping through *your* base, would you stand up and go one-on-one with them, or would you wait until they've gone past your position and snipe at them? If you had the opportunity to backtrack them, hoping to destroy their escape vehicle on the off chance they left it unguarded, wouldn't that prevent them from fleeing with their prize?

Chances are very good that your first adventures in the Renegade Legion universe will emphasize shoot and loot scenarios. If this is the case, and you would like to subtly encourage your players to try less destructive scenarios, just let things roll along normally. When characters start getting chopped up into little bits, the players come to see firefights as a last resort, rather than the tactic of choice.

CHARACTER RUNS

Character-based adventures can be difficult to handle well. They require you to create and fully flesh out a number of characters for your players to meet. These characters include friends, enemies and neutrals—people who might help the characters for a price, or because their ends converge in this particular situation. They also include plenty of innocent bystanders and suspicious characters who have nothing to do with the plot, because your players shouldn't be able to plan on everyone they meet playing an important role in their adventure.

Character runs often begin at social occasions, like a party or a reception. Social settings provide a multitude of interesting characters and celebrities to meet and speak with. You can handle a little bit of conversation with one player, then shift to another conversation and then to another, keeping all the players in the game. It's important to keep things moving, because one player dominating the game is a quick road to boredom for the others.

Other character runs begin with a business appointment, a casual conversation in an interplanetary shuttle, or a card game on board a starship. Pick a setting where the discussion can work its way naturally to the trigger for your adventure.

Figuring out what you have in mind for the players can be difficult for them to pick up on, so you have to be prepared to offer hints. Having one of your characters suddenly realize, "That's right, you don't know about the hijack, do you?" is a good opening for a player to discover what this particular character knows about the subject at hand—even if the player had no previous idea about any sort of a hijacking.

Be on the watch for interesting developments that the players themselves initiate. In one game, my companions and I found ourselves in a strange town where everyone feared us and seemed to think we were

notorious local criminals. They also knew we were to be executed by the local authorities in 24 hours, so they were content to endure our abuses for that much longer while doing their best to ignore us. Try as we might, we could get no one to tell us who we were or what we had done to deserve death.

While the other players pursued their own solutions to our problem, I marched my character to what I figured was the most horrid den of iniquity in the whole city. I walked over to the "power" table, kicked the bum sitting there out of my chair and ordered a round of drinks for the house—on the house—daring the proprietor to do something about it. When he did nothing, confirming the irrational fear of our group, I then demanded everyone eulogize me and my comrades. I wanted to hear what they would say about us after we were gone and, in short order, got our story spilled to me amid laughter and great hilarity.

In that instance the Gamemaster made things up as he went along. We'd taken this misidentification of ourselves as the mystery we were meant to solve. In fact, that was not the objective of the gaming session—it was only a sidelight—but it was great fun to tackle. As a result, the session became a series of character adventures and we all had fun. In the end we got back on track and moved on, but the impromptu character run was well worth being sidetracked for awhile.

PLOTS

Few adventures are a straight Shoot and Loot or Character Run. Most combine elements of the two. When you've can put action and challenges together with interesting characters, you've got an adventure in which the players really have to work and think to win. The only problem with combining action with characters is that they don't always mix well. Why do you need guns at a cocktail party? Why do you need conversation during an assault? To have a successful adventure you need something to bridge the gap between these divergent parts.

That something is a plot.

Some people think that devising a plot is a mystical process, on a level far above their capabilities. How this attitude can survive even one evening of television is a mystery, since shows have plots, and most TV plots are pretty linear and simple. Take television mysteries, for example. Either the viewer knows who has committed the crime and just has to prove it, or the viewer has to put the clues together just like the TV sleuth. Either task seems difficult at first, because we don't know all we need to know, but once the show is over, we can see how the writer fit things together.

Plotting an adventure gives you the same luxury. As the Gamemaster you know who the bad guy will turn out to be. You know what it is he wants to do (or what it was he did), and you know how he plans to do it (or how he did it). As long as you know all that, how difficult is it to break it down into pieces and scatter it around? Which is more difficult: putting a jigsaw puzzle together, or pulling it apart afterward?

The next couple of pages are a quick guide to putting a plot together. Let's cover some basics about plotting and then we'll run through the creation of an adventure that will bring it all together. Plotting an adventure isn't always going to be easy, but there *is* a system that makes it easier, and sometimes that's enough to get things going.

CONFLICT

The core of any adventure is conflict. Conflict is what makes a favorable outcome questionable. All conflicts fall into one of the following classes:

Man versus Nature. Will Brennus be able to guide his Spiculum through the great storm raging over this planet? Will the Renegade explorers be able to destroy the alien rat-creatures infesting the abandoned space station? Will Althea be able to get her Baufrin friend into a shelter in which he can molt safely, or will the coming blizzard kill him?

This type of conflict pits individuals against natural disasters and conditions that threaten to destroy them. A seasonal change in weather can impose a deadline that adds an urgency to any particular mission. Certain things might only take place during eclipses or when a moon is being gravitationally pulled between neighboring planets. There can be wild creatures stalking a world and killing settlers. The general idea here is that the opposition is mindless, powerful, and often something that has to be evaded or survived, not defeated.

Man versus Man. How will Brennus and Caius ever solve their differences? Will TOG Security Officer Maximus Varonus be able to catch the mad bomber (code-named Hyena) before the terrorist makes good his threat to blow up a local hospital? Can Althea cover her tracks before some computer expert discovers her manipulation of certain files?

With Man versus Man conflicts the opposition comes in the form of one person or a group of people. It is an interpersonal conflict in which success or failure results in victory over or defeat by the enemy. This doesn't have to be fatal—two parties could be bidding to take over the

conflict isn't easy, but one technique is to have an NPC accuse them of being a hypocrite. A second is to show them that they've been betrayed by someone they trusted. Both of those techniques are bound to trigger some sort of reaction within the player's mind, and that should bleed down into the mind of the character.

On a lesser level, this conflict also deals with overcoming personal fears and foibles. Having Althea get over a fear of Ssora enough to help one to safety would be an example of this sort of thing.

Man versus the Supernatural/Technological/Alien. Will Brennus, trapped aboard a KessRith-equipped Fluttering Petal, be able to figure out how to make the guns operate in time to shoot down the fighters being sent against him? How can Althea convince her newly molted Baufrin friend that he does know and trust her? What can Brennus, trapped by three Menelvagoreans, do to convince them that he is an honorable foe, but one who, given the odds, means them no harm?

This sort of conflict expands your game universe as players are forced to discover things about alien cultures, creatures and technology. The supernatural does not really play a part here in the 69th century, but how would you deal with a newly molted Baufrin who attributes voices he hears in his head (ostensibly from his old personality) to gods? In this universe, there will always be new and different things to puzzle out and discover.

If you examine any novel or movie you've seen recently, you can pick out pieces of these conflicts. They alone do not make up a plot, but they're the fire that drives it. Without a conflict providing tension, there's no hope of danger or suspense. Without a conflict, there is no puzzle to solve.

Brennus's squadron is given orders to strafe a village in reprisal for a terrorist attack. The orders come down from Pluiarchos Ivan Bolius, whom Brennus knows is a friend of his uncle Scipio. Brennus has been given the honor of leading the raid, since his Famius grav car was recently destroyed by a terrorist bomb, a bomb presumably intended for him. However, he wonders if something is up—reprisals normally consist of rounding up likely suspects and "losing" them, not wholesale slaughter of civilians, especially since no one was injured by the bomb.

He thinks to himself for a moment and asks the big question, "Why? Why this village and why am I leading the raid?"

MOTIVES

Motives provide the answer to that most notorious of questions, "Why?" A motive makes sense out of actions, even random ones. It provides a place to start a search for clues that can unravel a whole plot. Below are listed a number of motives most commonly found in fiction and life. Each by itself is quite potent, but any two or more can be combined to provide some really twisted motivations.

Love and Hate. These two emotions are powerful and can drive people to all sorts of extremes. The belief that someone means to harm a loved one is enough to move many to violence. Blind, prejudicial hatred often does the same thing. The xenophobia (hatred of strangers and strange things) running rampant in TOG is a strong force that could account for almost any atrocity directed or committed against aliens.

Brennus can't see any sort of a love or hate motive in the orders to strafe the village. Most of its population is human. There's nothing to hate there and as for love, well, Brennus doubts the village is little more than a spot on a map to Ivan.

same company—but that doesn't mean it won't be nasty. Often in adventures, however, the result is neither polite nor conducive to the good health of one party or another.

Man versus Society. How can Brennus deny his troops' demand to avenge the death of one of their own at the hands of a Renegade terrorist? How does Consul Avram Molius defend the rights of a KessRith who has been wrongly accused of murder, in a town so bigoted that no fair trial is possible?

Man versus Society conflicts work well only when the characters are put in a position of resisting and opposing injustice. Society often is represented by ignorant people full of prejudice, a prejudice that the characters must battle. Fighting against progress also falls into this category, and puts characters in a difficult position when they see progress, in the form of TOG aid, that will also demand submission to TOG.

In the universe of the Renegade Legions, coming to realize that your side of the struggle might not always be right can lead into this sort of conflict.

Man versus Himself. How does Brennus justify to himself the orders he receives to strafe a village? How does he justify carrying out those orders? How does Althea deal with the fact that Renegade superiors have ordered her to jam the security system of a shopping mall, so they can plant a bomb that will kill thousands?

This type of conflict forms an excellent base for an adventure, especially since the resolution of these sorts of things provide lots of growth for characters. Forcing a character to come to grips with internal

Revenge and Vengeance. These two motives are often the basis of plots. The distinction between them is subtle but important. Revenge is what happens when you get someone who has hurt you or your own. Vengeance is what you strike for when you go after someone who hurts those who can't fight back. The reason the distinction is important is that it is quite possible for someone to appoint themselves your avenger without your knowledge or consent. In fact, they could be utterly mistaken about the conditions of the situation and be attacking people who have actually helped you.

In our continuing example, the ostensible motive for this attack is to avenge a member of the squadron who fell prey to a terrorist assault. Still, Brennus senses something deeper and more hidden motivating his orders because, in the past, Ivan has lead this sort of attack himself.

Jealousy and Envy. Jealousy deals with the inability to tolerate a rival, while envy is what you feel when you wish you had the status or wealth or good looks or mate of someone else. These are useful motives in a plot and often can account for quick mood shifts in jilted lovers or subordinates. Given a chance to embarrass Brennus, jealous Caius might agree to shoot down his flight leader. Just as importantly, think of the trouble that could be caused by an envious Renegade agent who was jilted by Althea when she began to take an interest in a young Imperial officer…

Brennus rejects jealousy or envy as the motivation for the raid. Why be jealous or envious of dirt farmers? They've got nothing more than their homes and livestock. They have nothing, as far as he can tell. Furthermore, he notes with disgust, if Ivan were jealous or envious of these people, strafing would be too quick for them.

Greed. Greed is, very simply, the desire for more and more—usually more and more wealth. This desire is a very strong motivation, but money is not the only thing people can be greedy for. There is an old saying: Every man has his price. The coin with which to purchase him might vary widely, from power to sex to immortality to everlasting fame—even to an obscure collection of cherished thimbles. When you get into collections, collections of any sort—things or events or experiences—greed can also be obsession, but the end result is the same. The collector must have *it* and will do whatever he can do to add *it* to his collection.

Brennus starts to reject this motive because all the farmers have is their land, but that triggers an alarm in his head. He recalls that his uncle once mentioned, in passing, a stupid farming village that he wanted to turn into a resort, but whose collective owners wouldn't sell out because it would utterly disrupt their way of life. Could it be that his uncle was pushing his friend Ivan into making the reprisal? If so, had his uncle somehow faked the terrorist strike? And if his uncle had done it, why was the bomb planted in his gravcar?

Misdirection. This motive can be among the nastiest, in that it often requires a hideously cold and calculating schemer. Assume that you must absolutely have a Ming dynasty vase because, written on the bottom of it in pencil, is the number of a hidden bank account. You didn't know the number was there when you sold the vase, and you know the new owner would never let you see the vase again. In fact, since the account number is the only identification needed to claim the account, if the new owner even suspected what was going on, he could get to the money ahead of you by reading the number himself.

To cover your desire for that account number, you start a string of thefts—thefts of Ming valuables. The vase, then, becomes just one more in a string, and with reasonable caution you will be free of suspicion in the thefts. Your true motive for taking the vase is hidden and, if one of your own Ming pieces is stolen in the crime spree, you will never be a suspect.

With a sinking feeling in his stomach, Brennus realizes that the bombing attempt on his car could well have been an attack directed at him, even if terrorists hadn't planted it. If he were killed, no one would have suspected his uncle of having anything to do with the terrorist strike, and the reprisal against the village would have been justified by his death. He, Brennus, would have become yet another Africanus to give up his life in service to the Emperor. Just like his father—

Brennus also realizes that the honor of flying lead on the strafing run may be another attempt to get him killed. Worse yet, Ivan could deny ever having given Brennus the orders to lead the flight, resulting in Brennus's disgrace and court martial if he survives the raid.

Self-Preservation. Being afraid that someone plans to harm or kill you is a strong motive to act. Sometimes, the only way to prevent something from happening to you is by taking pre-emptive action yourself. People often get very defensive and quite nasty towards anyone they perceive as a threat. Paranoia, the irrational fear that people are out to get you, has lead to many more bizarre murders and other crimes than there is space in this book to describe.

Brennus, as he finds himself deeper and deeper in a very nasty situation, begins to make a list of the people he's got to watch out for. Caius, the ambitious and envious little twerp from his academy days, would love to shoot him down one way or another—either in a fighter or as a witness for the prosecution. Ivan obviously has something to gain in payment from Scipio, or is acting as a dupe of his uncle. And his uncle…is he a part of all this and, if so, how can hard evidence be found against him?

Passion, Calculation and Insanity. These three mental states can affect all of the motives listed above. A crime committed in the heat of the moment is a crime of passion. Passion can be what drives someone to hurt a loved one, out of jealousy, envy, or revenge. More broadly, any action taken on the spur of the moment—any impulsive action—can be classed as passion.

An interesting thing about passion is that in both TOG and the Commonwealth, passion is a legal defense, just as self-defense is a defense for shooting someone. It is usually labelled Temporary Insanity.

A calculator plots out his actions in great and exquisite detail. Often his plans are incredibly cold-blooded. A man who seeks out vulnerable women, marries them and then murders them for their insurance is a calculator. So are a killer-for-hire and the person who hires him. So is a planetary politician who would hire someone to kill his nephew and prompt an attack on a farming commune.

Insanity is distinct from the temporary insanity of passion. Insanity is important because it accounts for some of the stranger crime sprees on record. Imagine having to track down an individual with multiple personalities who only kills on those rare occasions that his homicidal personality comes to the fore! Just as difficult, try putting together the clues to connect a sociopath's string of bizarre killings when they're spread across a dozen worlds. That could be a tough nut for players to crack.

It is important to note that just because someone is crazy doesn't mean he can't or doesn't act with a certain amount of logic. The reason Jack The Ripper dissected his victims may have made sense to him. To the rest of us it just looked crazy, but to him it seemed like the logical thing to do. Likewise, a murderer who always sketches the insignia of the Witches of Defiance (672nd Minerva Pursuit Wing) in blood on the forehead of his victims might be honoring the Witches in his own way, or he might be saying that he will continue to kill until the Witches have disbanded.

Let's get back to this basic plot Brennus has uncovered. It now looks to Brennus as if Ivan is ordering him to lead the raid on this village to 1) destroy the village and 2) kill or disgrace Brennus. This gives two plots to follow; let's look at each independently.

Destroy the Village. The reason for the village's destruction is so Scipio Africanus can buy it cheaply and turn it into a resort that will make lots of money. To accomplish this, he makes it worth Ivan's while to order the assault. To give Ivan a reason to order the assault, Scipio hired someone (an officer in Ivan's command) to plant a bomb in his nephew's gravcar. The bomb goes off and the blame is placed on Renegades who, according to Ivan, have been traced to this village.

Kill or Disgrace Brennus. Why? Ivan gets nothing out of it. Caius, however, could get promoted and would be revenged upon his enemy. Could it be that Scipio hired Caius to plant the bomb, without specifying where, and Caius took it upon himself to kill two birds with one stone? Possible, but unlikely, as that would make Scipio vulnerable to future blackmail by Caius—given the young man's ambition, that would not be wise. So Scipio definitely wanted Brennus dead and now, barring that, wants him court-martialed for the slaughter of innocents.

Scipio's basic problem is that he resented and hated his older brother Marcus—Brennus' father. While Scipio's fame has surpassed that of his dead brother, Scipio sees much of his own success rising from sympathy for him over his brother's death. Scipio was appointed to fulfil Marcus' term on the regional council and has been reelected thereafter, but the ghost of his brother haunts him still. If folks aren't mentioning Marcus they're marveling over his brilliant son, Brennus.

The most maddening thing about all of this is that Scipio knows that he helped create his brother's legend by having him killed and framing the Renegades for the job. He's left fighting the legend he caused to be born, and he sees Brennus as the legend reborn. For this reason he wants his nephew dead or, better yet, disgraced. Disgrace, Scipio feels, will destroy the legend of Marcus Africanus.

So what this whole scenario boils down to is this: Scipio, motivated by greed, fighting a whole village and Scipio, motivated by jealousy and envy, out to kill his nephew. Either one of these plots, taken alone, would be simple and linear. When the bomb went off in Brennus' gravcar, the investigation undoubtedly looked at everyone who would have a reason to want him dead. Scipio, the bereaved uncle already stripped of his brother, would hardly be a likely candidate for suspicion.

As for the land, Scipio can hardly be cast as a criminal here, either. He's made an offer and the people refused it. He'll be coming back with another offer, no doubt. It's all in the realm of discussion and negotiation. Why would he do something to give the future location of his resort such a bad reputation? What sense would that make?

Scipio finds himself sitting pretty. If Brennus dies in the raid, Scipio steps in to buy up the land and turn the place into a monument for his dead brother and nephew. If Brennus survives and is court-martialed, Scipio buys the land from the survivors in a generous settlement to make amends for his insane nephew. ("After all the boy's been through, what with the Renegades killing his father then trying to kill him," says Scipio, "it's no wonder he snapped.")

In essence, to make a complicated plot, we've mixed two very simple plots together. We just have the mastermind, Scipio, ask, "How do I kill two birds with one stone?" When his first attempt at killing Brennus fails, Scipio weighs the alternatives and comes up with the best solution he can: have the boy lead the raid and die or be disgraced. Allowing your villains to change plans because of the circumstances, or having them do things to cover their trail, is a good way to keep a scenario lively and entertaining.

A slightly more difficult, but just as entertaining way to complicate a simple plot is to have one or more characters working at cross purposes. Imagine, in the above scenario, if a compatriot of Brennus' believed Ivan knew to which penal colony her father had been sent, and under what assumed name and trumped up charge he had been incarcerated. They both have the same goal—get to Ivan one way or another—but Brennus might want him a bit deader than would prove useful to her.

In a variation on that theme, perhaps there actually is some Renegade activity going on in that village. Suppose the Renegade underground attempts to sabotage the unit heading out for the strafing run. They might chemically treat the Gennium-Arsenic crystals in Brennus' Spiculum so his guns will burn out after one burst, which would leave him at the mercy of an angry Caius. The strafing run might also destroy a secret Renegade base, which would make it impossible for Ivan to disgrace Brennus, forcing Scipio to plan out another course of action (and giving your players another adventure to look forward to).
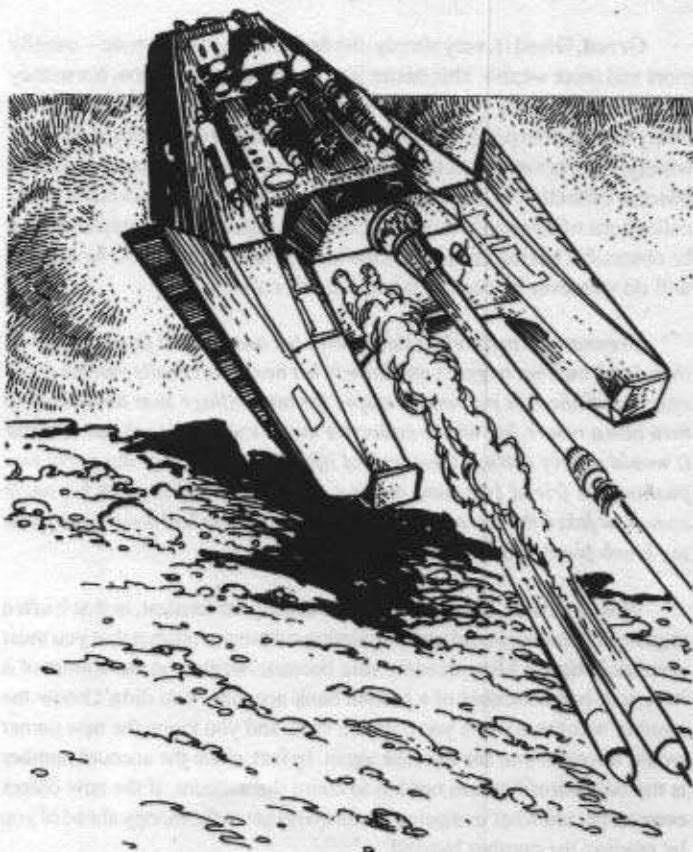
SUBPLOTS

Subplots are bits of storyline in which characters obtain something they desire or gradually get dragged into something they didn't want to know anything about. The rivalry between Brennus and Caius is really a subplot that is running through Brennus' life. From time to time Caius says or does something to reminds Brennus that Caius thinks he has a score to settle with our hero. It's nothing major enough to build a whole adventure around, but it will pop up often enough to make Brennus' player cautious whenever Caius is around.

Subplots are teasers for further adventure. They grow up out of the most improbable circumstances. Imagine, for example, that every time your characters get into a brawl in the seedier section of town, one particular Imperial officer is the one who pulls their fat out of the fire, or bails them out of jail after they've been arrested. He never says anything, just shakes his head and leads them back to base. After a while, your characters will be doing whatever they can to find out why he never reports them and, if they know he's worthy of respect, they'll also do anything they can to get a good word out of him.

If an NPC asks a character if his name is Wilhelm Johnsone, or if the NPC takes a poke at a character because he says he looks like Wilhelm Johnsone, the character will soon be trying to find out who this Wilhelm Johnsone is. If Althea discovers one of Scipio's plots to kill Brennus and sends him a cautionary note signed "a Friend," Brennus will start doing his best to discover who wrote the note. Having other notes sent in the same manner could become a running element in the campaign, especially if Brennus ignored the advice once, got beat up as a result, then got an "I told you so" note from "a Friend."

More serious subplots can and should be woven into each character from the start. Brennus obviously has a hatred for the Renegade underground because it killed his father. His desire for revenge is what prompted him to follow the course of studies that he did. In a sense he is searching for those who murdered his father, and given that the killing took place only 15 years ago, he has a chance of revenge. This desire fuels his willingness to pursue clues about his father's death, and might prompt him to go so far as to kill his uncle if he learns the truth.

As a Gamemaster, if you take the time to identify the major characters you have in a given area and examine their interests and motives in a given situation, you will begin to see places where simple plots can become more complicated. While there's nothing wrong with straightforward, linear plots, complications can be fun too. Weaving subplots in and out of adventures also provides background and life for your world. When you keep your subplots rolling from adventure to adventure, plots can spring up spontaneously, and that can be a great help to your game indeed.

ARCHITECTURE AND PERSONNEL

Most adventures include a map of some sort. Many begin with a map. ("OK, this is where my party is—what can happen to them here?") Graph or hex paper is preferred for a map because, if nothing else, they provide lines that make your map a bit neater than freehand drawings on a blank sheet. In buildings, walls are always a good feature, and doors and windows should dot the walls in appropriate places. A common mapping error is to put something larger inside the building than could possibly fit through its doors. In other words, when you draw an aircraft/gravcraft hanger, it needs some big doors to let the vehicles stored there get in and out easily.

The next set of items to locate in your building are the power plant, phone exchange box, fuse box and any non-standard openings like doggie doors or air conditioning vents. Characters always want to blow up the first three items, which generally causes trouble when the GM has forgotten to locate them. Wouldn't an arctic research station have a furnace or other source of heat? Then be sure to include it. The non-standard openings are important because characters always try to sneak in and around an installation. Just as moths are drawn to candlelight, characters are drawn to secret passages and chinks in a building's armor.

Other facilities that most buildings require are bathrooms and kitchens. It is a poor barracks that has no sanitary facilities. (And sewers are another path that characters like to take when sneaking into buildings.) Likewise a kitchen is a logical part of any place where people supposedly live. Besides, if you don't have a kitchen, how can one character ever poison your entire garrison?

Now that you've placed the various and sundry entrances and pathways in your building, you should give some thought to security. Having a clear field of fire is generally considered a good idea for any machine-gun nests or watchtowers. Having an outer and inner fence with gates around the corner from each other is an easy way to inhibit hovercar bombings, because the vehicle would have to run parallel between the fences before it hit the interior gate. That would provide plenty of time to shoot at the bomber's hovercar before it entered the compound. (Of course, the reverse holds true when troops are trying to flee the doomed base, but that's not something most folks think about when building their fortresses, in gaming or in real life.)

Sneakier stuff should also be considered. Are the voice and data communication lines monitored? Are there any secret communication links in and out of the base? What sort of burglar alarms have been set up? Do they have motion detectors, infrared pick-ups and smoke detectors? Do alarms blare aloud, or are they silently piped into a command center? And where is that command center? Who knows about the command center, and how vulnerable is it to explosion?

Finally, the opposition needs to be considered. The average trooper should be slightly less tough than the average character. Remember, your players' characters are heroes, so they deserve to be a bit tougher than most of the opposition.

In keeping with the idea of shielding your ultimate villain, developing a nemesis for one or more characters is probably a good idea. You can create a character who is quite competent—an anti-hero to the heroic characters—and place him in the scenario from the beginning, or you can develop a character who always manages to survive, returning time and again. Describe one of the enemy soldiers as blonde with a scar running across her face. If she survives one battle, bring her back. You might begin to personalize her, fleshing her out, noting her name and bits of her background for consistency's sake.

CHARACTERS AND PERSONALITIES

Many Gamemasters find it difficult to create characters that have any depth or life to them. There are several solutions to this problem. The first is to patch together a character from bits and pieces of your friends' personalities. Yes, just importing a friend into the future as a non-player character is permissible, but you have to be careful how you handle him. If your friend sees himself as the heroic type, but you use his counterpart to point up his phobia of spiders and embarrass him, you'll lose a friend. For this reason, the patch approach is best, since no-one should see himself and get upset.

second approach is to import characters from books, television or movies. If the import is recognizable—a local private investigator named Magnumus, or a derelict space ship called the "Space Minnow" with a two-man crew and five others onboard, including the richest man in the County—the take-off can carry and add lots to the adventure. You'll be drawing upon the personalities already known for these characters. Even if your players don't recognize your imports, you know how they talk and how they think, making your job of playing them easier. Again, using a patch-work approach with this basic material works too.

The third technique involves determining a simple set of data concerning the character. The areas you need to consider are listed below. While they might not seem very important, they force you to work on the character, and that generates more material in and of itself.

1) Name and physical description (height, weight, eyes/hair/flesh color, scars, birthmarks or tattoos and how they got them).

2) Nickname and how he got it.

3) Favorite color, food, beverage and type of music.

4) Education.

5) Marital and family status.

6) Special abilities or notably high skills. (Include his occupation here.)

7) What is the character's greatest accomplishment in life to him; to others who know him?

8) What is the character's next goal in life?

9) Whom does this character love the most in the world, and whom does he fear the most?

10) What are this character's politics?

11) Why would your characters be interested in him?

You will probably supplement this list with other questions that are important to you and your game. Deciding what a character's favorite color is might seem nonsense, but it can help determine little things like what kind of clothes he wears, or what color gown makes a particular woman more attractive to him. It helps you fill out the little details of his life that make him more real and that, after all, is your goal.

Question (11) addresses how the character will interrelate with the player characters in your game. The answer to this question may shift from session to session, as the character assumes a more or less important role in the world of play. For example, a character might start out as a black market gunrunner with Renegade ties who is a convenient source of weaponry. Later, when TOG agents uncover him, he might become a friend in need of help.

Often, the answer to this final question can form the basis for a run. Why will Bob the Bum interest your characters? Because he's the last survivor of a TOG unit that helped Ivan the Butcher kill off a political rival. Ivan think's he's dead, and Bob is afraid Ivan will be coming for him. Bob's got a holodisc of Ivan pulling the trigger on this rival and he mistakenly believes it is the only reason Ivan has not come for him.

The objective for your characters in dealing with Bob, then, is to determine who he is, why he is so scared, and coax the holodisc out of him. Winning his confidence, or getting him drunk enough to spill the beans about the holodisc, is going to require good roleplaying. It is not likely to be easy, but if the characters can convince Bob that they can put Ivan away if they have the holodisc, he might just come across with the it.

As mentioned earlier, the opposition should be played intelligently. Bob, for obvious reasons, is going to be as evasive as he can be. He would make an unbelievable character if he just hands over the disc upon which he believes his life depends. Making your characters work hard to convince Bob to hand it over will make winning it all that more satisfying.

The best way to accomplish this can't be written as a rule in this or any other book. You should adopt Bob's character the same way an actor adopts a role. Force the players to convince you, Bob, that the holodisc is safe in their hands. Decide for yourself how much you're inclined to trust them and the things they say. Present all the arguments Bob would give them, and begin to act intoxicated if they ply you with drink. Make demands on them for money or transportation or weapons or whatever. Make them earn it.

The default way to get the holodisc comes down to the players' characters making checks against their Swindling or Seduction or Leadership skills. This is a choice of dice rolling over roleplaying, but some GMs and players prefer it. In this case, Bob might give them rambling clues they have to figure out to find the item. Either way, the first key is to have fun. The second key is to make your players work for the end they desire, not just hand it to them on a platter.

DURING THE RUN

One of the most important things a good GM does is to let go of his scenario, letting his players take it where they want. Gamemasters, as they put together their adventures, should have a clear idea of how they want to proceed. This is one of the few ways a GM can be sure to add in all the details necessary for the successful completion of the mission. Unfortunately, many GMs subsequently try to force their players to rigidly follow this outline, giving them no leeway—or worse, punishing them for deviations from the preconceived "shining path" for the adventure.

As a player, I recall an adventure being run in a superhero system in which I realized my character was horribly outclassed by the opposition. I saw right from the start that the villains we were facing would smash the heroes, and once we had been taken prisoner, the scenario would proceed. Because my character was still in civilian clothes—phone booths being few and far between in that dimension—he was able to convince the villains he was a thug looking for employment and thereby avoided getting thrashed like his friends.

I hung around for the two hours it took to complete the combat, knowing all the while what the outcome would be. The Gamemaster had a set plan for the adventure, and he stuck to it. What we did as players made no difference and, at the end of the adventure, a super superhero arrived to prevent the ultimate disaster we had been unable to stop. The experience was less than satisfying for everyone but the Gamemaster.

The first rule in mastering the game boils down to this: Take your enjoyment from providing an entertaining experience for your players. As long as the players have fun, you'll have fun too. It doesn't matter if the players approach the problem from an angle that is entirely different from yours as long as they're having fun doing what they are doing.

It is possible that giving the characters their head in a scenario will mean they end up running around in the wrong direction, but this is not as much of a problem as it might seem. If the players are being entertained, you can let things go. If they are very much off the point of what needs to be accomplished, yet feel they are on the right track, you can call a time-out and note, "Guys, I'm having fun, but this is a tad off the mark. We can continue this if you want, but I just wanted you to know you're running further afield than you need." (This also might be said when players are in the middle of deciding your plot is a bit more complex than it really is.)

Stepping outside the fabric of the fantasy is something that should be avoided as much as possible. It breaks up the sense of wonder and adventure. A good Gamemaster works *through* the game, rather than outside of it, providing clues through characters and encounters. Addressing your answers and comments to characters, instead of players, is a good way to preserve the illusion of the world in which your game is set.

Assuming you want to hand control over to your players, how do you do it? What do you do when they turn the corner rather than continuing down the street as you had planned? The answer is simple: Fake It. You are the only person who knows that you have no idea what exists around the next corner. In the time it takes for a player to say his character is walking over to look down that street, you can come up with a half dozen different businesses lining the block. You can put anything on that street and you'll be the only one to know you're making it up on the fly.

Thinking and reacting this quickly comes more easily to some than others, but there is a simple trick to it. It's an old writers' trick: use what you know. If you put a fast food restaurant in the next block, make it McDonius Soy Burgers and people it with the sort of help you ran into the

last time you hit a fast food joint for dinner. Be sure to have a family from the next planet over sitting in a booth with bratty kids making trouble. Have the help be vacuous little automatons and make up some strange toy for their kiddie meal deals. If your gaming group ate dinner at a remarkably similar place before the session, you can even rerun your dinner at them, providing them the chance to walk over to the brats' father and deal with him the way they wanted to earlier.

As you do this thinking on the fly, take notes and get help from your players. Take notes so that you can have McDonius there the next time they run around the same corner. You'll soon discover you've built a cast of stock characters who can pop up to provide clues. Saying, "Brennus, you look up and see Timon Jontorre walk through the door. You know him as a discipline problem who was at prep school with you before the academy. If there's any black market action on weapons here, he'll know about it." Not only have you provided an opportunity for some roleplaying, in which Brennus might remember some incident that can form some of Timon's background, but you have created Timon. After Timon shows up a number of times, he can become a central figure in an adventure.

Getting help from your players is also useful. A player might say, "I need to find a place where I can buy some spare parts for my hovercar." You ask, "What kind of place are you looking for? Legit? A dealership? A parts store, or a chop shop that will sell you hot parts for a low price?"

The player's answers to these and follow-up questions get him to design a place that will perfectly suit his needs. Generally this give and take provides you with a few hints that help make the place new and unique, but if not, so what? You've given the player precisely the sort of place he's looking for and he's happy. Note down its key features for later reference and go on from there.

Don't expect the fact that you're making things up on the fly to remain a secret for very long. Most players can tell eventually, but it doesn't matter very much as long as you observe two cautions. You have to be consistent in what you make up, and you have to keep everything balanced.

Consistency is aided by your notes. If you decide the owner of the McDonius is a Ssora named Ssciatica, you should keep the same owner for each visit. If you forget, and a player reminds you that it was Ssciatica, not SSossory, who owned it last time around, explain that Ssciatica was bought out or died or had law trouble. Then make a note of SSossory's name.

Balance is a bit trickier to handle, but it's not as difficult as it might seem at first. The first step is to remember that an average starting character has a CN of 11. This means one good hit with a Terere heavy assault rifle and an unarmored character is dead. Therefore, you can see why a dozen riot cops in Vertex armor (AF 12) with Terere rifles randomly rousing characters might be seen as overkill. Two thugs with spike carbines guarding an ordinary newsstand is just as inappropriate.

Personally, I feel that characters should always have a chance to survive the stupidity of the player pushing them around. This means, in essence, that I always try to provide a way out of almost any situation, even if it is nothing more than the Megadeath Luck Saving Roll. If there's an installation that deserves to be protected by a century of soldiers in Vertex armor with Terere rifles, the players will be aware of how protected it is. If they get captured, they'll have a chance to escape before they're executed. And if the run still ends up a horrible mess for everyone, at least they'll be aware they could have handled things differently, providing hope for greater success in the future.

At times, a player will come up with a really nifty idea that requires a judgment call on your part—what he wants to do isn't strictly according to the rules, but it makes good sense. Often this conflict reduces itself even further to **the rules** versus **something that makes a neat story**. In such cases, if at all logically possible, make sure a good story wins out over faithfulness to the rules.

For example, suppose Ivan Bolius—the bloody-handed butcher of Buchwald's World—has hopped in a conventional jet and is roaring down the runway trying to take off. The only weapon at hand is a laser pilum taken from a dead guard and Brennus picks it up. He heads out onto the runway, intending to throw it through the cockpit window to take out the pilot. He's already said he's taping the "on" button down so the laser will be engaged and aid in piercing the plane.

The player makes his roll and hits the jet. Unfortunately, the attack only does 13 points of damage. That becomes 2 points of vehicular damage (rounding generously), which is cut to 1 point after we take the jet's armor into account. The player rolls one die, but fails to get a 6, which would have indicated a pilot hit. In fact, he rolls a 4 which indicates a thruster hit and thereby reduces the jet's thrust from 12 to 11.

Big deal. Ivan flies off into the sunset, his jet trailing some smoke. Lousy story.

As the Gamemaster, wanting an interesting story, I announce the following, "The laser pilum shoots from Brennus' hand. It heads straight for Ivan's face and you can see his eyes grow wide as the glowing orange head spirals in toward him. Sparks fly as the pilum hits the windscreen, and it gouges a furrow through the glass, but skips off the ship's armor. You failed to kill Ivan."

I'd wait a moment or two to let the player feel a bit disappointed, then I'd roll another couple of dice, appear to check them, and add, "However, the jet's outboard engine screams as it sucks the pilum in. Turbine teeth are sheared off and erupt through the engine cowling. They pepper the plane's body, and the whole craft slews around as one engine outraces its dying companion. The plane careens off the runway, bounces its nose up, then, with the one engine powering it, flips over on its back. You dive for cover as it explodes into a raging inferno and rains burning fragments over the airstrip."

Well, the description might not turn out that lurid, and probably would involve using an empty soda can to show how the plane swings around, but the general idea would remain the same. The move Brennus' player tried was a gutsy one. It deserved a chance of success, but the rules of the game prevented that from happening. Even if Brennus had used Edge points to redo a roll, it would have made no difference: the pilum could not puncture the plane's flesh and even one hit from the pilum would not have killed Ivan outright.

It was important to let the scenario end there and it was important to let Brennus and his allies have a part in the victory. Certainly local authorities could have scrambled an Interceptor to knock the jet down, but unless Brennus or one of the other players was in the Interceptor's cockpit, the victory would be hollow. They had discovered all the clues needed to pierce Ivan's secret identity and they flushed him from hiding. If they could not bring him to justice, or a more permanent form of reckoning, their victory would have been stolen from them, just as it was in the superhero experience I described earlier.

A good Gamemaster always provides a villain who can be dealt with. While a Hitler-like individual might be the Overlord of a particular county, the players are unlikely to ever deal with him directly. You should provide more immediate and subordinate villains, like Scipio Africanus, Brennus' uncle, to be handled by the characters. Furthermore, if you want to prolong a particular aspect of the campaign, these minor villains can have their own henchmen. To get at Scipio, for example, Brennus might have to work his way up the chain through minor thugs to Caius, his buddy from academy days, and then from Caius to his uncle.

The best villains are evil and cruel, yet intelligent enough to shield themselves from the illegal actions taken by their subordinates. Scipio is just such a person, employing surrogates to do his dirty work. He does, however, have a weakness, and exploiting that weakness is what could bring him down into the trenches where he can be destroyed. Discovering that weakness and taking advantage of it will not be easy, but then the game wouldn't be much fun if things were easy.

As noted above, your players must be made to feel a part of the adventure's resolution. The solution described above isn't the only one that could have worked. Brennus' pilum could have damaged the landing gear so the plane crashed when Ivan tried to set down again. Even more dramatically, the weakened glass on the windscreen could have blown out when the jet reached high altitude, resulting in a devastating decompression. It could have damaged a flap or punctured a fuel cell or wrought crucial damage in many other ways.

Exactly what the pilum did isn't important, nor is how it caused Ivan to die. What *is* important is that the players know they brought Ivan down. They came, they saw and they conquered.

Remember that they need to be the heroes—it's their story, not someone else's. The characters earn Prestige and Fame to reflect the things they have accomplished, but the players take pride in the fact that they succeeded in overcoming the scenario you created. You provided them with a challenge and they met it. They have every right to feel happy, and you should feel good that your adventure provided them with so much enjoyment.

Yes, every GM wishes once in a while to populate a fortress that will wipe out all the pesky player characters, but remember that for you, winning isn't killing all of your players' characters—it's entertaining them while you have a good time yourself. To be a good Gamemaster, you don't have to kill a single character—you only need to make the characters think they're going to die. Through good description and a poker face, you can convince your players their homeworld will be paved by Monday morning if they don't manage to find and produce the Imperial Edict that countermands the work order.

Remember that 99% of the game is going on inside the minds of your players. Take the time to describe the setting in detail. Let them hear the hoots and screams of creatures they cannot see through the jungle's fog. Describe the ashen pallor of a local merchant when an Imperial officer tells him his daughter has been kidnapped by Renegades. Don't spare detail when you paint for them the aftermath of an Imperial Search and Destroy mission that sailed through an agricultural commune mistakenly believed to be harboring escaped KessRith prisoners. Give the players everything they need to immerse themselves in your world, and a good time will be had by all.

RENEGADE LEGION SCENARIOS

Listed below are adventure seeds for play in the Renegade Legion universe. They are far from inclusive of all the possible ideas available, but they might spark an idea or provide insight to the type of missions you can run. The lists are broken down into three catagories (Naval, Legion, and Intelligence) and are also coded (C = a scenario for Commonwealth/Renegade Legion characters, T = a scenario for TOG characters). However, don't be bound by either the categories or the C/T codes. If you see an idea you like, use it, regardless of which category or code it's assigned to.

NAVAL

Ambush. A convoy of transports is moving though a system. A small corvette is acting as a mobile clearing house for all troop and naval placement information. Your mission is to infiltrate that vessel and secure the data, without being captured. C,T

Arms Smuggling. You must supply resistance fighters on an occupied world. Posing as Free Traders, you must get past a TOG navy blockade and get the supplies down to the planet. C

Base Raid. Posing as enemy troops, you will land your fighters on a naval base or airstrip, and sabotage the installation. C,T

Heist. The enemy is unleashing a new class of warship into the county. Without knowing the new ship's capabilities, your mission is to capture this prototype and pilot it back to friendly territory. C,T

Long-Range Patrol. Your recon forces have disappeared in a remote system. Your mission is to enter the system and discover the full extent of the enemy strength there, living long enough to report back. T

Sensor Knockout. You have a delicate mission—to infiltrate a solar system and cripple its T-Doppler and N-Space sensors. If possible, you must smuggle yourselves aboard the VLCA and secure it in time for the arrival of reinforcements. You might even be using a captured naval vessel for this type of mission. C,T

VLCA Memory Core Raid. Your team must infiltrate a VLCA and seize its memory core intact, since it contains recent orders to enemy fleets. C,T

LEGION

Last Men Standing. The CAF is pulling off of a world or outpost. Your mission is to hold the position so the last transports can get away, then fight a guerilla war on the newly occupied planet. C

POW Rescue. Several thousand of your comrades are being held in a POW camp. Your team must penetrate enemy lines, free the prisoners, and get them back to friendly territory. C,T

Raid behind enemy lines. Your team is going to penetrate the front lines and make a running strike along the enemy rear, sabotaging communications, and command quarters. C,T

Recon. The enemy has set up a supply nexus not far from the front. It's heavily fortified and defended. Your team must find a way inside and sabotage it from within. Extra credit for actually getting some of the supplies back across the lines. C,T

Revenge Strike. A Minerva Legion has harassed your forces for the last time. Your team is on a grudge-mission, to find the rival unit and eliminate it. If that isn't possible, then at least capture its commanding officer. T
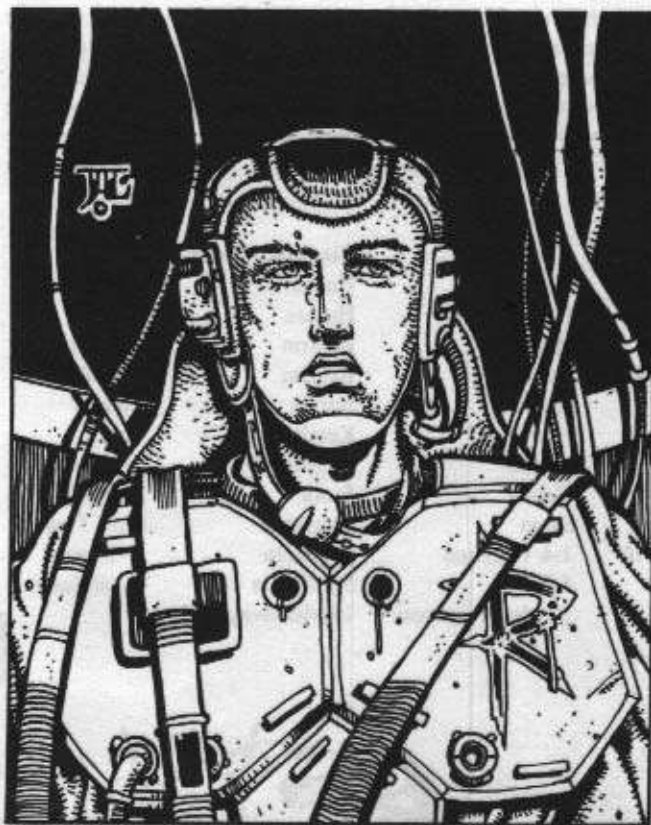
INTELLIGENCE

Anti-Terrorist Activities. A dangerous rebel cell has wrecked enough havoc (perhaps it's Renegade funded). The time has come to infiltrate this unit and destroy it from within. T

Dissent. Your mission is to infiltrate an enemy world and stir the population against the Commonwealth and toward TOG, emphasizing the Commonwealth's dangerous alliances and TOG's security. T

Get Agent off of a World. Your intelligence network has been broken and a key agent is being hunted by the Lictor. You have to find her before they do, and smuggle her off world. C

Organize Resistance Movement. Your world is now TOG property, but you intend to make them pay for it. You must organize civilian resistance cells, arm and train them, and fight a war against the garrisoning legions. C

Recovery of a Leader. An admiral or general has been taken prisoner and is held on an enemy world. You must get there, penetrate the prison, recover the leader, and escape. C,T

Sabotage GA Mining Operations. To hit TOG hard, you have decided to sabotage a GA mining operation, hopefully cutting production for months. C

Elimination. The last members of an genocidal race are being sheltered on a Commonwealth World. Caesar has has ordered that the race be entirely destroyed for the good of all other species. Your job is to execute his orders. T

ALIEN RACES TABLE

Another list, this one to help GMs decide the race of a character randomly encountered. Like the others, use it for suggestions or when imagination temporarily fails. This is actually three tables, one reflecting the racial distribution in TOG, the second giving the likelihoods in a Commonwealth encounter, and the third for non-aligned, neutral or free worlds. Roll 1D10; if you roll a 10, roll once more since Result 10 is subdivided:

	TOG	Commonwealth	Other
1	Human	Human	Human
2	Human	Human	Human
3	Human	Baufrin	Baufrin
4	Human	Baufrin	KessRith
5	Human	Naram	Naram
6	Human	KessRith	Ssora
7	Naram	KessRith	Baufrin
8	Naram	Ssora	KessRith
9	Ssora	Vauvusar	Free Trader
10	1-4 Vauvusar	1-4 Ssora	1-7 Ssora
	5-9 Zog	5-9 Naram	8-10 Naram
	10 Menelvagorean	10 Menelvagorean	

URBAN ENCOUNTERS

This list of urban encounters is by no means exhaustive. Like the other lists in this chapter, it's meant simply as a guide to help a GM decide what he wants to happen next. These encounters aren't all hostile—they don't necessarily require immediate gunplay. With some quick dice work, the Gamemaster should be able to generate a legion of encounters. Roll 2D10:

2   1 to 3 Lictor. 8 times in 10 they are undercover—roll another entry on this list to see how they have disguised themselves.

3   A Clarissimi Senator. Is accompanied by 1 to 5 bodyguards.

4   1 to 5 aerospace pilots.

5   1 to 3 tankers.

6   1 to 5 footsoldiers.

7   A high-ranking civil servant.

8   A locally well-known merchant.

9   A young male or female. Half of the time he's a thief and is being pursued by another entry on this list. His loot may or may not be visible. Otherwise he's just an innocent kid. Even, she's female; odd he's male.

10   A young female. 3 times in 10 she's the daughter of a local merchant.

11   A lower class character. Even, she's female; odd, he's male. Unremarkable except for mood (see **Mood Table**).

12   An adult female. 5 times in 10, 1 to 4 children are with her.

13   An adult male. 3 times in 10, 1 to 4 children are with him.

14   A locally famous actor. Even, she's female; odd he's male. 3 times in 10 is trying to remain incognito.

15   Someone rumored to be in connection with the Renegades. 7 times in 10, it's only a rumor.

16   A low level underworld figure.

17   1 to 5 of the local enforcement officers.

18   A high level underworld figure. Is accompanied by 1 to 3 bodyguards.

19   Someone with Renegade Underground connections.

20   An agent with the Renegade Legions. If in TOG or neutral space, half of the time, this individual is a fugitive, otherwise a spy in place.

MOOD TABLE

If the GM doesn't have a clear idea of how a non-player character reacts, the **Mood Table** gives a list of possible emotions. Roll 1D10:

1   Suspicious

2   Friendly

3   Hostile

4   Scared and/or Fugitive

5   Crazy

6   Haughty

7   Confused and/or Lost

8   Paranoid

9   Driven and/or Obsessed

10   Preoccupied and/or Neutral

WILDERNESS ENCOUNTERS

While there are few sentient races not described in this book, interesting flora and fauna are found on most worlds. Below is a list of what players might run into on various planets. As with the other lists, this list is far from exhaustive—its results should be taken as hints and suggestions, not commandments. Roll 2D10:

2   A "legendary" creature long believed to be extinct.

3   The ruins of a settlement that indicates there might have been a native sentient race on this world.

4   A well-hidden enemy listening post in full working condition.

5   Sentient poachers after a creature of an endangered species.

6   The crashed remnants of an aerospace shuttle/fighter.

7   A TOG hunter/killer team (1 to 5 members) scouring the area for Renegade suspects. You can understand if they mistake you for them.

8   Hidden locator beacons indicating the area is used by smugglers as a drop point.

9   A herd/pride/creature wandering around.

10   Citizens on an outing in the wilderness.

11   Farmers using public land to graze their stock.

12   Local militia performing military exercises.

13   A youth group on a nature outing.

14   A tryst involving one or more people who would find it inconvenient to be recognized in their compromising position.

15   A new species of native fauna.

16   Smugglers loading/unloading contraband.

17   A weapons cache with 1D10 military grade weapons and 2D10 x 200 rounds of ammunition per weapon. It is booby-trapped and requires a 3D10 Demolitions skill check to avoid tripping the anti-personnel mine protecting it.

18   An enemy soldier down in the area. He is rather desperate.

19   A friendly agent on the run from hostile forces.

20   An enemy infantry battalion which has just been covertly inserted into the area.

THE UNIVERSE OF THE RENEGADE LEGIONS

This section is an overview of the 69th century. It begins with the galaxy's recent **History** (pp.140-147) from Mankind's perspective, and then continues with a discussion of the three major governments dominated by man—the **Terran Overlord Government** (pp. 148-151), the **Commonwealth** (pp.152-153), and the Merchant Races (who are more commonly known as **Free Traders** (pp.154-155)). Then a condensed series of reports to Azurikal (Chairman of the Board, Holy Cartels of the Merchant Races) covers the other seven races which are dominant in the galaxy (pp. 156-176)—the **Baufrin**, **KessRith**, **Menelvagoreans**, **Naram**, **Ssora**, **Vauvusar** (who actually hail from the Lesser Magellanic Cloud), and **Zog**.*

The final pages (pp. 177-192) cover **Shannedam County** in more detail, with a history of the county and an analysis of seven of the county's worlds: **Business Mission**, **Caralis**, **Ciria**, **Defiance**, **Gustaviv's Regret**, **Thapsus**, and **Tiven**. Each analysis includes a map of the world and a complete listing of its solar system's other bodies.

* An extract from the introduction of the first report to Azurikal includes these comments:

...The multitude of alien lifeforms that exist within the galaxy would be virtually impossible to catalog in these pages. Many worlds have developed life, with widely varying results. Indeed some species (the Naram, for example) preceded mankind into space and even established a colony on Earth. Other alien species like the Huldice and the Lungdo approached sentience, but TOG's Diaspora policy insured that their breeding populations lacked sufficient diversity to enable them to survive as an independent species. (Or, as Renegade critics have charged, they were exterminated through willful neglect.)

The seven species examined in detail are all sentient races who have evolved to the point where they are capable of space travel. With the exception of the Zog and Menelvagoreans, the species attained space travel without assistance, while these other two had taken steps in that direction that required only final research and development to complete. These species have been selected because they have the widest distribution among the star systems and are the type of individuals most likely to be met while conducting trade throughout the galaxy...

Galaxy Map
Tog Governmental Divisions
and
Independant Governments

Commonwealth

Kessrith

Orion

Mochov

Ssor

Miona Potra

Drive

Niuam

Terran

Dalyik
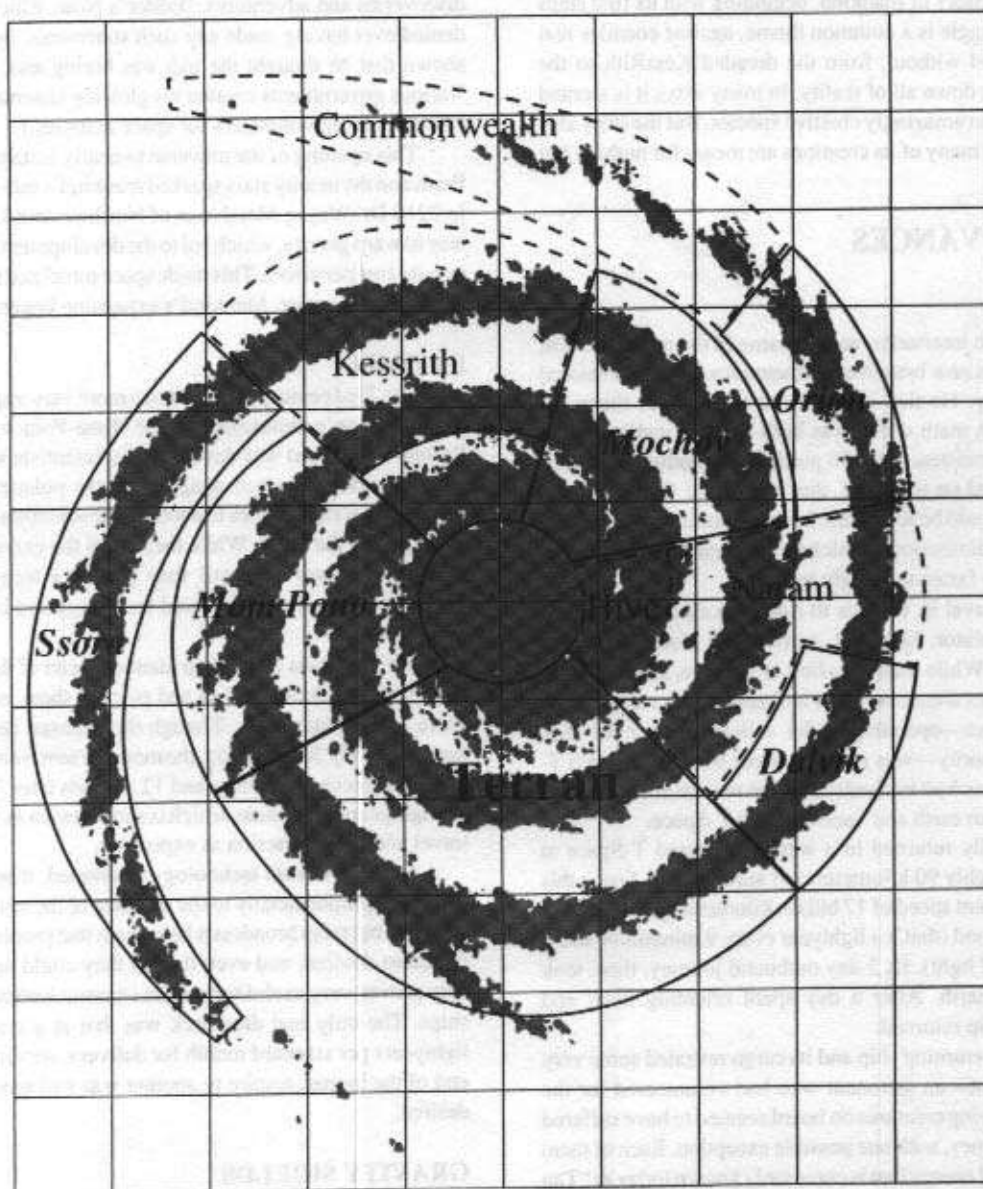
- - - - - = Independent Governments

────── = Terran Governments

50,000 Light Years

THE HISTORY OF MANKIND

The history of man is often seen as a series of great triumphs over adversity. This is undoubtedly because "the victors write the history." For the victors to paint their struggle in anything less than glowing terms would be the sheerest nonsense, yet it would be the first step toward the merging of history and truth.

What follows is a history of mankind, beginning with its first steps in interstellar travel. Struggle is a common theme, against enemies real and imagined, within and without, from the dreaded KessRith to the entropy which is wearing down all of reality. In many ways it is a grand tale, because mankind is an amazingly creative species. But the story also has its tragic elements, as many of its creations are meant for nothing but destruction.

SCIENTIFIC ADVANCES

T-SPACE

Man's first steps into interstellar realms came in the middle 2100s, when Hsieh Ho unveiled a new branch of mathematics, Polydimensional Non-Euclidean Geometry. He tied it closely to the physics theory of Superstrings, and through math which was both brilliant and beautiful, provided a proof for the existence of 496 particles, including tachyons. Hsieh Ho theorized, based on his proof, that any of the 12 dimensions posited by his research should be accessible from our normal space. In fact he stated that one of the dimensions, which he labelled Tachyon Space, or T-Space, should allow faster-than-light travel.

Hsieh Ho likened travel in T-space to riding an escalator beside a flight of stairs. The escalator, he noted, carried one along faster just because of its flow rate. While many scoffed at his idea, he found that private industrial combines were interested in financing his research. By 2175 the UNSS Magellan—operating under a license from the U.S. Nuclear Regulatory Authority—was ready to make the first trip into T-Space. Little more than a cockpit hitched to a fusion reactor and a T-Space drive, it headed away from earth and vanished into T-Space.

The craft successfully returned in a week. It entered T-Space at .0003C, a velocity of roughly 90 kilometers per second. In T-Space this was boosted to an equivalent speed of 17 billion kilometers per second or .00185 lightyears per second (that's a lightyear every 9 minutes or about 58,000 times the speed of light). Its 3-day outbound journey, then, took it 480 lightyears from Earth. After a day spent orienting itself and establishing proof, the ship returned.

Examination of the returning ship and its cargo revealed some very interesting facts. The pilot—an astronaut who had volunteered for the mission—and the other living creatures on board seemed to have suffered no ill effects from the journey, with one possible exception. Each of them radiated a slight amount of energy that is commonly known today as "Tau Shimmer."

Subsequent testing determined that a living creature could survive 725 hours in T-Space before absorbing enough of this energy to cause catastrophic results. Tau Shimmer bleeds off at a 1 to 1 ratio, so time must be spent in normal space to counteract the effects of T-Space.

The pilot described T-Space in poetic terms that created an instant world-wide desire to travel to the stars. He spoke about the "virginal milky whiteness" of that realm, and he waxed eloquent about how different the stars and the universe looked at such a distance from Earth. He proclaimed himself a citizen of the universe and vowed to lead others to great discoveries and adventures. [Editor's Note: Elliot T. Courant, the pilot, denied ever having made any such statements. Subsequent research has shown that he thought the trip was boring and, "stars is stars, right?" Various governments created his glowing statements about the trip in an effort to recruit volunteers for space colonies.]

This opening of the universe to nearly instantaneous travel between Earth and the nearby stars sparked mankind's fervor for manifest destiny. In 2210 Dr. Wayne Marshman of Northwestern University discovered a way to warp gravity, which led to the development of artificial gravity and gravity compensators. This made space travel and the terraforming of new worlds much easier. Mankind's expansion began.

P-COMM

The 23rd century provided two more very important discoveries that furthered man's stellar empire. The Phase-Polarization Communications System (P-Comm) was developed by scientists who were investigating what happened to electromagnetic wave polarization. By running one wave filter at right angles to another, the scientists effectively trapped the energy from the wave. While they knew the energy could not have been destroyed, it was not until they passed a tachyon detector over the experiment that they discovered the energy had been transformed into a tachyon flux.

The scientists then set up identical pairs of the wave filters on Delta Alphecca and Omicron Tau and patched them into conventional short-wave radio transceivers. Though the distance between the worlds was approximately 20 lightyears, the message sent from Omicron Tau reached Delta Alphecca 43 minutes and 12 seconds later. The message moved at .46 lightyears per minute, which is almost twice as fast as current ships can travel and only a fraction as expensive.

As the P-Comm technology developed, it became common. Static increased proportionally to the distance of the units involved in communication, but relay broadcasts helped cut that problem down. Ships carried P-Comm devices, and even though they could not be used in T-Space, they proved very useful for system communications and keeping track of ships. The only real drawback was that at a practical limit of 20,000 lightyears per standard month for delivery, sending a message from one end of the human empire to another was still unwieldy and slower than desired.

GRAVITY SHIELDS

The second discovery of the 23rd century was made by G. Greerson. A technologist with a manufacturer of anti-gravity devices, he had been studying why anti-gravity tanks seldom took hits on their underside. He discovered a curious interaction between planetary gravity and the anti-gravity field, that created a layer of gravity pressure, deflecting shots and

causing electronic devices to detonate prematurely.

Greerson quickly designed and perfected a device that could create this sort of "shield" without the interaction between _____ and anti-gravity. In testing the prototype, the shield drew in as much power as the local grid could give it and collapsed in on itself. This killed Greerson's assistant and caused Greerson to reduce the power requirements through an intermittent flickering of the shield on and off. The flicker rate determines how much power the machine would draw and is determined by the number of power/no power cycles in a minute. The higher the number, the better the shield's protection, but the greater the need for power.

Girded for war, mankind began an inexorable crawl through the galaxy. While anthropologists and explorers occasionally claimed to have found signs of sentient lifeforms on various worlds, it was not until 2461 that mankind encountered its first sentient aliens, when the Naram made themselves known to mankind. Still, they proved to be so close to Human, and acknowledged the Mayans as a colony of theirs on Earth, that many people took their existence as a sign that God meant for humans to conquer the stars.

In fact, by 2488, Tribalism had reached a peak. In this philosophy, the Naram became the Lost Tribes of Israel who had so pleased God that he had taken them to another planet which, undoubtedly, was a way station to heaven. The Naram, who had almost succeeded in destroying their own race several times over, had only spotty records about their past and did their best to keep out of the whole philosophical fray. At the height of this lunacy the Tribalists formed an unlikely bond with anthropologists who claimed that the races were so similar that they could not be from different backgrounds. They stood united against more hardline (and some suspected, secular humanist) scientists who claimed that just because lightning had never struck the same spot twice didn't mean it couldn't.

The ability of Naram and Humans to interbreed caused some problems in religious realms, but a council of religious leaders voted to declare such unions holy in the eyes of God. They also secretly agreed to begin campaigns to convert as many of these pagan Narams as they could. The Naram appeared amused by the effort, but bearing in mind the zealous campaigns waged to save the Inca and Aztec people, politely declined to let missionary ships within their realm.

T-DOPPLER

Working with Naram scientists, humans soon discovered a way to detect ships moving through T-Space. A spin-off of the P-Comm system, T-doppler (so named because it involved pairing a P-Comm system with a doppler radar unit) produced a picture of the surrounding sphere of T-Space. Not only did this make space traffic control easier, but it also provided the military with a way to detect incoming warships before they arrived. Before the T-doppler, surprise had made small-scale raids possible and profitable, but now only large taskforces could afford to threaten whole worlds.

The next half century continued in relative peace as humanity consolidated its holdings and slowly expanded outward. This growing empire, in many ways similar to the 19th-century British Empire, became known as the Human Raj. (When the New Roman Empire was established, claiming continuity from old Rome, references to the intervening Human Raj were removed from most history books.) By agreement mankind explored beyond Naram territory, along the Orion arm of the galaxy. Again, signs of life and possible civilization were spotted on the worlds

man took, but no one, Naram or Human, met another sentient race capable of space travel.

All proceeded well; settlements had begun to grow in what is now Shannedam County by the year 3000. All of the hardline Millenialists, thwarted at the turn of the last millennium when the apocalypse didn't occur, had broadcast dire warnings. When the Baufrin hit Shannedam IV, it looked as if their predictions had come true.

The Baufrin, best described as spider-centauroid creatures, terrified the settlers on Shannedam IV. The 2nd Armored Cavalry was relocated to the world while human envoys sought and finally found the Baufrin leaders. By 3010 a treaty was signed between Baufrin, Naram and Human representatives that made the Shannedam district something of a joint development area. Although some voices still proclaimed the Baufrin monsters and demons, the area prospered and a strong alliance grew up between the three races.

The next two millennia passed peacefully and quietly. Human and Naram forces discovered and skirmished with the KessRith in a number of systems. The bulky, reptilian aliens seemed to respect the technology and bravery of the humanoid races, so things remained at a standstill on that front. The Ssora likewise tested the mettle of these naked apes, and found them a fearsome foe. Mankind, for its part, began to see that it was not the only race that believed in manifest destiny. Humans began to do what they could to develop the worlds they had already taken and curbed their expansion. (Many consider this the quasi-pacifistic influence of the Walden movement within the Naram and Human races.)

THE SNOW PLAGUE

The Snow Plague was the most horrible affliction ever visited upon mankind. It is commonly believed to have been born from a spontaneous mutation of the cold virus—hence its name—but various researches have cast some doubt upon this explanation. Even allowing for TOG xenophobia, it is not out of the question that the virus was genetically engineered by KessRith scientists to weaken Human and Naram forces.

The evidence to suggest this perfidy is often suppressed in the Commonwealth and among the Renegade Legions because the Snow Plague still occasionally flares up and kills people who foolishly believe it to be a thing of the past. What baffled scientists for so many years is that the illness is actually caused by two viruses. One is actually a human cold virus that results in mild symptoms, then remains dormant in the infected person's system. The second virus actually transfers some of its DNA to the first virus, turning it into a raging sickness that attacks the central nervous system and utterly disrupts the body's ability to function.

Furthermore, the initial virus has been narrowed down to any one of a dozen strains that made the rounds through Human and Naram worlds in the twenty years before the outbreak of the Snow Plague, around 5000. The trigger viruses, which were isolated and numbered at six, were introduced to a wide number of worlds, all of which could be considered to be on the KessRith border with Human and Naram holdings. Alternate theories suggest the Ssora developed and delivered the virus or that, possibly, the trigger virus is a mutation of a virus found in the Vauvusar's Magellanic Republic.

The Snow Plague spared no world. It is believed that 80% of the human population at that time perished. Even Earth, which had undertaken stringent quarantine procedures, was devastated. The Naram did not suffer as badly because they initiated harsh but necessary quarantine restrictions, regardless of the way it tore families apart and left the dying in corpse-ridden cities while the healthy moved out into the countryside. (To this day the Naram are a bit leery of cities, with their anxiety level rising in proportion to the filthiness of their surroundings.)

The KessRith wasted no time in taking advantage of the human race's devastation, whatever the cause of the plague. They were openly surprised when they met resistance. They initially said they had believed the worlds they overran to be unpopulated, as if they had attacked by mistake, but that did not stop their war of conquest. World by world, system by system, the KessRith Empire devoured the Human and Naram holdings. Human resistance broke and humanity—or that part which could afford to do so—retreated to a core of ten systems surrounding Earth to lick its wounds and heal.

By 6331 humanity believed it had recovered enough to once again lay claim to its former realms. Human troops headed out to former colony worlds, only to find KessRith and Ssora settlements in full bloom. The KessRith and Ssora saw the arrival of free-born humans, of whom they'd seen nothing for over a millennium, as a revolting crime against nature. (There were by then plenty of humans on other worlds, all slaves.). They rose to the challenge, reveling in the glorious tales of the old wars, and beat mankind back into submission. It was not kind or pretty, but it was complete.

SLAVERY AND REVOLT

The ten worlds to which humanity was limited became little more than additional breeding pens for slaves used throughout the KessRith and Ssoran empires. Humans occasionally resisted their masters, but putting down their rebellions wasn't difficult. Even though Humans looked back with pride to their history, clinging to the glories of Rome, the Raj and other Human successes, they did not have the heart to fight weaponless against their masters. For 200 more years they endured utter and complete slavery.

The dawn of the 66th century began with the Ssoran corporation Sev Tem Aerospace building a factory and testing facility on Earth. They deemed it more efficient to build the craft near their Human test pilots than to to ship the slaves out to other worlds where they would soon die. By 6509 the factory was in full operation and the company of human pilots nicknamed themselves "Death Express," in reference to their high mortality rate.

At the same time two other developments took place that would dramatically change the balance of power in the galaxy. Alexander Trajan, a retired Brigadier General of the Terran Militia, began to organize a series of paramilitary pageants. Taking a cue from his father, Simon—also the father of the Glorious Rome Movement—he patterned the uniforms and organization of his athletic legions after those of Rome. This struck a chord within human hearts and the mock battles staged by his troops became a media hit.

Television, long supposed to be the new opiate of the masses, brought these spectacles into the homes of humans everywhere. The Ssora noted a corresponding drop in civil disobedience and rebellion. Convinced they were on to a good thing, the Ssora encouraged Trajan and gave him whatever help they could. When he noted the human fascination with aerial combat—a drama based on Baron von Richtoffen was very popular—and requested the use of the Death Express in some of his shows, the Ssora quickly agreed. (Sev Tem got free advertising, so they supplied equipment and paid the "actors" for their time.)

VLCA

What would have alarmed the Ssora and the KessRith had they known about it was a technological breakthrough triggered by research on P-Comms. One of the P-Comm creators had noticed an echo that occurred when a P-Comm transmitter was pointed at a P-Comm receiver. This seemed fairly insignificant until the early 6560s, when Professor Neil Stomtra of the University of Washington was working with Polydimensional mathematics and realized that the number of tachyons created in a P-Comm transmission did not have the mass to fully compensate for the energy used in the transmission.

Using two P-Comms with incredibly large reception arrays, one on Earth and the other on Pluto, Stomtra sent a transmission to Dr. Jessica Sultra. These reception arrays had been fitted with tachyon blocks, so the normal tachyon flow was disrupted—in short, they should have been able to hear nothing. What they did hear was the message coming through loud and clear! When they calibrated atomic clocks and timed the transmission's reception with the activation of the tachyon blocks, they discovered that the messages were traveling much faster than ordinary P-Comm messages.

Stomtra theorized that a new type of particle, one he called a Hotron in memory of Hsieh Ho, was produced when the electromagnetic wave was converted into tachyons. The hotrons, he further surmised, managed to shoot through yet another of the dimensions making up the Calabi-Yau reality manifold. Only with a very large reception array could one be certain of catching enough hotrons to receive a message, and for interstellar communication, the array would have to be very large indeed to allow for hotron scatter and gravitational deviations.

Alexander Trajan realized that VLCA—Very Large Communications Array—communications were an incredible boon. Whereas a message from Earth to Epsilon Eridani took over an hour by P-Comm, it took less than 2 seconds by VLCA. In practical terms, this meant that Earthn troops would have prior notice of KessRith or Ssora troop movements and could react to such threats instantly. The fact that this technology was kept from man's alien masters is really a triumph of human solidarity over human greed.

[Editor's note: Apparently the KessRith actually were notified of this development, but they ignored its potential. The experts in the KessRith military were utterly baffled by what little of Stomtra's math they saw, and KessRith physicists refused to review anything based on Hsieh Ho's Polydimensional, Non-Euclidean Geometry because they chauvinistically clung to their own variation on that study.]

TRAJAN'S LEGIONS

Trajan's sports legions continued to grow in size and favor among the people. Trajan directed that VLCA modifications be made to radio telescopes on all ten human worlds. When all the equipment was in place and working well, Trajan waited for intelligence reports that gave him a window for rebellion, and took his chance.

Trajan armed his legions with old Dicesium-Tellurium crystal laser rifles in 6565. Though these weapons were of an obsolete Ssora design, they proved effective enough for him to overpower the crews of several Ssora starships. The crews, as it turned out, had been invited as the guests of honor at a Legion show, and had jumped at the opportunity for an on-duty vacation. In very short order Trajan had 10 working Ssora starships and no one was the wiser for his having captured them.

Historians have long wondered where and how Trajan obtained the Ssora rifles. At various times it has been suggested that they arrived aboard a Naram free trader ship, strengthening the alliance between the two sister races. More recent research has suggested that the Ssora had been selling great quantities of these antiquated weapons to the Vauvusar who reportedly needed them in a war in the Magellenic Republic. It has been speculated that the Vauvusar provided the weapons to the humans to make amends for their unwitting part in the Snow Plague (if indeed they transmitted the trigger virus) or just as a social experiment to see what would happen—the Vauvusar and their curiosity being legend in the galaxy.

DIVIDE AND CONQUER

The Ssora-KessRith alliance had always been, at best, shaky. Trajan decided to exploit the suspicion between these two races. The VLCA network was abuzz with reports of nearby KessRith fleet strengths, and Trajan selected a likely target from the human worlds. With the Death Express (and their better current prototypes) loaded in the belly of his flagship, Trajan sent his Ssora fleet to the system known as Rourke's Drift. There, using the Ssora language and tactics, the human fleet ambushed and smashed a KessRith taskforce.

They captured and refitted two KessRith cruisers which then were used to make raids on Ssora targets of opportunity. The two empires refused to believe each other's claims of innocence and arrayed themselves against each other. The fact that the exact identity of these phantom fleets could never be pinned down did not matter to the KessRith and Ssora—they had their after-battle reports and knew what had happened.

What they did not realize, of course, was that Trajan's VLCA network could transmit troop and fleet movement messages instantaneously between worlds, then up to his fleet via P-Comm. Trajan often knew where the enemy would be before they did, so he could vanish at will and strike wherever they were weakest. More than once the Human fleet would enter a system, draw a response from nearby systems and jump into a lightly defended spot that the reinforcing troops had just left. By carefully watching and calculating Tau Shimmer for the enemy, Trajan managed to stay at least one jump ahead of them.

Alexander Trajan also realized that he could not win alone. Taking an incredible risk, he entrusted the secret of VLCA technology to a number of agents who were sent to Human slave worlds in the KessRith and Ssora holdings. There they directed the creation of VLCA facilities that brought these Human worlds into the network. They increased the flow of intelligence and told Trajan where there were hotspots of potential rebellion he could ignite against the KessRith.

THE COMMONWEALTH

One of these hotspots was the stretch of the Orion Arm in which the human race had first met the Baufrin. In the days before the plague it had referred to itself as the Commonwealth, and it had stubbornly clung to that title as if it somehow made KessRith enslavement more palatable. Trajan started running weapons and supplies to the Commonwealth Underground. As more and more KessRith were pulled out of the Commonwealth to deal with the Ssora conflict, the Commonwealth revolted and declared itself independent.

That and an independence movement among the Naram opened the KessRith's eyes to who had been the true instigator of the current galactic war. Because the KessRith code of honor would not allow them to sue for peace with the Ssora until a number of scores had been settled, the KessRith found themselves assaulted on a number of sides. Faced with being ripped apart by four enemies, the KessRith made a bold move.

They withdrew from the Commonwealth because they knew it was nearly as strong as the Earth forces. They quickly set to work negotiating a separate settlement with the Commonwealth, which was successfully concluded in 6584, over Alexander Trajan's very vocal objections. Trajan decided—as the KessRith had anticipated—that whoever was not with him was against him, and immediately cut off all arms shipments and support to the Commonwealth.

THE NEW ROMAN REPUBLIC

Trajan, realizing he could count on no one but himself and his own people, increased discipline on the populace of the newly freed/captured worlds. At his request the human worlds were politically reorganized along the Roman model with a Senate as the ultimate authority, but the Senate immediately chose Trajan as their First Consul. This gave him, for all intents and purposes, absolute power as long as the war continued.

Trajan had some very forceful ideas about how one could become a citizen in this new Roman nation. He felt, quite logically after all he'd been through, that citizenship was something earned through service to the government. To his mind, this meant fighting the enemy. Those

opposed to the war or his government were less than human and were consigned to a slave class in which they had only the right to life. Because of the influence of his wife, Sophia Tyrelli, Trajan also added a plebian class of freemen who could earn a citizenship, but otherwise were politically powerless. In effect, those born into a class would probably spend their entire life trapped in that class.

Repression of "treasonous troublemakers" was harsh but effective. The Naram, after a 20-year struggle, managed to throw off the yoke of KessRith mastery, and declared a Naram Republic. They considered a union with the New Roman Republic, but did not like the all-or-nothing mentality that Trajan fostered. While their own political system split their people into roughly the same classes, their suppression of dissent was not nearly as brutal. Afraid they would incur Trajan's wrath as had the Commonwealth, Naram leaders dragged out negotiations for union until, after Trajan's death, the talks collapsed under their own weight.

Whereas Trajan might not have been the greatest architect of political structure, he was a masterful warrior and general. Time and time again he outmaneuvered KessRith and Ssora battlefleets. On more than one occasion he led both enemies to the same system, then vanished so that their fleets attacked each other. Having only jumped a short distance away, his fleet would return and mop up the survivors from each fleet.

THE END OF TRAJAN'S ERA

The creation of the Naram Republic narrowed the KessRith front with The New Roman Republic, which gave Trajan more time to consider the political monster he had created. Certain revisionist historians have suggested that Trajan was pleased with what he saw, but a more realistic reading of his personal diaries suggests this was not so. He had hoped, through a carrot and stick approach of citizenship and slavery, that he could encourage the slave and plebian classes to strive for improvement. He realized too late that the difficulty of becoming a citizen—something he hoped would make citizenship worthwhile—daunted and discouraged too many people. He had broken their spirit.

In 6607 Trajan reportedly began to draft documents that, once approved by the Senate, would radically alter the shape of the government. It has been suggested that these reforms would have resulted in a bloody social revolution, but it is difficult to imagine Alexander Trajan's text terminal producing something so chaotic. It is more likely that he planned to fully separate the military structure from the political and use it as a watchdog over political excesses. As many of the Senators had personal armies at their beck and call, this was a reform that many feared.

All historians agree that only someone of Alexander Trajan's strength could have pushed these reforms through the Senate. It is not at all unusual that Trajan's death in 6608 has sometimes been attributed to assassination. While Trajan, at 95, was an old man, he'd survived the rigors of a warrior's life for over 70 of those years. Those who say he died of a broken heart may not have been wrong, because his wife Sophia died late in 6607, but more sinister causes have also been suggested more than once.

Trajan and his wife both were laid to rest in transparent caskets kept on permanent display in Rome on Earth. Thousands of pilgrims still flock to the site every day to gaze upon the long-dead body of the man who won their freedom from the Ssora and KessRith. Trajan's body has deteriorated somewhat since 6775, and there are rumors that people resembling Trajan are occasionally killed and used to replace the body facing decay.
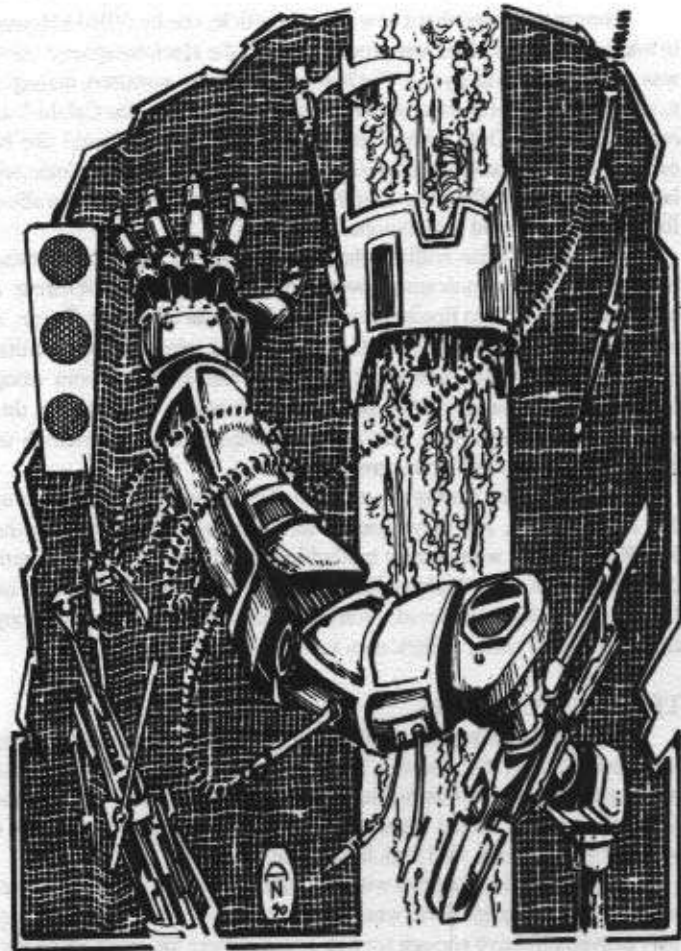
The New Roman Republic successfully exploited Trajan's death by telling its citizens that KessRith agents had murdered him. This tale is spread every so often to rekindle patriotic fervor for the wars. The 6775 desecration of Trajan's tomb, and the supposed theft of tissue samples, has been labelled a Commonwealth attempt to destroy Trajan's body. Commonwealth agents have never denied being behind the attack. Underground sources report two differing conclusions from the analysis of the tissue sample (assuming they have one): either Trajan was killed with a highly sophisticated poison that stopped his heart, or the DNA of the individual billed as Trajan does not match known samples taken from Trajan in his lifetime.

This second tale often spins into a corollary story that talks about the emperor's "Hall of the Dead." According to this story, Ivanolo Buntari exhumed the bodies of all leaders before him—those he could find of course—and displayed them in what can only be termed a surrealistic mausoleum of the macabre. In theory, the bodies have been sealed in polymers and mounted in the position Ivanolo felt appropriate for their "crimes and failures." In Ivanolo's museum, Trajan was crucified upside-down and referred to as "the Beast" for his change of heart at the end of his life.

WARLORD CONSTANTIN AND BUNTARI CAESAR

While the New Roman Republic maintained its autocratic grip on the reigns of power, the pressure lightened somewhat after Trajan's death. It loosened incredibly after Anthony Trajan—Alexander's grandson—was deposed for the murder of ten moderate senators. His successor, John Kershaw, was acclaimed the first Caesar (a title he declined) and his 6669 Code Revisions all but abolished restrictions on the rise of slaves and plebians to the vaunted heights of citizenship. As it can well be imagined, this broadening of power did not thrill the elite.

The decade and a half of Kershaw's reign was one of renewed cultural flowering and an improvement of relations with the Naram Republic. The Commonwealth still remained suspicious of the Roman Republic and maintained its treaty with the KessRith. The Roman Legions, flooded with recruits from the lower classes, redoubled their efforts and continued human expansion at the expense of KessRith and Ssora holdings.

While this military success would prove important, it also doomed the New Roman Republic. By 6679 Grand General Douglas Constantin, Warlord of the Republic, had made great headway in the KessRith Empire. However, one of his better generals, Ivanolo Buntari, was also the one whom he trusted the least. Buntari was given to braggadocio and flamboyantly self-serving news releases, for which he had already been broken in rank twice. Then he forced the surrender of 125,000 KessRith troops on Durmella.

Buntari lived up to Constantin's mistrust. After transporting the KessRith leaders to his flagship and providing them with a feast, Ivanolo opened the shields over the massive window in his chambers. Below, all could see Durmella in all its striated blue and white glory. It was a beautiful, lush world—a magnificent prize in the Human-KessRith war.

Buntari ordered his fleet to bombard the planet. They hit it with everything they had. Billions of KessRith and enslaved humans died in the first moments of the assault. Buntari continued it well past the time any living creatures could have survived. He continued the assault until all water evaporated, the atmosphere boiled off and the sterile cinders glowed with the heat of repeated attacks.

On a whim, he had annihilated a world.

Alarmed, Constantin took his fleet, under the command of his sister Sefra, and trapped Buntari. He forced the man to resign his commission and would have summarily executed him if it weren't that Buntari's father, Carlos, was a powerful, retired Illustrus Senator back on Earth. Wary of angering the Senate, Constantin sent Ivanolo Buntari back to Earth for a court martial.

Carlos Buntari went to First Consul Kershaw and demanded his son's reinstatement. Kershaw refused that request, but he relented and placed Ivanolo under house arrest at his family estates in Tyrolia. Kershaw also refused to court-martial Constantin, as Carlos demanded. Carlos and the First Consul parted company without settling their differences, and Kershaw did not realize he'd doomed himself and the New Roman Republic by his actions.

Carlos Buntari managed to get the Senate to initiate an investigation of the whole incident. The Senate's chief investigator, Illustrus Senator Gregory Novick, headed out from Earth to the fleet to get Constantin's side of the story. Novick, a former slave and a popular Populist leader, was a good friend of First Consul Kershaw. Oddly, even Buntari seemed to back his selection, noting he was a good and fair man—this despite the fact the two were bitter rivals.

After Novick left Earth, Buntari agitated for more action and got Kershaw to agree to convene the Illustrus Senate at New Rome. Built out over the Mediterranean Sea as a shining city rising above the waves, New Rome served as the capital for the New Roman Republic. The site of old Rome had been preserved as a private estate for the First Consul, and was home to the graves of all the Republic's leaders, including Trajan. 80 kilometers from New Rome, the First Consul's villa overlooked the engineering masterpiece that formed the nerve center for a government spanning 90 lightyears.

When Kershaw called the Senate to order, a .5 kiloton nuclear device exploded beneath the Capitol building. The Senate and all who were in it died immediately. The shockwave caused massive damage in the surrounding core of the city and over 2 million more individuals died as radiation and the resulting firestorm ravaged the city. Worse yet, the explosion damaged the support structure holding the city above the water. Slowly and inexorably bits and pieces of the flaming city fell into the ocean, and within half an hour only boiling water and a steam plume marked the grave of New Rome.

The line of succession elevated the Warlord of the Republic to the rank of First Consul. As Constantin prepared to return to Earth to take control of the situation, Carlos Buntari accepted the appointment of Special Investigator from the senators who had not been able to attend that session of the Senate (Buntari's cronies figuring prominently among them). His investigation quickly determined that Gregory Novick had been responsible for the attack.

Novick wanted to return to clear his name, but the Constantins put him on a ship for the Commonwealth, convinced that was the only way to save his life. Constantin remained torn between returning to Earth himself or staying where he was. He knew going alone was suicide, and he knew returning with troops would start a civil war. Not wanting to cross this particular Rubicon, he remained on the front with his loyal troops.

Carlos Buntari did not remain idle back on Earth. In an incident that has taken on near-religious significance, he claimed the spirit of Alexander Trajan led him to a place where Trajan's memoirs had been hidden in his mausoleum. Buntari published bits and pieces of the memoirs—purporting to outline Trajan's vision of the Republic's future. Instead of sanctioning Kershaw's easing of control, Trajan apparently wanted a greater tightening of the reigns of power.

The Senate, by now composed solely of Carlos' political allies, decided to honor Alexander Trajan's wishes and elected Ivanolo Buntari Caesar. As he accepted this great honor, Ivanolo announced the creation of a new class of citizen: the Overlord. He said the Overlords would have the power of Caesar's name to rid the empire (no longer a republic) of treasonous souls. He also announced the empire's new name: The Terran Overlord Government. TOG was born.

Civil strife immediately followed this declaration. Ivanolo gave orders that any military unit that would not shoot down demonstrators would itself be declared disloyal and destroyed. One such unit, the 182nd Heavy Cavalry, was wiped out to a man. It had been commanded by Simon Constantin, Grand General Douglas Constantin's son. The 182nd's destruction sent a clear message to Constantin.

RENEGADES

Douglas Constantin addressed his entire command on the KessRith front. In a long and at times incredibly eloquent speech, he unmasked the Buntaris and disowned them. He told his troops that Senator Gregory Novick was already at the Commonwealth capital negotiating a deal in which his command could seek sanctuary within the Commonwealth. He left it to every legionnaire to decide for himself whether to leave or stay, but Constantin noted that anyone who loved the old Republic could never be happy under an Overlord's heel.

On 15 September, 6681, over 300,000 Legions, 3,804 Battleship groups, and their families followed Constantin's flagship, the *Righteous Fury*, into T-Space on the long journey across the KessRith Empire to the Commonwealth. Legend has it that the only ship left behind was the *Dark Destiny*, Buntari's old flagship. Often the story adds that it was decorated with the Renegade graffiti R, but that symbol was developed much later than the exodus. Official TOG records report the ship as lost, lending credence to the story that the ship had been booby-trapped and exploded when hailed with a naval recognition code.

Buntari Caesar was not content to let these *Renegades*, as he called them, escape. He sent Grand Admiral Tokar out with a huge fleet to smash them and bring back their broken bodies. Tokar pursued his duties with a dogged singlemindedness that some have suggested was because his family were guests of the Caesar during this long campaign. Whatever the reason, Tokar hounded the Renegades through the KessRith Empire, but never managed to catch up with them until they reached journey's end.

The Renegade Legions had not had a good time of it. They faced KessRith opposition throughout their flight. To make matters worse, they

still did not know if they would be welcomed by the Commonwealth. Not only was Constantin's taskforce three times the Commonwealth's total troop strength, but they'd been ripping their way through the Commonwealth's allies, the KessRith. And whenever they had time to rest, T-doppler picked up signs of Tokar's fleet, sending them scurrying off again.

Finally, eleven months to the day from their abrupt departure of the new Caesar's service, the tired Legion reached Frawtaw's Star. In this small system between KessRith space and the Commonwealth they hoped for a chance to regroup, before heading into the Commonwealth. Unfortunately, a KessRith taskforce arrived, forcing Admiral Sefra Constantin to throw her ships once more into battle. Though her ships fought valiantly, she was sure the end was at hand until the KessRith commander began to withdraw.

Sefra saw she'd gone from the frying pan into the fire. The KessRith were pulling back because a TOG fleet had arrived and the KessRith refused to be caught in the middle. When the Tokar's fleet fell on the Renegades, however, the KessRith commander was convinced of the Renegade Legions' veracity. He brought his fleet around and it slashed at the TOG fleet. Tokar found himself outflanked and was forced to withdraw.

The KessRith quickly communicated with the Commonwealth, and Commonwealth Regent Debora Stevens sent greetings and messages of welcome to the Renegades. They were allowed to enter the Commonwealth and make their homes there. Since that time, the Renegade Legions have fought viciously for the Commonwealth against TOG, with often incredible results.

Commonwealth Grand Dukedoms
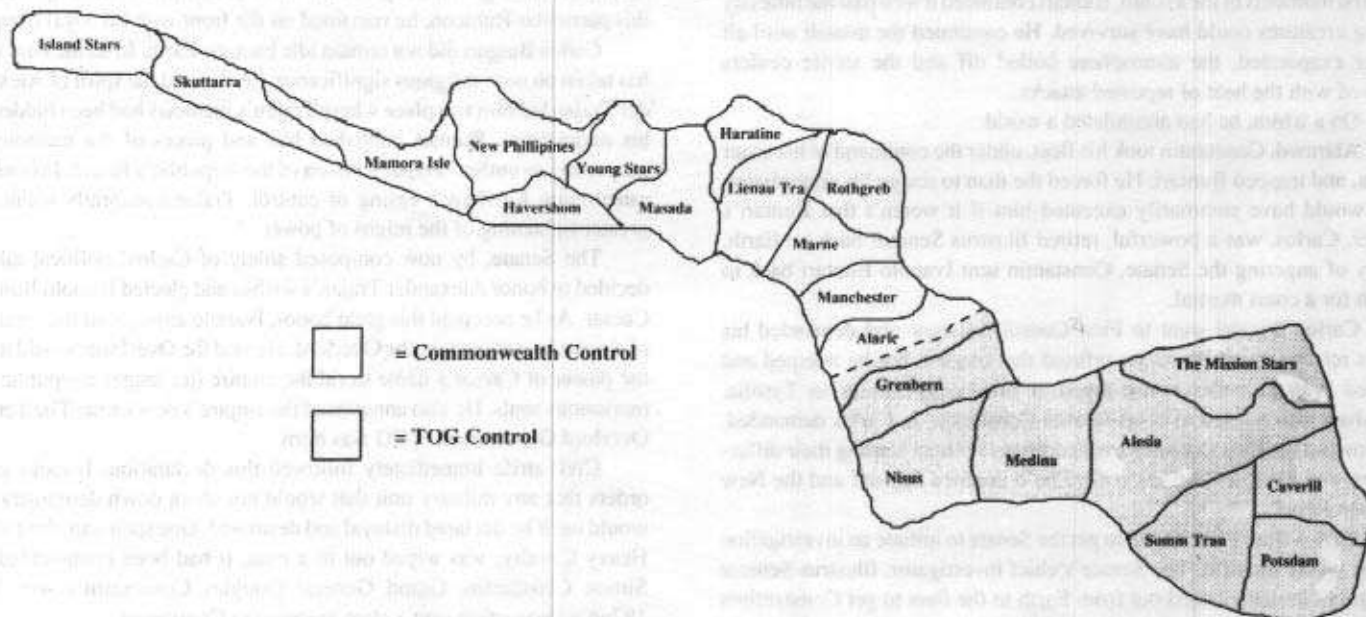
TOG IS ESTABLISHED

Buntari used the defection of the Legions as proof of an alien conspiracy to once again establish control over humanity, and his disinformation network spread countless tales of terror about the KessRith domination of the Renegades. He increased the power of the Overlords and gave their agents, the Lictor, almost unlimited powers and authority to seek out and destroy rebellion in any form. He also elevated the Praetorian Guards from their ceremonial position to an elite corps that answered to the Overlords. In addition, the current symbol of the Terran Overlord Government—Earth resting in a V, which stood for this fifth incarnation of the Roman Empire—became common during this time.

Drunk with power, Buntari made one serious mistake. In 6691 he issued the Patria Potestas, a bill that stripped all rights from women and gave them the status of chattel. Women were still allowed in the armed forces, and while restricted to a maximum rank of Centurion Maximus, they comprised 20% of the Praetorian Guards. In fact, Buntari's personal bodyguard unit (the 1st Praetorian Guard) consisted almost entirely of women, and the Caesar made himself free to dally with any of them at will.

Buntari set out on a journey to Epsilon Eridani in November of 6691. On 7 December, 6691, a passing freighter picked up his frozen body from space. His ship, renamed the *Venus Laeta*, fled and joined the Renegade Legions. Once the news of what had happened reach TOG outposts, many other female legionnaires left TOG, forming the Athena and Minerva units within the Renegade Legions. No one has forgotten why the women left TOG, so battles between TOG units and female Renegade units are all the nastier and more deadly.

The next ninety years saw little change in the direction of TOG. TOG began hostilities with the Commonwealth and successfully infiltrated agents into the Naram Republic. By 6727, TOG had extended its influence so far into the Naram Republic that what it did not annex outright it converted into little more than a vassal state. This triggered a massive migration of Naram to the Commonwealth, though there are still loyal Naram units within the Caesar's Legions. They are used mostly to fight the KessRith so they don't have contact with their Renegade brothers.

This period also saw a tightening of censorship within TOG, and that awakened in many of the people a desire to read the works being censored. An underground movement arose to ensure freedom of expression. Organized strictly on a cell system, it proved difficult for the Lictor to root out. The underground started calling itself the Renegades to indicate solidarity with the Renegade Legions, and they created the red graffiti R that has come to symbolize the resistance to TOG.

The cell system of organization is old but still very effective. One individual recruits four or five others to form a cell. Each of these people begins by knowing only the people in his cell—and often those identities are obscured through the simple use of hoods and codenames during meetings. Each cell member, in turn, organizes his own cell of Renegades. In this way, any one member of the underground organization knows only the name of the person who recruited him, the others in his cell and those in the cell he recruited. At the worst, one prisoner can reveal another 10 agents.

For the Lictor, crushing a rebellion structured into cells is as difficult as making wine when you can only crush one grape at a time. The Renegade underground creates forbidden works of art (the so-called "Bandit murals" that cover the sides of whole blocks of buildings through

the use of one preprogrammed sprayer truck), uncovers TOG agents within the Naram Republic, runs an "underground railway" for those trying to flee TOG, and creates other disturbances that undermine TOG's efficiency. Of most recent note is the determined campaign of bombings that has begun to destroy the TOG VLCA orbiting platforms in the systems along the Commonwealth border. At their current rate, in another ten years TOG will be deaf on that front.

CURRENT EVENTS

The current Emperor, Nicholas Julianus Caesar, demanded that the Overlords and Lictor eliminate the Renegades. While they have stepped up their efforts, and regularly crow about their successes, reprisal bombings and assassinations suggest that they either have grossly overstated their rate of success, or have woefully underestimated their enemy. Realists within the Senate believe both to be true.

In order to make certain this wild spree of Renegade responses does not continue within the Orion and Mochov districts, the Caesar has installed two more Overlords. Overlord Kitrrich Dulor has been charged with the specific duty of locating an enigmatic and wiley individual known as "The Fury." He (or she) leads the Renegades and takes great delight in flaunting his ability to escape Imperial retribution. Reportedly Dulor has narrowed the list of candidates down to a handful of individuals, including Illustrus Senator Mikenus Koralis.

In the Orion district, which includes the TOG holdings in Shannedam County, the Caesar saw fit to give power to Overlord Aldron "Blood" Mannius. His reputation for ruthless and quick reprisals earned him his nickname. He served Julianus Caesar well in the 72nd Praetorian Guard, when he ripped the Renegade movement apart in the Ssora district. (The Ssora copied the Renegade cell system, but because of their love of organization, they increased inter-cell knowledge so they could efficiently avoid recruiting individuals who had already been approached to join the underground.)

Armed with a veritable army of Lictor, Overlord Mannius has even been granted supreme military command in both the Orion and Mochov districts (something that does not sit well with Overlord Dulor, among others). At this point in time, 6830, his efforts are little more than tentative moves. He seems to be feeling out the enemy before he strikes. Observers figure that he'll either destroy the Renegades or be destroyed by them within the next decade.

The current Caesar, Nicholas Julianus, was elevated to his present position in 6792. In his previous post as Prefect of the 72nd Praetorian Guard, he obtained access to blackmail files on all the senators, a move that got him elected Caesar and one that has made the Senate very open to his suggestions. While military priorities have shifted from the KessRith to the Commonwealth, it is the rise of the Renegade underground that gives Julianus the most unease. Julianus, an eminently pragmatic man, knows his place in history will depend upon the Empire he leaves behind him. If he puts the rebellion down he will be a god. If he leaves an Empire riddled with the cancer of revolt, he will be reviled and damned in the minds of men throughout the Terran Overlord Government.

Fortunately for him, the Renegade problem is in the hands of his best Overlords. They are ambitious men, perfectly suited to counter the ambitions of his Renegade foes.

TOG

Officially, the structure of the Terran Overlord Government (TOG) mirrors that of the ancient Roman Empire. In practice, however, the two are quite different. There are many reasons for this, but the foremost is the vastness of today's Empire. With quadrillions of people scattered across billions of worlds, representative government does not work—despite claims from idealists that it might function given a chance. The TOG structure, then, is the most workable model for efficient government.

IMPERIAL OFFICES

The *Caesar* holds the highest office and one of absolute power. Unlike the old Roman Empire, TOG's Caesar is elected or confirmed by the Senate instead of inherited by one bloodline. In practical terms, the choice of Caesar is often decided by political maneuvering, assassination, bribery and extortion. More than once the battle has been won only after bloody clashes between various Praetorian Guards. The Senate, practically minded as ever, sees fit to confirm the winner in these struggles.

The Caesar rules without open question—his word is law and the Overlords carry out his laws. His personal bodyguard consists of 20 Praetorians, and he is the commander of all Praetorians. The Praetorians are notorious in their devotion to the Caesar, but they have not been above removing an Emperor when they deem it best for the Empire itself. (Ivanolo Buntari is an example of this concern for Empire before Emperor.)

While the Caesar never faces public opposition from others in power, it is a foolish and soon dead Caesar who chooses to be ignorant of the political games played within the Empire. Toward this end the Overlords and Lictor keep him fully apprised of who is doing what to whom. Various people refer to the Caesar as "Argus," in an allusion to a never-sleeping mythological creature with a thousand eyes, and anyone who does not realize that is a gross underestimation will soon have his scheming head handed to him on a platter.

The *Imperial Warlord*, if one is appointed, is second in command to the Caesar for military affairs. He answers only to the Caesar and, technically, is next in line in case the Caesar is unable to fulfill his term of office. Practically speaking, being the head of all armed forces and answerable only to the Caesar puts the Warlord in an excellent position to take power when the Caesar is called away to the gods.

The *Imperial Consuls* serve the Caesar as a Cabinet of sorts. There are ten Imperial Consuls (more or less). Seven (one for each district) advise the Caesar on regional matters. Three other Consuls usually handle internal, external and economic affairs, but their duties vary. In the past, the Consuls have been very powerful, but their power has waned recently. Now their role is almost ceremonial because the Caesar has invested so much power in his Overlords. Under Caesar Julianus they are little more than information sources and officials to preside at minor public ceremonies. (The true sign of their weakness is that even the Renegades have not considered them worthy assassination targets.)

SENATORS

The *Imperial Senate* is divided into three classes of Senators. Ivanolo Buntari's Patria Potestas has barred women from becoming Senators. Aliens are allowed to become Senators, but their number and power is well below their percentage of the population. Senators are ranked by the scope of their electorate: by world, by *province* (about 40 or 50 worlds), or by *prefecture* (12 to 30 provinces). Prefectures are divided into a total of seven *districts* empire-wide.

Clarissimi Senators represent one world and are elected by the populace. They attend the Provincial Senate once very 4 years by VLCA. While each planet does have a *Governor*, the Clarissimi Senator of that world may overrule him. To avoid problems with this sort of power brokering, the Prefect of the local Legion often finds himself very much in the Senator's favor and can often profit enormously by using his troops to back one side or another in political skirmishes.

One *Spectabiles Senator* is elected per province; he is the TOG ruler of that province. The provinces themselves are gathered into prefectures and all Spectabiles Senators from within a prefecture meet twice a year to pass laws and conduct hearings. The site of these meetings varies yearly from province to province, with the usual circuit taking anywhere from 12 to 30 years. At least twice yearly there is also a VLCA conference to discuss business and, on rare occasions, a major problem will result in an emergency VLCA meeting being convened.

One *Illustrus Senator* is elected per prefecture by the Prefecture Senate, but the Caesar or Illustrus Senate may reject a candidate if they find him wanting for any of a number of reasons. For all intents and purposes the Illustrus Senator is the ruler of his Prefecture and is often more feared than the Caesar, because he is much closer to the people than is a single man on Terra. Only an Overlord may overrule the Illustrus Senator, and that might not occur without a fight.

At least once every four years each Illustrus Senator must physically attend a session on Terra. Otherwise, Senators attend meetings via VLCA, but most try to be present on Terra more often. The map shows the various districts and the number of Prefectures (and thus Illustrus Senators) from each.

CIVIL SERVICE

The *Imperial Civil Service* (ICS) is, as the joke goes, neither civil nor a service. It is a massive bureaucracy that, for all practical purposes, has become a breeding ground for nepotism and a haven for incompetents. (Rumor has it that one Renegade infiltrator was unmasked because of his efficiency.) The main concern of the ICS is to get more time and money to fail doing what little they have been given to do. (In recognition of how much of a drain the ICS is on TOG, the Renegades have long considered terrorist action against ICS offices and staff an act of treason against the rebellion.)

Each *Planetary Governor* is the Caesar's directly appointed representative on a world. He controls the ICS world-wide and is usually able, against long odds, to maintain it as a useful information source. In theory a governor is the ultimate power on a world, but Clarissimi Senators have

long disputed this theory. While the senators usually enlist the military as their allies, governors often work with the Lictor to keep them in power.

Praetors are district supervisors in charge of the different ICS departments. A Praetor is only as good as the ICS under him, so many of the departments are run on a patronage basis. Favors are returned by favors. Successfully managing a district can gain a Praetor enough recognition to either get him killed before he becomes a threat to the Governor, or get him appointed the next Governor when the Governor gets himself elected a Clarissimi Senator (or when the Senator kills the Governor to remove a thorn from his side).

The *Governor Praetor* is the exception to this rule about Praetors. His purview is tax collection and nothing will stop him in his duties. Nominally in charge of all of the ICS within his district, he often has access to interesting information that can even bend an Illustrus Senator to his will. This information can come from the district or, on special occasions, has been known to flow up from a Governor or an Overlord as needed. As far as protocol is concerned, a Governor Praetor is nothing to an Illustrus Senator, but in the real world, a Governor Praetor can be a nightmare come true.

SHADOW GOVERNMENT

Bureaucracies have one major difficulty: they churn so slowly that nothing really gets done. Ivanolo Buntari, and the Caesars who followed him, recognized this flaw and have exploited it. Getting at a specific citizen through the official chain of command is like taking a local train—there are lots of stops and it takes a long time. The following three divisions of government (Overlords, Praetorians and Lictor) are the express route for retribution and discipline.

The *Overlords* were created by Ivanolo Buntari to act as "fixers." Caesar sees a problem and they fix it. It did not matter if the solution were an assassination or a simple word in the ear of the troublemaker. As long as an Overlord does not hideously overreact and run amok—and he is given plenty of latitude with the definition of "amok"—he acts with the power of the Caesar. Defying one is not considered an act of moral courage, it is considered insanity or suicide.

Because Overlords are so powerful, the first act of any Caesar is to sweep his predecessor's Overlords out. A few of them may already be hors de combat because of the struggle for the throne, but the rest are a threat just waiting to erupt. In the past there have been anywhere from 31 to 59 Overlords: the present count is 49.

The most powerful Overlord is the one who heads the *Lictor*, and he is responsible for all espionage, counter espionage, assassination and blackmail within TOG. The other Overlords are accorded status within the Lictor and often make use of Lictor agents and resources in the course of their duties. They are also able to wield power within the normal military structure—above and beyond commanding their Praetorian Guard units—but that sort of appointment comes only after a direct order from the Caesar or Senate.

Overlords have been likened to pit bulls, in that once they have been assigned a task they do anything and everything they need to successfully complete it. For most of them, Overlord is the highest post they will ever achieve. They realize their power and fate are directly tied to the rule of the Caesar who so favored them, so they do what they must to insure his continued survival.

The *Praetorian Guards* are 286 of the most elite TOG units in existence. Numbering from the 1st through the 289th Praetorian Guards, with

the 72nd serving as Julianus' private guard, their membership is drawn from the best of the whole empire. Not only are they given special training, but they are subjected to intensive indoctrination that makes their loyalty to the Caesar unquestioned.

One unit is assigned to each Overlord as his own personal troop, and a couple of Illustrus Senators have been given Guard units as a sign of favor from the Caesar (or to keep an eye on them). The 51st, 65th and 109th units defected to the Renegade Legions—the latter being the unit that spaced Buntari—so their numbers have been banned from the list of Praetorian Guards.

The *Lictor* is the vilest tentacle in the Terran Overlord Government. They have taken as their symbol the Fascio, an axe bound within a bundle of sticks to signify that they strengthen the nation by keeping everyone together. This is somewhat inappropriate as the rampant paranoia they cause has served to drive a number of people into the ranks of the Renegade Underground. The Lictor have infiltrated every strata of the culture, so one can never be certain that a Lictor is not within earshot.

The Lictor has two divisions. The *Internal Security Division* (IS) handles all counter-espionage and anti-Renegade Underground activities. The *External Affairs Division* (EA) deals with foreign realms. Its notable success has been the "Seduction" of the Naram. The rivalry between these two facets of the Lictor is legendary in its intensity and, in pursuit of Renegades operating in the annexed part of the Naram Republic, has lead to much duplication of effort.

THE POPULACE

The people of TOG are divided into three sharply defined classes. Passage back and forth between the lower two levels is possible—usually at the whim of the government or a member of the upper class. Passage from the lower classes to Citizenship is, in theory, possible. Yet more possible is a fall from favor (and citizenship), again at the whim of the government for offenses real, imagined or manufactured.

The three classes are *Citizens*, *Plebians*, and *Slaves*. These three strata are found throughout TOG, and represent the social levels possible on all worlds, regardless of race. Thus a KessRith born as a Plebian will be a Plebian on any world to which he travels.

CITIZENS

The Citizens of the Empire are the privileged class. Citizenship is hereditary and Citizens comprise approximately one third of the population—an amazingly large part of the population when you recall that the Patria Potestas stripped citizenship from all women. It is possible for aliens to rise to Citizenship, but in the xenophobic atmosphere of TOG their grasp on it is tenuous at best.

A Citizen does have duties to the state, the primary two of which are:

1) 3 years of compulsory military/public service (the latter category was added after Alexander Trajan's death for those with "infirmities" that prevented them from putting their Patrician sensitivities on the KessRith line) and

2) voting for Senators.

Satirists have noted that a 3rd duty is to occasionally visit mercy upon their slaves and freeman employees, and the Renegades have suggested that remaining deaf, dumb and blind about TOG excesses is yet the fourth duty of a good citizen.

PLEBIANS

Plebians, at 45% of the whole, are the largest population block in the Empire. While they started out as a class to contain the apathetic and weak-willed who wanted nothing to do with the war for man's liberation, the Plebian class has grown to contain many artisans and semi-powerful corporate officers. The *jus gentium*—the body of laws the governs the Plebians—provides for their physical safety and even protects some of their possessions from seizure. Plebians cannot participate in defense-related employment, save the military, unless they have clearance from the Lictor. Within the military, a Plebian can even win Citizenship if he distinguishes himself with an act of heroism.

Plebians have gained some distinction and power as moneylenders. Plebians can improve their lot in life through marrying "up," but children of half-Plebian descent may later be repudiated by their noble father and returned to the class from which they were born. Slaves can be elevated into the Plebian caste, as can aliens from a race that has "proved" itself to TOG, but life is not easy for these newly freed individuals. (Plebians have a dislike for those who were once their inferiors, an attitude reflected within the Citizen class as well.)

SLAVES

Slaves represent the lowest of the social strata in the Terran Overlord Government. Slaves have their own set of laws to provide them some degree of protection, though this protection is dramatically less than that enjoyed by Plebians and Citizens.

Slaves can be pressed into labor in any instance where such labor is for "the good of the empire." Such labor is usually arduous, such as mining for Gennium-Arsenic ore. Lighter duties might include street cleaning for the local ISC department of public works. Despite the fact that Slaves operate under very limiting laws and have much less personal freedom, they are generally protected from "abuse"— however in many cases TOG looks the other way, ignoring any possible problems.

Private ownership of Slaves is legal, but only by Citizens. Usually such slaves indenture themselves for money or services, selling themselves and even their families. Personal slaves are not common, but usually fill such roles as personal drivers or housekeeping staff.

ALIENS

Alien species fall into two different categories within TOG. Lesser Aliens are non-Human/Naram creatures that have reached a certain level of independent thought. As man expanded through the universe, sentience became closely linked with T-Space drive technology: if a race could not travel the stars they were inferior. Various races like the Huldice, Lungdo and the Hivers have been integrated and inculturated into the TOG populace. In practice this means they were dispersed among the human worlds and have, for all intents and purposes, died out within sterile settlements. [Editor's note: The apparent exception to this rule are the Hivers. They were discovered in a densely packed cluster near the center of the galaxy. While TOG has long proclaimed ownership of the entire area, the efficacy of the Hiver Diaspora has been called into doubt. It has been suggested that Hivers managed to steal a starship and have withdrawn to create their own fleet so they may battle TOG. The veracity of this theory awaits confirmation. Until that time, the Hivers have been consigned to the same scrapheap of extinction that claims the Dodo bird, the Thylacine and the Huldice.]

Some lesser races have proved educable and eager to join TOG. The Zog race is just such a species. These aliens are "administered" by an ICS bureau, and any individuals who test out as competent with technological devices are admitted to the military. In effect they are treated as semi-Plebians, which means they can command Slaves so long as no one notices or takes offense.

The Greater Aliens are those races who discovered space travel on their own and managed to expand throughout the stars to meet man on a (somewhat) equal footing. The Naram, KessRith, Baufrin, Ssora, Vauvusar and, by extension, the Menelvagoreans occupy this class of alien. Narams are almost openly accepted as human and can easily pass as such. KessRith and Baufrin, being easily identifiable as both alien and hostile, are relegated to the Slave class. The Ssora, who admire TOG for its organization, are an alien race that has "proven" itself to TOG by continuing to fight the KessRith. Ssora can become Citizens and a Ssoran has even been elected a Clarissimi Senator in the Ssora district.

The Vauvusar and Menelvagoreans form special cases. The Vauvusar, because of their help to Alexander Trajan, are often accorded very high status within both TOG and the Commonwealth. Because there are really so few of them (by comparison), this status is acceptable within the xenophobic philosophy of the TOG. They are considered a "catalyst" who merely sped up what would have occurred naturally anyway. When a Vauvusar begins to seek too lofty a position, the rumors about the Vauvusar and the Snow Plague showing up at the same time are circulated once more.

The Menelvagoreans are likewise a special case because they have only recently been discovered. Their homeworld exists deep within Commonwealth territory. Their planet, which exists in a triple star system, was judged too unstable and unlikely to produce much Gennium-Arsenic ore for crystal production. Until the loss of other crystal-producing worlds, Menelvagor was deemed an uneconomical place to mine for ore. In sending out its own survey parties, however, the Commonwealth discovered this bellicose race and consider it a bonanza of G-A crystals.

Because the Menelvagoreans live for war, they don't much care when or where they fight. The few that have been captured by TOG have been turned into gladiators and have delighted crowds with their prowess. On the front, working with the Commonwealth and the Renegade Legions, they have proved deadly and are viewed with awe by friend and foe alike. TOG would love to get their hands on more Menelvagoreans, and the Commonwealth would similarly love for more Menelvagoreans to enlist with the Renegade Underground.

The bottom line for aliens in TOG is this: if you can pass for Human, do so. If you are not Ssoran or Vauvusar, expect to be treated like a Slave. If you are Ssoran or Vauvusar, don't expect anything better than the treatment you'd expect of Slaves.

THE MILITARY

The military contains the greatest collection of warriors and weapons ever seen in the galaxy. Between the two branches, the Imperial Legions and the Imperial Navy, there are over 8,000,000 Legions boasting 50,000 men each, and over 100,000 Battleship Groups with all their attendant escort, troop transport and supply ships. Even scattered throughout the galaxy, that concentration of power is staggering. That the Commonwealth even continues to exist is a testament to the will of men to be free.

Each male citizen, upon his 16th birthday, is conscripted for a term of service not less than 3 years. Most individuals take advantage of the educational benefits and agree to a longer term of service. 20 years in brings a 25% pension (25% of pay at their last grade/rank) and 30 years in service brings a 66% pension. Plebians may enlist at will, though it is only an exceptional Plebian who will rise into the officer corps. Slaves may only serve within the military if they are the personal servant of an officer, and their upkeep is deducted from his wages. Human women make up 20% of the military, and various aliens account for 30% of the total number of troops.

LEGIONS

The Imperial Legions are the shock and garrison troops for the Empire. It is their job to take and hold hostile worlds. They suffer the most casualties and are not often portrayed as glamorous by the media, though their tank battles hold great interest for the vast population of ex-tankers (which can be found almost anywhere). Aliens are well represented among the Legions—TOG is careful not to use alien troops against their own species except in infiltration and espionage campaigns.

NAVY

The Imperial Navy has over 4 billion ships in its registry, a quarter of those being warships and the rest being troop transports or supply/tender craft. The Navy transports the Legions between stars, protects them from hostile ships and occasionally lends a hand with a planetary barrage. The power of the Navy cannot be underestimated, as the occasional total devastation of a planet by naval assault points out. No other military force within the Galaxy can even begin to match the Imperial Navy for size or firepower.

Ships range from Battleships and Cruisers down through Frigates, Destroyers, Escorts, Corvettes, Gunboats, Transports, Supply Tenders, to Fighters. Ships in the Corvette class and larger generally carry fighters, and "carrier" ships are placed within the class appropriate for their size even though their firepower is determined by the fighters they carry. While colossal space battles hold great allure for the vast TOG public, their real fascination seems to be with individual fighter squadrons like the vaunted Death Express and the Blood Eagles, whose exploits the media are quick to publicize.

THE COMMONWEALTH

The Commonwealth is comprised of some 40,000 inhabited stars at the far end of the Orion arm of the galaxy. From end to end, it stretches approximately 45,000 lightyears and is divided into 21 *Grand Dukedoms*. Each Grand Dukedom has about 50 *Counties*, and each County has 40 to 50 inhabited planets. With (on average) 1.3 habitable planets per star system, the Commonwealth is densely populated with humans and Baufrin, along with refugee Naram, KessRith and Ssora contingents. Native alien species, principally the Menelvagoreans, make up 10% of the total population.

THE GOVERNMENT

The political organization of the Commonwealth is based on the parliamentary systems common to Earth and other human worlds before the Snow Plague and subsequent slavery. Each world has a *House of Commons* and *House of Lords*, with a *Prime Minister* chosen from the House of Commons to head the government. A *Baron*, appointed by the Count or Duke of the area, oversees the Prime Minister and insures a lack of despotic rule.

Counts administer the Commonwealth on the County level and *Dukes* handle business on the Dukedom level. On New Britannia, the capital of the Commonwealth, the "first citizen" is titled the *Regent* and administers the entire government. With each of these upper levels of the government, the nobles meet in a House of Lords and elect their representatives to the next level, culminating with the Grand Dukes electing the Regent.[4]

The Commonwealth is unique in that it treats all species in an egalitarian manner. KessRith, Baufrin and Humans have all served as the Regent. By far, the Baufrin Regents have been the most controversial. Suphra Decla signed the peace with the KessRith, angering Alexander Trajan. To' Siptos, successor to Debora Stevens and thus the Regent during Ivanolo's usurpation of power, embroiled the Commonwealth in war with the Terran Overlord Government by refusing to return the Renegade Legions to TOG justice.

The present Regent is a human named Stephen Lukanther. The youngest Regent to date, at 48 years old, he was raised by KessRith on the planet of Gaul. He distinguished himself as an armor commander with the Commonwealth, and after helping defeat a corrupt KessRith regime on his homeworld, worked his way up to become the Grand Duke of the Gaulish Dukedom. From there, he was elected Regent despite rumors that he is prejudiced against the KessRith. In response to such rumors, he points out that all of the friends of his youth are KessRith.

Unfortunately for him, TOG agents managed to abduct his wife in 6829 to serve as bait for a trap—planning to get both him and any Renegade Legions who might try to rescue her. Lukanther's rescue attempt succeeded, but some advisors believe TOG did not put up a real defense against Elizabeth Lukanther's return. It has been suggested she may have been turned by TOG and the Lictor, so Stephen has been somewhat distant to his wife since her return. It is clear that this separation is tearing at both of them.

THE POPULACE

The people of the Commonwealth are both too ordinary to spend much time discussing and too diverse to be described in under 100 pages. As mentioned above, they are an egalitarian society, with little evidence of racial or sexual prejudice. Many fleeing refugees see in them a perfect society. However, this perception is twice-colored by TOG. First, they're comparing the Commonwealth to TOG, and since they're discontent with TOG, they naturally find the Commonwealth preferable. And second, the Commonwealth is on a war footing. Its energies are directed against a common foe, unifying it and leaving it little time for friction from within. If the Commonwealth weren't concentrating so completely on survival against an exterior threat, it might find more to fight about among its individual societies, races and worlds.

THE MILITARY

The Commonwealth is in the curious position of having two military organizations within its borders, but exercising only nominal control over one of them. There are 300,000 Renegade Legions stationed in Commonwealth territory, each organized under the TOG model that places 50,000 troops in a legion. By comparison, the 200,000 legions within the Commonwealth Armed Forces is not exactly overwhelming. Granted, the Commonwealth provides 80% of the Renegade Legion's operating budget, but more than one Regent has lost sleep wondering what would happen if the Renegades decided to make the Commonwealth their own.

Fortunately, the Renegades are singleminded in their desire to destroy TOG. They actively recruit from Commonwealth worlds, and accept trained military refugees from TOG space. Refugee recruits are thoroughly checked out by agents still within TOG, and Lictor spies are dealt with ruthlessly when uncovered. The Renegades maintain their own academies for training recruits, many of whom come from the growing number of Renegade homeworlds in the Commonwealth.

Cross-training and cross-service of officers between the Renegade Legions and the CAF has lessened much of the tension between the two services. The Renegade Legions are seen by almost everyone in the Commonwealth as the superior fighting force, and not just because of superior numbers, yet they accept CAF leadership whenever necessary. (More than one heated discussion has been had over the Renegade and Commonwealth definitions of the word necessary.) Commonwealth citizens recruited as legionnaires consider the recruitment an honor, and most readily accept.

The Renegade Legions are organized along the lines of the TOG military forces. RL uniforms combine bits and pieces of Commonwealth styles with material that dates back to the New Roman Republic armed forces. Prominent now is the graffiti R that marks both uniforms and ships in the Renegade Legions. It has been adopted by the expatriots as an emblem of solidarity with the Renegade underground, which many of them have personal reason to thank.

The Commonwealth Armed Forces are divided into quite a few organizations and branches—enough, in fact, to make the average Ssora weep. Half of the 200,000 Commonwealth Legions follow the TOG/RL table of organization, though they retain their own rank insignia and titles. The other 100,000 Legions are structured into units favored by one or another of the different species in the Commonwealth alliance. A list of titles and descriptions includes:

B'EKKAL (NARAM)

B'ekkal units are those patterned on the Naram style of combat. Fast but lightly armored, they rival Legions in size and are peopled by Naram and Humans for the most part.

KESSRITH

KessRith legions tend to be smaller than Renegade legions. They pack lots of power, but lack the ease of mobility seen in B'ekkal units. Still, they can take lots of pounding and still be around to fight, so discounting them would be a mistake, especially when they hold an entrenched position. Menelvagoreans like service in these units.

BAUFRIN

Baufrin units split the difference between the previous two. They have fair mobility, but can't weather an assault like a KessRith unit can. They are valued for their ability to follow up and reinforce—equally competent when exploiting opportunities created by B'ekkal units or succoring a besieged KessRith unit.

VAUVUSAR

Vauvusar units, the few that exist, hit hard and use their mobility to compensate for their almost total lack of armor. They join in battles almost at a whim and only their quick-strike cavalry makes them tolerated on the field of battle by their allies.

CAF SERVICE BRANCHES

The Service Branches of the CAF are each distinct and separate, and there is an obvious rivalry among them. While this might seem bad on the surface, this unity of one branch against another helps to bleed off what might otherwise arise as racial tension among the different species.

- The Royal Army handles planetary assaults and garrison duty.
- The Royal Navy deals with space battles, transport and support of ground troops.
- The Royal Marines, a small, elite force, specializes in ship-to-ship boarding actions and quick assaults of ground targets like a spaceport or industrial complex. (Army troopers note that if you can't walk and chew gum at the same time, you end up in the Marines because there you don't have to walk.)
- The Royal Acrospace Force handles fighters in ground actions or garrison duty; fighters carried on Navy vessels have their chain of command hooked into that of the Navy.
- The Special Forces units of the CAF handle all anti-terrorist activities in the Commonwealth and foster terrorist activities in TOG space. Their efficacy at getting supplies to the Renegade Underground has been hailed as one of the greatest reasons for the Underground's success.
- Each Planetary Militia is composed of natives to that world and are responsible for its defense. They also help out during emergencies—vast floods, life-threatening storms and the like. Often a militia's officer corps is totally filled with retired CAF officers. Militia troops are also trained to become guerrillas if their world is overrun, and serve as special advisors to Marine and Army units active on their world.

Sky Marshals are selected from among the leadership of the CAF to administer vast fronts in the battle with TOG. This is more than a ceremonial position, and its responsibilities have broken more than one commander. While they have been likened to Overlords, this analogy is not accurate. Perhaps better would be a comparison to an Imperial Warlord appointed for duty in a specific County or Dukedom.
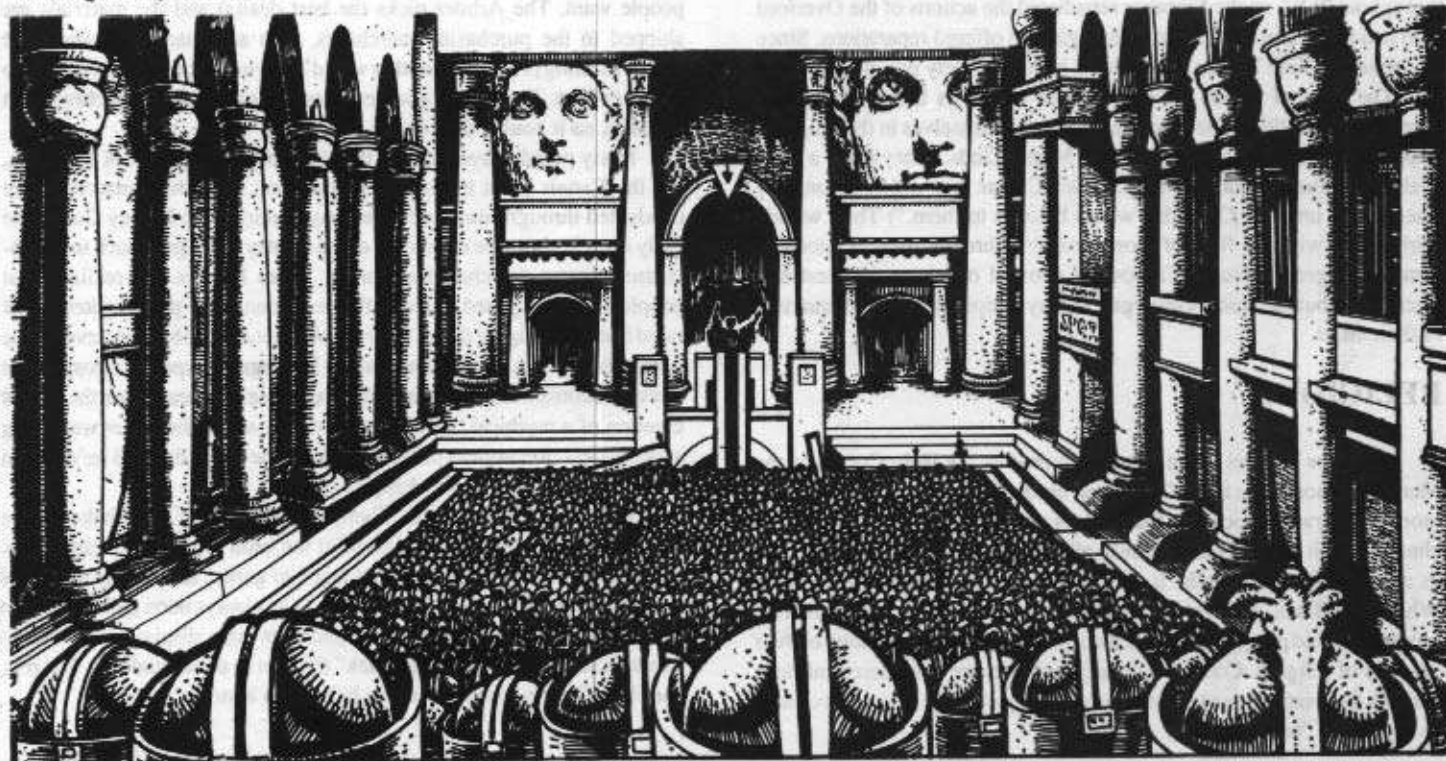
FREE TRADERS

The Free Traders, who at various times call themselves The Merchant Races or a religious organization, serve the galaxy in the same way hemoglobin serves the human body. The trade, in information and material, that flows through their worlds keeps the galactic economy healthy on both sides of the war. In many ways they are the ultimate mercenaries—if it has a price they'll undercut it to buy and triple it to sell.

Their claim to the label of "Merchant Races" stems from the fact that the Free Traders include anyone and everyone who sees safety in mobility. Many of the races that TOG hit with a Diaspora, like the Huldice, Lungdo and Ritha, have their last surviving members in this loose conglomeration of hucksters. The Free Traders have been described as the "Gypsies of Space," a comparison that is marred only by the fact that the Free Traders do claim some worlds for their very own.

Early on, TOG decided that taking these worlds would pump a direct infusion of wealth into its economic bloodstream. Profit Margin was the first Free Trader world TOG struck. The Free Traders put up no resistance and abandoned their trading center there. TOG inserted its own garrison and bureaucracy to keep the lines of trade flowing. The Free Traders gathered their people and headed out for the next closest Free Trader world, but before they entered T-Space, they sent a P-Comm signal that detonated a 500-kiloton nuclear device planted beneath the trade center, utterly destroying it, the garrisoning personnel and a great deal of surrounding landscape.

The other Free Trader worlds immediately began to undersell TOG traders when TOG was selling, and charge astronomically high prices when TOG decided to buy. This definitely created ripples of trouble throughout TOG, so the Emperor repudiated the actions of the Overlord who had taken and died on Profit Margin and offered reparations. Since that time, the Free Trader worlds have been relatively inviolate.

The state of affairs on Free Trader worlds is best described as "seething neutrality." The Free Traders cloak themselves in the religious trappings of an order that worships the Money Gods. (They make a great deal out of the misquote, "Render unto Caesar that which belongs to Caesar, and unto the Gods that which belongs to them.") Their worlds fairly throb with the flow of money passing through them. Lictor and Renegade agents abound. Troops are allowed on-planet for Rest and Recreation, but the Traders segregate enemy troops into different quarters of their cities.

RELIGION?

The Free Traders claim to be organized by the Holy Cartels of the Merchant Races. The Holy Cartels (an umbrella organization) functions more like a trade association than it does a true religion, and critics have charged that it is simply an excuse to allow traders to garner an extra 10% as a "tithe" for the Cartels. It claims two major branches, those being White and Black, for legitimate and illegal markets. It professes that government aid programs (it calls them giveaways) are a violation of their practice of religion. Communists and socialists are considered infidels; causing the death of one has been successfully claimed, in a court of law, to have been "self-defense."

The head of the Holy Cartels is the *Chairman of the Board*—currently Azurikal, the first Ssora to hold that office. Below him is an *Association of CEOs*. They administer the individual Free Trader worlds and work to help maximize delivery of products to the various markets. Worlds themselves are divided not into geographical districts per se, but into *Market Segments*, such as Precious Metals, Contraband, Military Contraband, Intangibles and so on. Each of these Market Segments is overseen by an *Arbiter*. He controls a staff of *Arbitrageurs* who arrange most of the deals.

Procurators are the next step down and are elected by the individual merchants in a local, geographical market segment to represent them with the upper echelons. Individual merchants are generally just called merchants, but their official name within the Holy Cartels is *Profiteers*. It is through this bottom level that all product moves, so the Profiteers are highly regarded by their superiors.

A deal might be set up like this: the local CEO is asked by another CEO to help eliminate a glut of gold on his world before it can depress prices. Word goes to the Precious Metals Arbiter of the world who sends his Arbitrageurs out to coordinate transactions. The Arbitrageurs might arrange to off-load most of the gold within the jewelry industry, but only if the merchants who buy it will agree to a 14-day billing cycle with only a 5% discount for prepayment. The Procurators poll their constituents and decide if this deal is acceptable, while the Arbitrageurs continue to look for other gold outlets. When the Arbitrageurs have more than one deal cooking for the same merchandise, they play both ends against the middle, and try to get even a better deal than the selling Procurators report their people want. The Arbiter picks the best deal(s) and the materials are shipped to the purchasing merchants, with any margin between one world's selling price and the other world's buying price going straight into Cartel coffers. The Cartels also get about half of the 10% tithe charged on all deals, so it double dips on the best deals.

Many people have charged that the Holy Cartels are not a religion, but the Cartels point to the fact that at each level the transactions are conducted through ritual and ceremony honoring the Money Gods. The Holy Cartels claim the revelation of the Money Gods goes back to a 20th-century Terran merchandiser named James Francis. He realized that people closely equated value with the amount they paid for items, but rated that value higher *if they believed they got a great bargain*, even if the item actually was of inferior quality. He began to spread a gospel that stressed a conspiratorial sell instead of a hard sell—focusing on the instant creation of a mythical "insider network" to which the buyer was being given access. Regardless of the price paid, the buyer decided he'd gotten a great deal and went away happy.

Francis, who once said, "Sympathy and a firm handshake moves more than coupons," found himself at the head of a trade organization. Charismatic, he hit on the religion angle to garner tax exempt status for the profits he reaped. Consumers, who have always been gullible, began to correlate good bargains with merchants who displayed the sacred "snake squashed on a railroad track" ($) sign in their windows. The rest, the Holy Cartels would have you believe, is history.

MARKET SEGMENTS

Merchants will buy and sell anything. Prices vary with what the merchant paid for the item and how willing and able to pay the buyer appears to be. In fact, much of the religious education Merchant children undergo is in haggling and listening to the gods as they tell you whether or not a buyer is serious.

Intangibles is one of the largest Market Segments for the Cartels. This Segment deals with information. The nice thing about information is that it requires very little storage, can often be purchased cheaply, and can be resold many times over. While news tends to be a bit time-dependent, a good fact file on anyone or anything will eventually turn a profit. Also some bits of information just create themselves (requiring payment to no-one!), like "Why are two known Renegade Underground members buying ballistic polymer blocks in gross lots?" The answer is likely to be more valuable than the question, but the local Lictor are likely to pay for the question itself.

It's a good idea to take care around a Free Trader. People who have heard stories of a Free Trader selling out a friend have asked, "Do these people hold nothing sacred?" The answer to that question is easy: "Yes. Money!" While loyalty is not an unknown quantity among the Free Traders, it too can be sold, then sold again to a higher bidder. TOG has enough money to make it worth the while of many Free Traders to turn people into commodities.

WHY DO THEY STILL EXIST?

This question is one that has plagued many analysts who look beyond the economic benefits of the Free Trader worlds. Even given the Free Traders' willingness to commit suicide by destroying their cities, TOG could make an effort to neutralize such devices in the future. While it is true that the Free Traders' efforts to punish TOG did hurt, TOG has the personnel and resources to fully blockade each and every Free Trader world until their lack of trade starves them into submission.

BECAUSE TOG DOESN'T NEED THEM GONE

The answers to this question run in two different directions. The first, and the one most commonly believed, is that TOG doesn't take them because they don't need to take them. The Free Trader worlds rose up in rebellion against the KessRith and Ssora empires at the same time that Trajan led his uprising. They fought the same battles, both with and without human aid—and in some cases they aided the human revolutionaries. They won their independence at the same time as TOG and the Commonwealth, but unlike the latter group, they never repudiated TOG or allied with their former masters. (It is true, however, that they do trade freely with the KessRith and Ssora, and they number more than a few KessRith and Ssora in their assemblies.)

TOG sees the Free Traders as armed neutrals, unwilling to take on anyone else's struggle but absolutely willing to fight back in the best way they can when attacked. They are too difficult to take, really do not have enough resources to make owning them valuable, and are more than willing to allow TOG agents to operate on their worlds as long as their neutrality is not compromised. Given that set of facts, leaving them alone makes logistical sense in that, at the very least, TOG does not have to commit garrison troops to keep their worlds.

BECAUSE TOG NEEDS THEM

The second sort of answer to the question of why the Free Traders are allowed to exist is far more sinister. Most people don't realize the true size of the TOG military machine. It boasts 8,000,000 Legions, while the Commonwealth and Renegade Legions together total 500,000 Legions. That gives TOG a 16 to 1 advantage in ground troops. Best estimates put Renegade and Commonwealth Battleship groups at 10,000, compared to TOG's 100,000. That gives them a better battleship ratio with TOG, but still puts them behind 10 to 1 in naval strength.

In short, TOG should crush their opposition like a steamroller flattening grapes. Why they have not done so is not much discussed—just quoting the above figures is enough to depress any of TOG's foes. Many people suggest that the Renegade Underground successfully hampers TOG's efforts to organize the massive offensive that could crush the Commonwealth. They also point out that people who hate TOG would make taking each world difficult, raising the stakes to the point that TOG is reluctant to make a wholesale attempt.

This, mind you, is said of a government founded by a man who destroyed a planet on a whim.

What most scares the highest circles of anti-TOG leadership is the possibility that TOG has not won because TOG *does not want to win!* In fact, as some critics within the Commonwealth point out, TOG has established the war as a unifying element within the Empire. If not for the war, people wouldn't have anything to unify them. They would start to protest taxes and other sacrifices they tolerate in the name of the war. In the worst light, the fight against TOG is sustaining TOG.

The very idea puts the Commonwealth in a curious and uncomfortable position. If TOG has no desire to end the hostilities, then the Commonwealth is faced with an interminable war, certainly not the type of thing they'd want to pass on to their children. Then the only way they can be left alone is to bloody TOG badly enough that TOG loses its taste for war. Still, that may not be possible. What would TOG see as unacceptable losses when they outnumber the enemy 16 to 1? A reduction to 15 to 1? And if that objective were to be reached, what would have been the cost to the Commonwealth?

For the Renegade Legions the question is a bit easier to define, if no easier to resolve. The Renegades suffer from the classic refugee problem: the grass is always greener in the lands that grandfather left behind. They believe their best chance at living a normal life is to overthrow the Empire. A noble goal to be certain, but is it one that can be realized? Given that the trip from the front to Earth would take a year and a half at maximum speed, TOG could summon a taskforce three times the size of any Renegade strikeforce they detected without noticeable disruption of normal business. While stout heart and strong back might account for much in warfare, 30,000 battleship groups would chop 10,000 battleship groups into chaff.

And, of course, the Free Traders have even less strength with which to oppose TOG.

Whatever the reason, TOG does tolerate the Free Traders, and they thrive within this tolerance. They also realize that TOG could force them to destroy their own way of life, so they strictly guard their neutrality and turn a profit on every deal.

BAUFRIN

The Baufrin are the strangest form of life found in the galaxy. Mankind's first meeting with them, in the year 3000, was heralded by many as the first meeting of Mankind with the forces of Satan. While not quite looking like a traditional demon, the insectoid Baufrin certainly did qualify as the rulers of Mankind's worst nightmares. To the surprise of everyone, the Baufrin also proved to be reasonable, intelligent, and as willing to avoid combat as any other rational species. Yet despite Mankind's long alliance with the Baufrin, they still are almost as mysterious as they were when we first met them.

BIOLOGY

The Baufrin are most easily described as centaur-like spidermen. Six legs extend down from their abdomen and their thorax is held up at a 90° angle to the ground. Their thorax has four arms. The upper pair is used for delicate and precise actions and the lower, longer pair is used for things that require strength. Baufrin stand about 1 meter tall and weigh in at 60 kilos—most of that coming in the chitinous exoskeleton that covers their body.

Baufrin have a quadruple set of mandibles and three pairs of eyes. Each of their eye pairs sees light in a slightly different range, so they have sight that is considered much sharper than human sight. Two hornlike protrusions from the sides of their heads are used to conduct sound to their ear sacs, but do not function that well and make them somewhat deaf by human standards.

The Baufrin exoskeleton is generally an emerald green color, but it tends to deepen and take on blue shades as a Baufrin ages. The intricate striping on the exoskeleton varies and is thought to reflect something about the individual the Baufrin was before his last molt. The Baufrin continue to grow throughout their 50-year life span and molt every 8 years. This molting process is traumatic and occurs after the Baufrin enters a period of fertile, sexual frenzy. During this sexually fertile period the male and female Baufrin exoskeletons become a bright, livid red.

The Baufrin remain virtually asexual until the time of mating, and then require three sexes for reproduction: male, female and mother. A Baufrin may assume either the male or female role at the time of mating— it's believed that the mother produces pheromones that help sexual determination. The male and female deposit sperm and ova within the mother. The mother gives birth to a clutch of eggs that are attached to her abdomen within a clear mucus film. Each mating produces anywhere from 50 to 150 eggs, of which 5 to 10% prove viable. Each Baufrin reaches maturity by its second molt.

Molting presents certain problems for the Baufrin. It is believed that as they age, the exoskeleton becomes thicker and prevents ultraviolet light from getting through the skeleton. UV light is necessary for the production of an enzyme that helps deal with blood toxicity. When too many toxins build up, the exoskeleton turns red, and the Baufrin mate and then shed their exoskeleton. Their new flesh is soft for 12 to 24 hours, and many of the blood toxins ooze through it to help strengthen and stiffen the new

exoskeleton. The exoskeleton works as well as Lorica armor (AF 3) mainly because it can provide both shock and ablative protection without hurting the Baufrin.

The molting does more than just change the outside of the Baufrin; it also creates radical personality shifts. In many cases the Baufrin totally forget who they were and seek out new relationships. Because they have an affinity for tasks they once performed, and are very adept at recovering these skills almost immediately after molting, it is believed their brain is not "wiped clean" during the change. Instead, researchers believe, their former personality retreats into their brain and a new personality is allowed to appear. The Baufrin do not acknowledge this human theory— treating it as if it were blasphemous—but certain studies indicate that it might be true.

The ultraviolet light theory was confirmed during a very unusual incident. An independent trader had a Baufrin navigator who began to get a pinkish tint to his exoskeleton. The medical officer drilled two holes in the exoskeleton and circulated the Baufrin equivalent of blood through a clear tube that he subjected to very strong UV light. This treatment delayed the onset of molt for 3 months, with treatment requiring "illumination" 3 hours a day for the entire time.

The Baufrin claim they only have a 50-year life span, but aside from color variation in the exoskeleton, physiologists cannot detect any loss of abilities from one molt to another. Because no one has ever seen an infant or juvenile of the mother sex, and no one has ever seen an Independent Elder, a strange theory has cropped up among Human and Naram researchers. They believe that after the 50 years of "adult" life, some of the Baufrin become mothers, and after yet more time mothers become Independent Elders.

The Baufrin refuse to discuss this theory because mothers and Independent Elders have important positions within their religion. Researchers have theorized each mother cares for two clutches of young for roughly 16 years before they go off and molt or die. Those mothers who molt become Independent Elders and Independent Elders, they believe, undergo a reintegration of their various personalities (with a molt every 8 years or so, that gives an Elder 7 personalities, including the mother personality). These Elders, then, have 7 personalities to provide input on problems.

No one has even begun to guess at the age at which an Elder might die, but references to certain Elders suggest that it might be as much as two centuries.

HISTORY

Very little is known of Baufrin history before Human contact. The Baufrin claim the planet Baufrinos as their homeworld and evidence a steady expansion that suggests they developed T-Space drives while mankind was still exterminating the wooly mammoth. Their galactic exploration managed to avoid any other sentient race until they ran into mankind in the area now known as Shannedam County.

The initial Baufrin/Human contact was hampered by their physiological differences and the inability of Human leaders to locate and speak with Independent Elders. The brief fighting on Shannedam IV showed that the two species were equally competent militarists. Human leaders realized the Baufrin only became aggressive when pressured by attacks, so things cooled to a state of armed neutrality while leaders met.

Human negotiators have indicated that discussions with Baufrin Independent Elders were not easy. The Elders swath themselves in silken robes that many people believe are woven of silk the Elder produces himself (even though none of the other Baufrin sexes/life stages have that ability). The robes vary in color and the intricate patterns woven into the gown are reminiscent of the striations on a Baufrin carapace, but no Baufrin will even hint at what they mean.

Aside from wearing more clothing that others of their race, the Independent Elders have the annoying habit, from a Human point of view, of falling silent for what one man referred to as "internal discussions" before they render a decision. In this state it is virtually impossible to determine if a Baufrin is alive or dead, which caused a number of tense moments until humans became accustomed to the behavior.

Once the two sides reached an agreement to live together, Baufrin/Human cooperation became legendary. Human settlers often forged a symbiotic relationship with Baufrin neighbors because of humanity's extended life span and ability to remember more than just the last 8 years. Humans would tend to agriculture and the Baufrin would undertake difficult tasks, like mining, that suited them better than Humans.

The Baufrin did not suffer physically from the Snow Plague, but they deeply felt the loss of their Human friends. There were numerous reports of whole Baufrin families entering caverns to induce molting prematurely so they could shed the deep grief they felt over the deaths of their friends. Many moving Baufrin poems were written during that time, and they are often quoted by Baufrin who volunteer for the Commonwealth (or TOG) armed forces.

Because of their differences in size, the larger KessRith had difficulty following Baufrin resistance leaders everywhere they went, so they brought in Ssora mercenaries who were better suited to the job. The Ssora thought nothing of chasing after these spider people and, if Baufrin reports are to be believed, the Ssora even found the Baufrin tasty. As a result of this period, the Baufrin are not very friendly with Ssora in general, and do not trust them in large numbers. [Editor's Note: The Ssora love of strong central government is most likely the root of this conflict, but the more visceral story certainly explains the depth of Baufrin distrust of Ssora.]

The Baufrin appreciated Alexander Trajan's help in the Commonwealth uprising, but felt they had to negotiate a peace with the KessRith because of the tendencies shown by Trajan's government. Based largely on the rise of slavery in New Rome holdings, the Baufrin feared the sort of repressive government that finally did arise under TOG, and they wanted no part of it.

Since the TOG declaration of war against the Commonwealth, the Baufrin have relinquished direct control of the government. Aside from the fact that they dislike a strong government, they realize that the mental longevity of Human, Naram and KessRith make them more suitable leaders. While it is believed that Independent Elders could supply yet greater longevity, to bring them into the government would be profaning the sacred. Even so, Independent Elders are not reticent about providing advice for the Regent, or recommending an outstanding Baufrin for consideration as Regent.

CULTURE

The Baufrin culture is based around the triad family unit of male, female and mother. A mother takes care of her clutch of children until they reach maturity, but that will not prevent her from bearing another clutch. After being impregnated, the mother locates a newly molted pair to form a family unit. They help raise the children and later impregnate the mother again. [Editor's Note: Because it is very difficult for a human to distinguish between Baufrin, the possibility that mothers survive forever cannot be discounted. The author is, once again, merely presenting the most recent theory on Baufrin society and biology.]

Because molting can cause radical personality shifts in an individual, they are treated by society as totally new people after the molt. This lack of reliability and constancy has created in the Baufrin a distrust for any organization broader than the family unit, which is seldom larger than 30 individuals, counting offspring, adoptees and surrogate mothers. Mothers dominate the family unit, with the mysterious Independent Elders serving as advisors and the final arbiters of conflict.

Molting also provides a unique form of punishment for those who commit truly heinous crimes. Whereas petty crimes are punished by exile or imprisonment, serious crimes are handled by imprisoning the individual without ultraviolet light. Apparently, in such a place, the individual undergoes multiple moltings and emerges a virtual "blank slate." His former personality has been executed and the new personality rejoins society.

The Independent Elders seem to be a rough cross between traveling circuit judges, prophets and saints. The Baufrin are strong traditionalists and keep copious records both about what they have done and what Independent Elders have said. This has obvious importance in a society where you might "die" every 8 years, and Baufrin who read about their own past exploits in their own diaries assume they are reading about a third party. Elders are keenly aware of what other Elders have said, and do whatever they can to avoid contradicting previous advice and rulings—though offering a personal insight or clarification on a case by case basis is perfectly acceptable.

On the whole the Baufrin are a kind, considerate and deferential people. They quietly admire Humans and Naram for their wild unpredictability (from the Baufrin point of view) and their staunch defense of personal freedom. The Baufrin dislike of TOG stems not so much from a love of freedom—which they equate with being an orphan, a most horrible condition—than from their intense hatred of any autocratic government attempting to force its ideas upon them.

GOVERNMENT

It has been observed that the Baufrin have government by anarchy, but this indicates gross ignorance on the part of the observer. The Baufrin governmental structure strongly parallels the family unit, and each family has been termed a "kinstate" in which the family is seen as its own little nation. Alliances between these kinstates are common and facilitate the exchanging of mothers and parent pairs. Some kinstate alliances take on a more formal structure as they raise and prepare the individuals who dominate particular occupations.

The Independent Elders serve as direct authority over districts and are obeyed without question. There is no appeal from the decision of an Independent Elder, but they rarely issue truly harsh rulings. There is evidence that Independent Elders remain in communication with each other, and some have suggested that Elders have a telepathic link with their peers. No information is available on the number of Elders and whether or not they ever come together to discuss items of great importance.

The difficulty human leadership first encountered with the Baufrin highlights the "hands-off" attitude the Baufrin like to foster. Human envoys consistently requested that they be taken to the Baufrin leader, but each Baufrin simply pointed out the mother of his own family. When the mothers were consulted, each of them indicated a different Independent Elder. Only by comparing the names of the Independent Elders and polling a few of them—after a lengthy search—were Humans able to determine the name of an Elder who seemed to be respected by a fair number of the Baufrin. Despite realizing the apparent need of Humans to converse with a single leader, the Baufrin initially put Humans through this same chase over and over again.

PHILOSOPHY

Baufrin philosophy is virtually impossible to organize or quantify in terms that the Human mind can grasp. The Baufrin love of family is incredibly strong. Their respect for the authority of the Independent Elders is unquestioned, but their hatred of strong central authority is nearly pathological in its intensity. How they manage to view the Elders as religious figures worthy of respect, but political leaders as reprobates, is difficult for anyone but Baufrin to reconcile.

They appreciate the selfless bravery of Human, Naram and KessRith heroes who are willing to sacrifice themselves for others, yet few Baufrin are willing to do the same. This reluctance has been seen both as the fear of destroying a family and the fear of sacrificing a potential Elder.

Envy and jealousy do not seem to be emotions the Baufrin recognize or understand. They are aware of the changes that they will undergo when they molt, so they seem to constantly be experiencing and learning as much as they can, yet without the intrusive curiosity of the Vauvusar. They are nearly always well-mannered.

They do have a sense of humor and even chitter/laugh at themselves when they make an error or do something funny. Whereas a Ssora would die of embarrassment at ridicule, a Baufrin might even invite repetition of the occurrence to insure he had gotten it correctly fixed in his mind.

EVALUATION

The Baufrin form an interesting counterpart to humanity. They don't seem to struggle as hard against the inevitability of death because of their frequent brushes with psychological oblivion. Their unease with central governments is a necessary touchstone that stops the Commonwealth from becoming too much like the enemy they are seeking to repel.

KESSRITH

For the first three thousand years of Human/KessRith contact, the KessRith were implacable foes who neither granted quarter or expected it. Since that time, they have also proven powerful and loyal allies to the Commonwealth. Their fatalistic outlook on life colors everything they are and do, but their sense of humor mocks this more serious side of their nature.

BIOLOGY

Like the duckbilled platypus, the KessRith have been put forth as proof that God has a sense of humor. Centauroid in configuration, they combine the body of a rhinoceros with a powerful tail and a torso that makes human gladiators look weak. Their head rests on a strong bull neck and their gaping mouth is lined with teeth that look and function much like those of a terrestrial shark. Their hands have four fingers and an opposable thumb, but their four feet have only two toes apiece.

Thick, fleshy plates cap their tail and protect their torso, arms, neck and skull. While KessRith appear to most non-KessRith as gray in color, the KessRith claim they can detect racial differences among themselves. Their eyes are red and tend to take on a crimson glow in the backlight of a monitor or flashlight.

The KessRith are built for heavy combat. They are, without a doubt, the strongest of the sentient races and they value physical strength. In fact, struggle is so noble, for all but pregnant females, that few KessRith actually reach the 100 years of age their physiology would allow them. Most die 20 to 30 years prematurely, though no KessRith would use that term if an individual died in battle.

Pregnancies last for 23 standard months (which is approximately one year on Sovi' KessRoth, the KessRith homeworld) and calves are capable of locomotion within two hours of birth. While female KessRith have no breasts and do not lactate, they are regurgitate a thick, nourishing mucus with the color and consistency of warm caramel to feed their young. The young reach maturity in 15 years, and the average female will bear children from that time to the age of 40.

More than one calf at a time is unusual, because KessRith females are able to control their rate of pregnancy. From a single impregnation a female can retain enough genetic material to fertilize as many as a dozen eggs. This means a KessRith warrior can continue to provide genetic material for over a decade after his death.

Female KessRith can induce pregnancy if they have a store of sperm, provided the local conditions are appropriate for gestation. The female's hormonal balance is dependent upon the availability of food and water. The male/female ratio of 1 to 5 is similar to that of migratory herd animals. The development of a partially upright posture has been seen as a survival trait for surveying the local area for predators. (The mind boggles at what could have eaten the KessRith, and the fossils in the KessRith Museum of Natural History make terrestrial dinosaurs look like salamanders.)

HISTORY

3214 was the year in which a mixed Human/Naram taskforce ran afoul of a KessRith clan fleet over the Naram world of Tloca. The initial engagement should have been, at best, a draw for the KessRith, but they kept coming even when their largest cruiser was falling apart. The humanoids managed to destroy it, but they took severe casualties on their flagship in doing so. The KessRith fleet vanished into T-Space, but within 5 months was back to contest the world again.

The second battle of Tloca went better for the humanoids, but again the KessRith seemed to prefer death to surrender. It was only later that the humans realized the Clan was on a *Fr' chakti-gcog*—a Clanhunt—because they had been driven from their old home by a clan schism. Their choice was to find a new homeworld or die. Most of them did die, and the remaining leaders asked for a truce so they could repair their warships and join the battle again.

The Naram Grand Elders of Tloca finally realized why the KessRith clan was fighting so hard. They offered to let the KessRith land in peace and join them. The KessRith commander was so angered by this offer, he took his destroyer into the atmosphere and strafed the ruling council complex. The destroyer itself was destroyed, but the KessRith reply to the Council's offer was understood.

The KessRith discovered T-Space technology about the same time the Naram and Humans met. While they claim to have made the discovery on their own, evidence suggests they co-opted the technology from the Ssora. The KessRith had undertaken interstellar colonization using generation ships—giant biospheres designed to provide a home for generation after generation of KessRith while they traveled across the vast distances between stars. Ssora raiders found one of these ships and made the mistake of opening what turned out to be a Pandora's Box.

While it may be true that the KessRith got T-Space drives from the Ssora they, like Trajan, did more with Ssora technology than the Ssora ever did. Being powerful and warlike, they swept through space like barbarian hordes. They worried less about finding suitable worlds to colonize than they did about finding foes to fight. For a short time it looked as if they would devote themselves to wiping out the Ssora, but Rlarka GosKler, the Leader of All Clans, deflected them. In what became the ruling sentiment from 2650 to 3214, he asked, "How is it better to pursue an inferior foe than to accept the challenges of besting a world?"

The KessRith threw themselves into transforming worlds, creating hot, arid savannahs. Clanhunts became a way to split off a portion of the population to find and prepare another world. These fragmented clans remain allied despite the trauma of being forced off a homeworld by brothers and sisters.

Before Tloca, the KessRith had met no species they considered to be worthy foes. (KessRith historians begrudgingly admit that the Ssora were an annoyance, but they hasten to point out that Alexander Trajan accomplished more in three years using Ssora ships and tactics than the Ssora had in the three millennia they had battled with the KessRith.) With the discovery of mankind, KessRith philosophy began a slow transformation.

KessRith incursions into Human and Naram territory increased, and the KessRith frenzy for battle became something mothers used to frighten bad children. If the KessRith lost a world with a 10-ship taskforce, you could be certain a 20-ship taskforce would soon show up. Efforts to appease them only angered the KessRith and provoked them to commit what Humans viewed as atrocities.

Then, the quick and deadly course of the Snow Plague allowed KessRith forces to sweep over the Naram, Human and Commonwealth worlds. The virulence of the opposition that still faced them surprised the KessRith, but it did little more than slow the juggernaut. Those Humans who could escaped. Those who could not were enslaved.

So it remained until the rise of Alexander Trajan.

The Human revolt surprised the KessRith. They had not expected Trajan's move in splitting them from the Ssora. KessRith society also hampered them because of the way that an individual KessRith warrior saw himself within that society. His loyalty was, in this order, to his family, his homeworld, his profession and finally the ruling Quoqa Clan. When the revolt in the Commonwealth drove the troops out, many remaining KessRith identified with their homeworld and local family. They came to look upon the Commonwealth as their new ruling clan, and the quick alliance between the Commonwealth and the KessRith Empire helped assuage whatever guilt might have remained in Commonwealth KessRith.

CULTURE

The KessRith are organized into extended polygamous family/clan units that generally include thousands of individuals. Each male has one to five wives—the number determined by the Dominator as a sign of the male's rank within the family. The Dominator is the senior male of a family, and his tenure in that post is still often decided by combat, though political and occupational skill make it a good idea to leave a physically weak but otherwise powerful male in charge of the family.

The typical family unit consists of a Dominator, his wives, his sons and their wives. Female KessRith leave their family and join that of their husband. Family units combine into herds based on related Dominators. The Patriarch is the strongest of the herd's Dominators. Herds form clans, the largest social group.

A Dominator is subject only to his Patriarch. He allocates the number of wives any individual may have and can even order one male to surrender a wife to another. The Patriarch can do the same, even moving someone from one family to another. The Clan Patriarch has the same power on the clan level; no one questions unless he is prepared to battle for rank and domination on that level.

With sentience, the KessRith have realized that brute strength is not the way to decide Domination. A Domination battle takes place in three parts, a survival challenge (to pit the candidates against the world), a mental/verbal challenge (to test their reasoning ability against each other) and physical combat. Because of the importance of the first and second tests in deciding dominance, a sharp but physically inferior KessRith may become a Dominator and will be accorded all due respect for that position.

This also allows the KessRith to recognize superior ability among other species in the galaxy. The KessRith often enjoy *malavoqa*—"sweatless combat" is a rough translation. This is a form of verbal sparring that involves intricate wordplay, and the human affinity for punning has made them favored *malavoqa* contestants.

Because inheritance and descent are figured paternally, and because it is a polygamous system, it would appear that women are little valued and have no importance beyond raising children. This is not true. The KessRith are egalitarian about the position of women in society and they accept them into the military on an equal footing with males. Women are limited in politics, but "puppet Dominators" are not unknown. More importantly, women keep track of bloodlines (since they know for certain who the father of their children is) and make sure that marriages do not combine poor genetics. As marriage partners generally come from herds within the same clan, genetic compatibility is constantly overseen.

Battles between clans are common, though civilization has changed things from the days when two clans would array themselves on a dusty plain for a fight to the death. Now Banker Clans wage financial war with other Banker Clans, and so forth. One human historian characterized these battles as mixing the worst parts of corporate raiding with organized crime wars. Dueling is still legal, however, and rare is the KessRith who allows himself to get very far from his sword.

The KessRith respect no one who does not value combat above all, but despite this emphasis on conflict the KessRith are capable of artistic endeavors. Granted, they do tend to martial expression in their art: swordmaking, armoring and the like are highly valued skills and artforms. Fighting a duel with a treasured clan sword, then, becomes a performance and is likely to spawn yet one more tale to be passed from Dominator to child.

GOVERNMENT

KessRith governmental organization isn't, and is cited as the overwhelming reason the Ssora and KessRith do not get along—the Ssora cannot abide disorganization. (The KessRith maintain the Ssora hate their government because the little lizards don't know who to betray to whom.) Each clan is an entity unto itself, although most are related to a half-dozen other clans because of a blood link somewhere in the past. (These larger clan groupings are called meta-clans or Unities.) When a unity includes a financial clan, a manufacturing clan, a political clan and a military clan, why would it need any outside help?

Only if a clan has been defeated in combat with another clan does it defer to that other clan. The dominant clans on a world select two representatives to a loosely defined Diet within the Province where their world is located, and that Diet then sends representatives to the Council of Champions on Sovi' KessRoth to select the Thirteen Clan Leaders who rule. The Thirteen choose one of their own as the Great Dominator and since the time of Z'tac (around 5000), the Grand Dominator has always been from the Quoqa clan. The current Grand Dominator is Tvarqi Quoqa.

The first major difficulty with the whole system is that no terms of office are set for any of the governmental structures. Someone from within a clan group could challenge and battle his way up through the Diet and Council to become a Clan Leader. Z'tac did exactly that. Granted, a radical turnover is rare, but what happened once could happen again.

The other problem with the system is that decisions are passed down from on high, but are ratified or rejected all the way down to the clan level. Most decisions are upheld, but the law of perversity always comes into effect. This means that most clans respect the rights of Ssora to live in peace on worlds, but others occasionally go raiding against the Ssora on a whim. A clan battle and domination may result to keep such a rogue clan in its place, but the phrase "house rules" takes on a new importance when among the KessRith.

PHILOSOPHY

The dominant philosophy among the KessRith can be summed up simply: a bull is defined by the challenges he has accepted and exalted in the struggles he has won. It is simple yet eloquent. KessRith do not bear grudges because they respect those who are able to defeat them. As with the initial battles between the KessRith and Humanity, a defeated KessRith will always strive to fight once more, I this is seen as homage paid to the victor.

Without doubt, the KessRith see TOG as the greatest challenge they have ever faced. They know that to lose the struggle against TOG is to be exterminated as a race. This they refuse to accept and fight on to prevent it. They recognize, value and respect the abilities of their allies in this struggle.

The KessRith have a very strict code of honor that binds them to family, homeworld and Dominant Clan. It governs everything from forms of address for all manner of family, herd and clan relations, to the proper way to kill oneself to expunge a spot on your honor (generally by doing whatever you can to take as many of the enemy with you). This code specifies 1296 different shades of dishonor and 432 different acts that will atone for those dishonors. Over 90 atonements involve dying.

EVALUATION

Physically imposing, the KessRith are superior combatants. They can be good and loyal friends, but their ties to family, homeworld and clan can supercede and destroy friendships if they receive a command to that effect from their Dominator. Personal honor and respect of peers are vitally important to the KessRith, but fawning over them angers them.

MENELVAGOREANS

Recently discovered and brought into the Commonwealth's alliance against TOG, Menelvagoreans are a growing cause for concern among TOG's military leadership. Powerfully built and armed with natural weapons that make them a terror in close combat, these aliens live to fight. They remain very secretive about themselves, but a certain amount of information has been produced that provides insight into these fascinating creatures.

BIOLOGY

[Editor's Note: The following physical characteristics are found within the Warrior caste. It is generally believed the other castes vary somewhat from this pattern and are a bit smaller than their more bellicose kin.]

Menelvagoreans stand over two meters tall and easily tip the scales at 200 kilos. There is no doubt in the mind of anyone just seeing one of these purple-azure creatures that they are capable of incredible feats of strength. However, they are also incredibly quick and dexterous for being so large. Their thick flesh is worked with bony plates, much like the flesh of an armadillo.

Bipedal, they rely on their thick, muscular tail for balance. Their hands and feet have three digits which end in sturdy claws. The feet have one toe reversed, for grasping, while the hand has a powerful, opposable thumb. The tail ends in a bony tip that, when certain muscles are flexed, splits into three prongs, similar to a grappling hook.

The head has a narrow, jutting muzzle that protrudes about 15 centimeters from its face, and three eyes arranged in a triangular pattern. The eyes see from normal light through ultraviolet and a sensory pit on the end of the nose has limited heat-sensing ability. Menelvagorean ears are little more than holes in the sides of the head, but they have a range of hearing that extends from human norm down to very low frequencies, including the sounds of earth tremors and other subtle vibrations.

Menelvagoreans live on a strange world in a triple star system. Their world has an elliptical orbit oddly constrained by the gravitational forces of the stars in the system (though the smallest and most distant of the stars really exerts little influence on it). Life sprang up in the massive, ever-shifting fissures beneath the surface of this very hot world; the Menelvagoreans represent the highest form of that life. Their claws and grappling hook tail allowed the ancient Menelvagoreans to traverse the dangerous byways of the crevasses similarly to the way monkeys move through trees, and the jutting muzzle became useful for getting prey out from within small cracks. The bony flesh stopped cuts on jagged rocks and even helped prevent damage from rockslides.

The Menelvagoreans reached self-awareness fairly swiftly because a conscious knowledge of self was the only way for them to survive on a jigsaw world where the pieces keep shifting, cutting off one hunting ground and opening another. The planet's orbit takes nine standard years to complete, and the landscape shifts throughout this cycle as gravitational tides tug at the world, so recognizing "seasons" and migrating correctly to avoid being cut off from food was very important.

This self-awareness manifests itself in a selective breeding program and societal segregation that has produced highly specialized individuals. Like terrestrial dogs, all of the Menelvagorean "breeds" can interbreed, but they tend not to. The castes, in descending order, are: Warriors, Pathfinders, Rockshapers, Drones and Philosophers. While Philosophers are considered the lowest in society, mainly because they produce nothing tangible, they exert considerable influence on society.

Menelvagoreans are hermaphroditic. Each has an abdominal pouch—seen as little more than a dark line on their stomach—that is a receptacle for a sperm capsule. Each also has an opening on the underside of his tail, where it connects to his body, through which he can produce a sperm capsule or lay a leathery, fertilized egg. It is not believed that a Menelvagorean can fertilize his own eggs, but legends tell of one who laid a clone egg.

Menelvagoreans generally produce a clutch of four eggs that take a standard year to hatch. The young are able to care for themselves almost from the start, but their parents help look after them. Aside from the Warriors, who are allowed to chose multiple mates and form complex households, most Menelvagoreans are monogamous and give birth to offspring once per cycle.

Menelvagoreans slough their flesh every nine years or so, corresponding to one complete orbit of their world. The process is not so much painful as it is annoying. Most Menelvagoreans endure this time alone and spend the week or so it takes in reflection on their life since the last shedding. The Menelvagoreans are believed to live about 400 to 500 standard years, so they perform this soul searching approximately 50 times during their lifetime. (Sloughed Menelvagorean skin, obtained from the few gladitorial champions in the TOG arenas, is the leather of choice among the wives of senators.) It is thought they reach sexual maturity after three sloughings.

The Menelvagoreans have a croaking, clicking speech they use to communicate among themselves, but they have adapted well to more normal speech. Their voice tends to be very deep, but is capable of high-pitched squeals of ecstasy when combat is joined.

HISTORY

Little has been discovered of Menelvagorean history in the 50 years since we met them. Their world was spotted by Commonwealth survey teams well before the Snow Plague hit. They classed it as a possible Gennium-Arsenic source, but gave it a C rating because the world was so inhospitable. The atmosphere contains oxygen and nitrogen, but it has too high concentrations of sulphur and chlorine to make it easy to work in.

Only after the loss of other worlds did survey teams come back to Menelvagor to try to get a better idea of its potential. They ran into Warriors and had some tense moments before the Menelvagoreans realized that anti-tank shells could make quite a dent in their hide. The survey crews immediately called down their contingent of Royal Marines and the very intelligent Colonel Roger Myatt inducted the Menelvagorean leader into his own unit, the 354th Royal Guards (nicknamed the "Rock Lizards" for their abilities in mountain and harsh terrain assaults).

The mutual respect of warriors for one another formed a bond that enabled cooler heads among the corps of diplomats and Pathfinders to work out agreements.

Menelvagoreans have joined the Commonwealth military in highly specialized units. The Menelvagoreans organize themselves in "Eyes," or triads of warriors. Three Eyes are a Squad, and three Squads are a Group. Menelvagoreans resist being placed in groups numbering more than 27—a number that has nearly religious significance to them. The Commonwealth would love to have a legion of these warriors, but the Menelvagoreans steadfastly refuse attempts to form them into larger units. (The Commonwealth, by offering facilities to build a warship, have succeeded in getting the Warriors to agree to supply 486 crew for the ship, but the majority of the crew will come from other than the Warrior class.)

Menelvagorean Eyes have been dropped behind Imperial lines before and during difficult assaults. Each 3-man team is virtually self-sufficient and views it as a mark of honor to see how long they can continue in the field before having to call in supplies and more ammunition.

A small number of Menelvagoreans have been knocked unconscious and taken prisoner by TOG. These individuals show absolutely no reluctance to fight for TOG as long as they are not pitted against their former Commonwealth unit. There is even some question if they realize they have switched sides in the war. They live for combat and it is not the place of Warriors to worry about politics or the whims of the gods. The few Warriors who have been made gladiators believe they have it best of all, with a new foe every day.

CULTURE

It appears, on the surface, that Warriors rule Menelvagorean culture and that everyone else bows and scrapes for their benefit. This is not really the case. There is no doubt that Warriors are highly respected and even feared. They are not stupid, but their concerns are directed toward warfare in all its myriad forms. All else, to them, pales by comparison.

The other castes have their own powers. The Pathfinders are the scholars of the society and include scientists, politicians and inventors. While Warriors sometimes forego anything but their natural equipment, the lower classes use tools so they can better accomplish their tasks. At the time of first contact, Menelvagorean society had progressed to a technological level roughly equivalent to early 22nd-century Earth.

The first Pathfinders were responsible for searching out the proper routes through the twisting and shifting plates of rock. Even today, members of the Pathfinder caste learn these basics before they go on to higher studies.

Rockshapers are the next highest class because they located and maintained rock chambers. As civilization became more sophisticated, the Rockshapers broadened their areas of expertise until they become the technicians and practical folks of the world. These are the "skilled labor" of Menelvagorean society.

Drones can be skilled labor, but their skills are more difficult to quantify. Drones include bookkeepers, computer programmers, artists and writers. Pathfinders and Rockshapers recognize the value of Drones, and Drones do not feel oppressed by their status within society. Certain of them, from time to time, get upset with the bullying they get from Warriors, but beyond that life is actually rather comfortable for them.

Philosophers form a unique class in that it stands at the bottom of the social ladder, but is a class into which one is "elevated" by the Warriors. The Warriors assign people to this class so they will be free to do nothing

but think and examine and report. It is considered a great honor to be made a Philosopher, and is generally seen as the reward for a spectacular life, but because they produce nothing, they are set on the lowest rung of society. [Editor's Note: The Warriors say that what they themselves contribute to society is the opportunity for life to continue. As violence is almost solely their province, this could, in fact, be true. By taking that burden on themselves they prevent the society from sinking into the morass of violent anarchy.]

Families are composed of two adults and up to 16 offspring in sets of four. Inheritance is figured by the partner who produced the sperm capsule. Warriors often have four or more adults in a family group, yet maintain roughly as large a set of offspring. This larger grouping is arranged so the young can be reared despite the possibility of losing an adult to combat.

GOVERNMENT

Warriors, who listen closely to the advice of Philosophers, are the final arbiters in all disputes. The Pathfinders organize and elect governmental officials who write and pass legislation on local and planetary levels. They get much of their input from the Guilds that are organized within the Rockshaper, Pathfinder and Drone classes, but only Pathfinders may hold office.

There are three level of law within Menelvagorean society. The lowest is Guild Law and only applies to individuals within the Guild while they are at work. As far as Warriors are concerned, Guild Law has no more weight than common custom. For example, if a Guildmaster bars a foreman from making his crew of shipwrights work on a star cruiser during a holiday, the Warriors—seeing the need for the cruiser as more important—would overrule the Guildmaster.

The second level of law is Administrative Law. This is a series of administrative edicts created by the Pathfinders. They are binding on society and can only be overruled a Warrior. As death is a possible outcome of any conflict between Warrior and law-making Pathfinder, regulations remain fair and are only appealed in extreme cases.

Finally and foremost there is Warrior Law. These are laws created by either Warriors or Pathfinders and acknowledged by one or more Warriors. A conflict between two of these laws pits Warrior against Warrior, with might making right. If a Philosopher cannot convince a Warrior that a law is bad and ought not to be acknowledged, that Philosopher should be able to convince one or more Warriors to battle for the law's modification.

Conflicts with Warriors are resolved by combat. It is not unheard-of for a non-Warrior to defeat a Warrior, but it is rare. Warrior vanity immediately causes the adoption of such a victor into its caste, confirming his position on the combatted issue with the force of a Warrior.

Civil matters are settled with fines or enforced labor projects. Violent crimes result in capital punishment, administered swiftly and surely. In the event an innocent individual is slain for a crime, and the real perpetrator is found, that individual and his entire family is destroyed to weed his genes out of the species. As a result, most violent criminals present themselves for judgment to preserve their families. The violently insane are given care for a cycle. If they have not been cured (or have not cured themselves!) by the next time they slough, they are slain. The non-violent insane are cared for and provided employment at simple tasks that make them think they are valued within the society.

PHILOSOPHY

Having only Warriors to reflect Menelvagorean society has provided a skewed view of these people. No one would suggest they are a kindly, pacifistic race because that is patently untrue. Even so, Menelvagorean Eyes sent out on scouting missions often seem to pay more attention to beautiful rock formations, constellations and flora than they do to the enemy. These savage warriors have the ability to appreciate beauty. It has been suggested that Warriors, because they accept and bear the mantle of destruction within their society, see it as their duty to direct their fearsome power at deserving targets while preserving those things worth preserving.

Menelvagorean warriors also have a poetic tradition in which they record their exploits. Rendered in more normal speech, the poetry has an almost cyclical rhythm, but does not contain rhymes and is very sparing on alliteration. From this it has been supposed that the other castes might also express themselves through art of one sort or another.

EVALUATION

Menelvagorean Warriors love and live to fight. They are the buffer that keeps the rest of their society free of strife and destruction. It is believed that Warriors are fully cognizant of their position and its import. This is the reason behind their willingness to leave their world to fight—their cooperation prevents the Commonwealth from occupying their world to take their Gennium-Arsenic and their fighting keeps TOG from coming to take their world. They are locked in a desperate game of playing both ends against the middle, and their destruction is assured if they lose.

The Naram were the first T-Space capable race mankind met. Their similarity to mankind was taken as a sign that man and his close allies were meant to rule the galaxy, a sentiment that continues today within TOG. Through the centuries of close association and intermarriage with mankind, the Naram have presented men with an interesting mirror in which to see what we might have become had circumstances been different.

BIOLOGY

The range of physiological traits shared between the Naram and Human species is truly remarkable. The Naram tend to be slightly taller and more slender than the average Human. Their range of skin, eye and hair colors is narrower than Human norm, with blond or blue-eyed Naram being rare. The average Naram has dark, thick hair and dark eyes. Male Naram can grow lush beards, though Humans tend toward having more and heavier body hair than their Naram counterparts.

Genotyping of both Naram and Human beings was one of the first tasks undertaken after the initial contact in 2461. The DNA compatibility worked out at 99.974825%. This has lead to a test that can establish if an individual is Naram or Human, but the test has some difficulties associated with it. First, it is very expensive. And second, the fact that Terran Mayans were actually a Naram colony means that Naram genetic qualities have already spread throughout the Human population. (Obviously, Naram and Humans can interbreed.)

Naram pregnancy lasts, on average, two weeks longer than human gestation, but their offspring mature about two years faster. The Naram also seem immune to many of the diseases that afflict mankind, though the Snow Plague did take its toll among them as well. Naram life expectancy is slightly higher than Human norm.

The evolution of two so similar species on worlds 35,000 lightyears apart has sparked all sorts of debate about everything from Creationism to punctuated equilibrium. Tribalists immediately embraced the Naram as the lost tribes of Israel and used them to "verify" the divinity of the Bible. Some evolutionists have even begun to accept the possibility of parallel development. As one noted, "The thing about statistics is this: just because the odds against such a thing happening are 55 zillion to one, it doesn't mean that one time won't happen."

HISTORY

Prior to the Naram/Human meeting in 2461 the Naram culture went through what their historians identify as three golden ages. The first, which has become known in popular literature as "the Surfacing" took place in antiquity and on a world the Naram have yet to identify. It apparently culminated in an apocalypse that nearly destroyed the Naram species. In fact, some believe the conflict was race-related and point to it as the reason why blond Naram are so rare (not because the blonds lost, but because a fleet of dark-haired Naram left home to find another world).

After this migration the newly-arrived Naram disassembled their starships and settled down to a more pastoral lifestyle, possibly because the technology that produced space travel was somehow linked to the war that nearly destroyed their homeworld. It is not believed the Naram had T-Space technology at that time, or if they did it was not refined. Still, the fact that one migratory spaceship made it to a new world has been used to suggest that perhaps another made it all the way to Earth to establish the human race, or yet further to another galaxy where more Naram wait to be reunited with their progenitors. (A Naram arrival early enough to have established Humanity is generally discounted.)

While the Naram attempted to keep conflict out of their lives on this new world, it did arise. More wars, over the course of the next 300,000 years, took the Naram to the brink of extinction on no less than four occasions.

It was during a lull between these wars that a group of Naram "rediscovered" interstellar travel and perfected T-Space technology. Having been ostracized for breaking the ancient taboo against rockets, they left to find another homeworld so their race could be preserved. Their leader was Maya Tikal and her name (shifted to the possessive Mayan) was given to her colony on Earth.

Mayan did not last very long because of trouble with human neighbors and internal, philosophical disagreements. In the end the Mayans decided to leave Earth and return to their old homeworld. The Mayan pacifist movement became very strong when the Mayans returned and took on religious significance.

The Naram, now aware of Humanity, monitored its progress for a number of centuries. Their interest picked up as mankind discovered radio and began to broadcast chronicles of worldly happenings. Apparently some Mayan officials pushed for direct intervention in Human affairs during the Second World War, but they were overruled by the anti-Mayan elements in the military. The Naram have denied any connection with UFO incidents in the late 20th century, and their monitoring records seem to suggest that no interstellar craft actually visited our world. (The failure of two Soviet probes aimed at Mars in 1988/1989 was directly caused by the Naram to avoid revealing the location of their listening station.)

When mankind appeared to be expanding in a direction that might bring them into conflict with the Naram, the Naram revealed themselves to Humanity. Playing upon all they had learned of Humanity through the centuries of monitoring television broadcasts, the Naram prepared a damaged ship and left it in a system they knew Humans were bound for. The crew sent out a distress signal when the Human ship entered the system. The Humans immediately rescued them. By the time the Human ship returned to Earth with its cargo, a Naram task force had arrived to recover its rescued crew and to open negotiations with Humanity. (Curiously, a number of the couples who met through that contrived circumstance did remain together.)

From that first meeting, Naram and Human worked together closely through cultural and scientific exchanges. Both species respected the other's territory and worked to build up a strong economic bond between their empires.

The meetings with the Baufrin, KessRith and Ssora bound mankind and the Naram even more closely in an attempt to stave off these threats

to their independence. The KessRith/Ssora captivity went no easier on the Naram than it did mankind. The Naram managed to adapt to it because of the way their culture reacted to change and separation from family. Whereas a Human torn from his family to work as a slave in a distant world would consider himself alone, a Naram would be adopted into a new family or would forge a family group around himself. This difference has been seen as the contrast between mankind's belief that God has a plan for him versus the Naram philosophy of acting to make a current situation better instead of suffering while waiting for a sign from God.

When Alexander Trajan revolted against the Ssora, he found ready allies in the Naram. With Trajan's support, Naram world after world exploded with rebellion. The KessRith were shocked by the ferocity of a people they had believed to be docile for thousands of years. The KessRith realized that trying to maintain control of their Naram holdings would tie them down and give the New Roman Republic even more targets to shoot at. Reluctantly, after twenty years of losing battles, the KessRith withdrew from the embattled planets and the Naram established their own Republic.

In their Human cousins the Naram noted a change. If the captivity had been a crucible, it served to harden men in a way that disturbed the Naram. They kept the New Roman Republic at arm's-length politically, but still coordinated activities with them militarily. This rough compromise characterized Naram/Human relations throughout the early development of TOG.

The Seduction of the Naram, as it is known in TOG, or the Rape, as it is known among the Naram, started in 6717 when TOG signed a Treaty of Peace and Friendship with the Naram Republic. Lictor of mixed Human/Naram blood infiltrated the Republic and converted, corrupted, co-opted or compromised political individuals and organizations over the next ten years. By 6727 roughly 40% of the Naram Republic's territory was ceded to create TOG's Dalvik District, and the rest of the nation became little more than a puppet state.

Since this conversion deep divisions have arisen in Naram society. Many people liken it to the old disputes that nearly caused the extermination of the Naram people. Leaders on both sides of the TOG/anti-TOG line recognize that open civil war would allow TOG to come in to settle things down. They fear an ambitious Diaspora policy being imposed on the Naram, and the eventual loss of the Naram identity.

CULTURE

The Naram have an expanded sense of family. Descent and inheritance are matrilineal—that is, they follow the mother's bloodline. Men, when they marry, leave their own families and join their wife's family through an adoption process that confers on them the same rights as actual blood kin. More often than not, three and sometimes four generations of Naram inhabit a "family town."

A "family town" is the closest translation for what the Naram call the buildings/living quarters they inhabit. One central building or apartment—human anthropologists have called it a "hutch"—serves as the general living quarters for everyone in the family. Here they live and play and eat. Satellite buildings or apartments—"dens" in anthropological terms—are allotted to adult individuals and couples for privacy and sleeping. These are connected to the hutch through hallways or enclosed tunnels/paths and seldom do these dens have their own private entrances or exits.

In the countryside this living arrangement produces a vast mansion with a dozen or more outbuildings, each of which may have yet smaller buildings linked to them for now-adult children. In urban settings whole apartment buildings become honeycombed with linked apartments and may vary in ownership from floor to floor. This linking of domiciles is perhaps most unique in the fishing families that live out their lives in vast flotillas of large and small vessels. There the connections are more flexible and consist of lines slung between ships or complex networks of ropes that make passing from one ship to another slightly less difficult than a trapeze act.

Because the Naram cling to this sense of family so tightly, any Naram far from his true family can easily feel out of touch with the world. Naram families regularly "take in strays" and adopt single Naram. An adopted Naram would then somehow notify his family of this new connection, forming for them an obligation to return the favor to another Naram from the family that adopted him, or to another Naram altogether. A complex network of debits and credits exists within the Naram worlds that few but the Naram understand.

This focus on the group produces other effects within the society. The Naram conception of possession is radically different from that common in Human society. Aside from a few very personal items— generally gifts or keepsakes of particularly strong sentimental value— everything seems to be communally owned. Whereas a Human might count his blessings by enumerating everything he owns, a Naram would tally them by looking at how much he has shared with his family, and how much they share with him. This sharing attitude creates within the Naram a desire to make sure everyone is happy with a situation. For this reason the Naram are seen as more trustworthy than Humans and have proved easier-going than the other non-human races.

This openness and giving nature extends to personal relationships. Naram do fall in love and marry, forging a strong alliance between their two families. The Naram conception of fidelity, however, gets back to the family concept. There is nothing wrong with one sister sharing her husband with another sister or cousin. It brings pleasure to each partner and, if there is a child produced by the union, it is considered a gift to the family.

The Naram equate the length and condition of their hair with the length and quality of their life. It has been suggested that this is a holdover from a time when nuclear weapons were used in one of their genocidal wars. The survivors, who lost their hair, marked survival by how much had grown back and how long it was by the time they died. The fact that hair is also very nutrition-dependent echoes this linking of hair with the length and quality of life.

As a result of this philosophy, virtually no one but warriors cut their hair. For warriors, the ritual of cutting off their hair signifies a transition from child to warrior and an acknowledgement that life might not be very long or pleasant. The other times hair is shorn is in social protest. A hunger striker, for example, will shear his hair to signify his willingness to die to accomplish a change in whatever policy or governmental body he is protesting against.

GOVERNMENT

Government among the Naram is an extension of the family system. Grand Elders are those individuals who have grandchildren living with them. Elders are those who have children living with them. Each family selects one Grand Elder to sit on the local Grand Elder council, and one Elder per 20 people in their family group to sit in the Elder Assembly. The Elder Assembly, also known as the Lower Chamber, drafts and passes laws for the Grand Elder Council—or Upper Chamber—to ratify or reject.

Candidates for higher offices must be Elders or Grand Elders. It is assumed that if their own family will not elect them to the local council, there is no reason they should be trusted on any higher-level. The people directly elect leaders from the local to continental level. From there all offices are filled by the Elder Assembly and Grand Elder Council. The Grand Naram Elder Council elects one of its own to be First Consul, and that individual is recognized as the leader of the whole Naram people.

PHILOSOPHY

The Naram desire to share and accept others as family forms the core of their philosophy and has been the key to their survival. However, pro-TOG and anti-TOG families each see the other as rejecting their offer to join together, and righteous anger seeps in where Humans might decide to live with a difference of an opinion.

The desire to avoid another race-wide war has put a strange stamp on Naram Renegade Underground terrorism. Instead of destroying an enemy family, the Naram make overt and covert signs to chasten that family into seeing the light. When the rumor started that the First Consul was a TOG agent, billions of anonymous cards signed with the Renegade R flooded the capital postal system.

This should not be taken as a reluctance or inability on the part of the Naram to wage war, because that is directly opposite to the truth. While the Naram are not as given to individual or spectator violence as Humanity, they are ferocious combatants. Because they identify themselves so closely with their family, and because they know what grief their death will cause, they fight hard, to avoid dying.

Within the Naram there is one strong, quasi-religious movement known as the Mayan People. Its philosophy stresses cooperation and pacifism. While assailed in some circles as little more than an excuse for collaboration with the slavemasters, it has remained strong. It addresses the Naram desire for unity and is occasionally credited with the survival of the Naram race. Some believers leave their families to join the larger Mayan People family, and Mayan mystics serve as the equivalent of chaplains within the armed services.

EVALUATION

The Naram can be characterized as beautiful, easy-going humans, but that would give short shrift to the true depth of their commitment to family and their desire to share with the world. Naram are the best of friends and will form their own "family" when surrounded by strangers. When betrayed, however, they can be as unpredictable and nasty as their human counterparts.

SSORA

The Ssora are a curious race often categorized as buffoons or treacherous villains. They are somewhat secretive about their species history and do not tolerate discussion of personal errors and embarrassments. They thrive within an ordered and deterministic society that forces them to employ labyrinthine means to accomplish their goals—as long as it does not take them outside the bounds of society's rules.

BIOLOGY

Ssora are warm-blooded, lizardlike creatures who average a meter and a half in height and 70 kilos in weight. While bipedal, they rely on their prehensile tail for balance. The tail is interesting in that it ends in two fleshy pincers that can hold tools or deliver a nasty pinch. Their dry, leathery flesh bears all manner of striations, dots and decorations, and can adjust coloration to the current environment. Their hands and feet each have three digits.

Ssora bond in pairs and remain together for life. Females are fertile once every two years and lay one or two leathery eggs that grow and hatch in six months. Ssora children reach maturity at 10 years of age and are cared for by their parents until that time. Their average life span is 80 years, with some Ssora even reaching 120 under favorable circumstances.

It is generally believed, by Ssora and human geneticists, that the Ssora evolved from small predators in an environment very much akin to the Late Cretaceous period on Earth. Some humans have suggested the Ssora actually evolved on Earth and left in massive generation ships for the farside of the galaxy. As they posit that such a migration would have taken place 62 to 65 million years ago, all physical evidence has been destroyed, if it ever existed. Still, the similarity between Ssora and Terran mitochondrial RNA has sparked such a debate. The Ssora vehemently deny this theory.

HISTORY

This debate over the Ssora's origin—whether or not they evolved from Terran dinosaurs—is fueled by some confusion in the Ssora accounts of their own history. While they have no memory of a period of exploration by ships lacking T-Space drives, when they traveled to a number of nearby worlds they located traces of what could have been Ssora civilizations. Many Naram have suggested that perhaps the Ssora, like the Naram, accomplished at least one interplanetary migration in their history. (Revisionist humans claim generation ships from Earth seeded that whole side of the galaxy, but only one of the civilizations survived.)

The idea that the Ssora had a headstart on all the other sentient races (be it 62 million years or more modest) has followers because of the amount of time it took for the Ssora to claim their arm of the galaxy. Though records are unclear, it appears that the Ssora developed T-Space drives about 100,000 BC. Their resultant spread proceeded at a pace not driven by the desire to explore, but by the need to find new worlds for an expanding population.

The Ssora's expansion eventually brought then into conflict with the KessRith. They ran across a KessRith generation ship orbiting a system. It had long since downloaded its cargo and had been maintained by the dominant clan as little more than a gunnery platform. True to KessRith philosophy, the KessRith shot first, then put the pieces of the Ssora vessel back together. Their scientists managed to reverse engineer the T-Space drive and within a century (roughly 2589 by Terran reckoning) had a spacegoing fleet capable of T-Space travel.

The KessRith would have pursued the Ssora and wiped them out in another millennium, but ran into a more worthy foe first—Humanity. The Ssora made the best of this respite—they negotiated an alliance of convenience with the KessRith and made a run at both the Human Raj (as the Human holdings were then known) and the Commonwealth.

The Ssora interest in fighting seemed secondary to showing the KessRith that they were holding up their end of the alliance. This was important because the Ssora had begun to infiltrate and liberate some of the Ssora worlds the KessRith had taken. Apparently the KessRith Clan Leaders decided returning these worlds were worth Ssora help in the alliance because they did not repudiate the treaty. However, when the Ssora pressed too hard at some key systems, the KessRith did react and sent the Ssora home in tatters.

Ssora interest in Human holdings apparently intensified when the Ssora learned about Earth. This coincidence has been put forward as yet more evidence of the Terran origin for the Ssora. And while that might be explained away as coincidence, the Ssora demand for Earth when it fell after the Snow Plague was very deliberate. While the declaration loses something in the translation, the Divinity (as the Ssora leader is called) informed the KessRith Grand Dominator that to refuse his request would "lead to a war in which we will eat your hearts and leave the rest of you for the scavengers." [Editor's note: The actual translation uses a Ssora term for "tender parts" where the author used the word "hearts." The author apparently used an older, expurgated copy of "War Declarations of the Ssora, 6300-6370."]

The gall of their demand struck the KessRith as brilliant within the realm of *malavoqa*, so the demand was respectfully honored. The Ssora rejoiced at gaining this fine planet and renamed it *Swuivuli*—Birthplace. [Editor's Note: Again, this translation is not wholly accurate. *Swuivuli* is more correctly rendered, "a place suitable for egg-laying." The author overlooks the fact that no fewer than *seven* other worlds within Ssora holdings bear that same name.] The obvious question begged by this rechristening is this: Why would the Ssora call Earth their birthplace if it had not been the world on which they had arisen?

Many experts feel the Ssora deny this theory so vehemently because of their current embarrassment over losing the world. This embarrassment would also explain why the Ssora did nothing to warn the KessRith about the Human uprising until too late. Of course, an alternate explanation—they didn't want to lose face in front of the KessRith because of the uprising—also has some validity. [Editor's Note: In fact, the Ssora Admiral on Terra at the time literally died from an asthmatic attack over his embarrassment. Without their leader, and accustomed to following orders, the rest of the Ssora did exactly what the rebels told them to do.]

The Ssora/KessRith conflict flared up anew because of Alexander Trajan's activities, and the KessRith once more took the worlds the Ssora had previously recaptured. When the Commonwealth and Naram also revolted, the KessRith chose to ignore the Ssora. The Ssora realized very quickly that TOG posed a greater threat to them than did the KessRith. Most Ssora support for the Renegades is concentrated around Commonwealth worlds.

CULTURE

The Ssora believe in order in everything and this makes them seem ruthless to many humanitarians. In issues of law and order, for example, a deviant—mentally incompetent or not—is given a flat 10-year sentence for any crime. It is, in effect, a chance to redo his process of maturation. If he commits the same or another crime after that 10-year period, he is killed. If his crime was truly deviant, like the smashing of eggs or something equally horrid, his family might also be destroyed to prevent defective genetic material from being passed along.

That said, Ssora society legitimizes a great deal of behavior that most other cultures consider less than ethical. Lying, cheating and manipulating are common practices among the Ssora, and do not endear these lizards to most other sentient races. The trick within Ssora society is to arrange everything so that what you desire is accomplished without your having to make a direct move at the target. It is a game of guess and double-guess that horrifies even the most seasoned Human politicians.

An example is in order. If a Ssora wanted one of the jars of macadamia nuts you received in a shipment from home, he would not ask for it. Were it within his power he would arrange for someone to have you posted to temporary duty in a place where you cannot take such things. When you offer the nuts to him because they aren't going to do you any good, he will refuse the gift, commiserate with you on your horrid fate, then offer to exchange something of slightly lesser value than the nuts for what you had previously offered free. In this way it finally comes out that he's doing you a favor for taking the nuts off your hands—leading you to believe he never wanted them in the first place.

Yes, the system is terribly inefficient, which in part explains why it took the Ssora as long as it did for them to expand as far as they have. Fortunately for the Ssora species, there are cases where this twisted logic isn't applied. For example, Ssora raised in contact with alien species tend to be more direct in stating their needs and more reluctant to manipulate others for their own ends. Exaggeration is still a flaw in most Ssora reports, but even that is retreating to manageable levels.

The second place where this double-dealing doesn't enter is in what the Ssora refer to as a *Ciesiesr*—soul bond. This is what they use to define the relationship between husband and wife, parents and children and two friends. It also defines the relationship of each Ssora individual with The Divinity, and therein lies the secret of progress. The Divinity can declare a *Slaciesiesr*, which is a soul bonding that encompasses a group of individuals for the duration of a certain project. One of the Divinity's main duties is to constantly renew the thousands of *Slaciesiesris* that make technological development and military operations possible.

The *Ciesiesr* is considered so sacred that Ssora rarely enter into them with anyone not of their blood. Rescuing or being rescued by another forms the basis of many of these cross-species *Ciesiesris*. Only the outright betrayal of a Ssora by a friend will earn a repudiation of a soul bond. And even then, it is not unheard of for a Ssora to continue to fulfill

those obligations with the kin of someone who has betrayed him, assuming the kin will bring their rogue back into line.

The obligations of the *Ciesiesr* are rather simple: the two people pledge to do whatever they can to help the other, up to and including giving one's life for the other. The depth of the Ssora commitment is evidenced by the fighter jock admonition that having a Ssora wingman is better than two guardian angels and flickerrate 140 shields.

The Ssora are able to exercise some subconscious control over the color variations in their flesh. In particular, their color scheme and patterning change to reflect new status and new responsibilities. Counting the stripes on a female Ssora's abdomen reveals, in theory, the number of eggs she has laid. Certain other patterns indicate family and economic status, and minor changes in them reflect almost daily adjustments in current situations. These differences are all but invisible to alien species, but other Ssora read them clearly.

Because some children hatch with intricate patterns on their flesh, the Ssora have developed a belief in reincarnation. While the family may take pride in the fact that their new infant apparently was a banker with four children and homes on two worlds, it is considered in poor taste to locate the family and suggest wealth should be shared to insure the child's proper upbringing. The Ssora do not believe in free will, because they see it as the progenitor of entropy and chaos. They argue that no matter what you think you could have done, your perception of choice was an illusion and your life would have been lived this way regardless—everything you are forces you to make the choices you make.

GOVERNMENT

The Ssora theocracy works in what appears to be an utterly confusing manner. Members of an oracular religious sect make pronouncements about what the gods have deemed necessary in a leader: e.g., "We need a Ssora with four Life Trauma spots on his Chest in a diamond pattern." Qualified candidates who are interested in the office put their name forward and the people vote for one by selecting a ballot with his name on it and giving it to the Registrar of voting.

Because of the Ssora deterministic bent, however, the election does not end there. These ballots, often in the form of a ball, are dumped into a hopper and mixed. The winner is then selected by chance (predetermination?) from the available ballots. Obviously, a popular candidate has a greater chance of winning, but this final step of leaving the selection in the hands of the gods means that the governing bodies do not have as much deadwood as is found in more conventional democracies.

Obviously the system is open to incredible fraud. The oracles can be vulnerable to bribery or coercion. The ballot selection could be fixed. The Ssora accept this, however, as the will of the gods. They assume if the gods have not meant for someone who abused the system like this to reign, they will already have determined that he will die shortly. Most often the abuse of the system actually takes place on the part of the oracles, who can closely define the announced qualifications to fit the individual they want to have the job.

Elections and votes on all governmental matters follow this pattern. Yes and no chits are put into a hopper when a piece of legislation is being considered. From these votes, the final decision is picked at random. Juries in criminal cases are polled in a similar fashion.

While this seems utterly counter to the Ssora love of order, it works to make the system flow more evenly and smoothly. What is the need for lengthy discussion of a law when you know that the gods will make the right choice for you? Why bog things down in red tape when you know red tape will only anger the gods? Get things done by whatever means you can, and then move along to do something else. Vacillation over decisions that are already predetermined is sheer folly. (In the eyes of the Ssora, Humanity is proof the gods have a sense of humor and a willingness to watch time be wasted.)

The Ssora government works in triples or triples of triples (i.e., nines). Most cities elect nine City Councilors and three County Councilors. The County Councilors elect nine State Councilors and three Continental Councilors. The Continental Councilors elect nine District Councilors and three Sector Councilors. The Sector Councilors elect nine Division Councilors and three Supreme Councilors. The Supreme Councilors elect the Divinity, but they are given so narrow a choice of candidates for that post that they really only ratify what the oracles report is the will of the gods.

PHILOSOPHY

The Ssora, because they have rejected the concept of free will, have not developed much in the way of philosophy. They believe in honoring the *Ciesiesr* as best they can and, other than that, they seek to do whatever they can to get what they want. After all, falling for a plan laid out by a Ssora is part of the will of the gods. (The Ssora do know they are blessed by the gods because they had T-Space travel first. They also know they're beautiful, unlike the other species, which is yet again more proof.)

EVALUATION

Unless you're soul bonded to a Ssora, trust him as far as you can throw two KessRith.

VAUVUSAR

These ambassadors and envoys from the Magellenic Republic, while they have not been in contact with Mankind for long, have played a pivotal role in Human history. They arrived, or at least made themselves known, in 4996. They witnessed the destruction of mankind by the Snow Plague, and then assisted his rise from slavery. Always friendly and courteous, the Vauvusar are incredibly "modest" in discussing themselves and their background. There is much more to these aliens than meets the eye.

BIOLOGY

The Vauvusar are tall, large-skulled creatures who have the willowy build one would expect in a creature that evolved in an aquatic environment. Their eyes are set on either side of their bulbous head, yet provided overlapping fields of sight to give them depth perception. Bipedal, their whiplike tail is a reminder of their early development as an aquatic predator; it still can propel them through water or deliver a nasty swat in a fight. It is not prehensile.

The Vauvusar's physical development has provided them with some physiological anomalies that are important to note. The large head is little but mouth, nostrils, eyes and ears. Each of these connects to sensory inputs which lead through the back of the skull to the brain, which occupies a place inside the Vauvusar ribcage just above and on either side of the Vauvusar's 6-chambered heart.

The Vauvusar started as omnivorous creatures—though many are now simply vegetarians—eating floating plants and animals. Their flat head presented little profile to alert prospective meals. When a Vauvusar finally floated into position, it dropped its massive lower jaw and created an incredible suction that literally pulled the waiting meal into its maw. By squeezing its powerful cheek muscles, it expelled the water in a stream and crushed the meal before it slid down its gullet.

This stream of water also became a useful defensive tool for use against winged creatures. Any avian stooping on a Vauvusar could at best threaten an eye, while the Vauvusar could knock it out of the air with a directed stream of water. Because Vauvusar still have that ability, it is wise not to anger one or make him laugh too hard when he has a mouthful of any liquid.

The Vauvusar have four arms and two legs. Their arms are not suited to heavy lifting. Even so, these arms are capable of quick movement in water, which makes them quicker yet in air. Their legs are much stronger than their arms, but still unremarkable. Each limb ends in a triple-digit appendage—the hands having small but opposable thumbs.

The Vauvusar have two sexes, more or less. No one is quite certain when they reach sexual maturity, but females remain infertile until they are chosen to become brood mothers. An older brood mother takes a female in who, after an amount of time that the Vauvusar leave unspecified, becomes a brood mother herself. Xenobiologists suggest this transformation occurs because pheromones from the brood mother trigger the changes in the infertile female, and they suspect the transformation could be chemically induced. The Vauvusar offer no comment on this and

clearly view the associational time spent between infertile female and brood mother as a period of discovery. If the female is a good mother (her duties include caring for the brood mother's last batch of children), the change is allowed to occur. If not, she is discharged and another is taken in.

Partners for mating are chosen by the prospective brood mother and choices are apparently made on a highly subjective basis. The brood mother produces up to 100 eggs at a time and they are fertilized in a breeding pond by one or more males. Survival rate is approximately 50%. Fully 80% of the offspring will be of one sex, 20% of the other, depending upon the ambient temperature of the breeding pond. Selection for sex is strictly forbidden, though it happens from time to time, especially when more male warriors are needed. Siblings are those from same birthing pond, regardless of actual parentage, and sibling bonds are not nearly as important to the Vauvusar as they are to other species.

Curiously, the Vauvusar disassociate breeding from love. As breeding does not require physical contact between partners, it has become almost a pragmatic matter. The brood mother, it is expected, will choose the best father(s) for her children she can find. Being in love with one individual and fertilizing the eggs of another is not considered infidelity, but rather survival of the fittest. In fact, fidelity is not a word the Vauvusar have in their vocabulary.

No one is certain of the Vauvusar life span, but it seems to be roughly double that of a normal Human, about 200 years.

HISTORY

The Vauvusar have been very private about their history. They occasionally confirm or deny specific theories, but this only happens within the scientific community. For example, the Vauvusar were pleased to exchange information on evolution with Humans, but they have politely ignored requests for formal histories of the Vauvusar people.

We do know that the Vauvusar overcame another nearly sentient creature in their distant history. The Vauvusar have a dislike of the KessRith that closely approximates the Human revulsion for spiders and snakes. The few facts and rumors that have surfaced suggest that a centaur-like race either arose on DurVau—their homeworld—or attempted to conquer it from space. The Vauvusar successfully defeated the centaurs, but at a cost still apparent today.

There also has been, in Vauvusar history, a certain amount of racial strife. The Vauvusar come in two colors: dun with green striping and blue with yellow striping. While either Vauvusar race are cordial enough to aliens, there is some tension between the two groups. The duns appear to be deferential to the blues, but no good explanation has been offered for this behavior.

As noted above, the Vauvusar first came to Human attention in 4996. They introduced themselves on several worlds, noting they were ambassadors from the Magellenic Republic (over 150,000 lightyears away) to the Human Raj. They showed nothing but peaceful intent and seemed to take no umbrage at being quarantined or even tested before they were

allowed contact with the general populace. When they were finally allowed to travel among the people, the Vauvusar were something of celebrities and got wide circulation.

It is often thought to be more than coincidence that the Snow Plague hit the worlds visited by the Vauvusar the hardest. The possibility that the trigger virus was of Vauvusar origin has not been discounted because, on its own, it is an innocuous virus. It is not catalogued among those isolated in the first visits by the Vauvusar, but it could have been brought in by subsequent ambassadors or, more importantly, could have been carried by ambassadors who had seen duty among the KessRith. It is believed envoys did visit the KessRith Clan Leader Z'tac Quoqa and studied his work in viral genetics, but it is unlikely they recognized what sort of threat his work posed to Humanity. (After all, how many diplomats have degrees in Applied or Theoretical Genetic science?)

What is known for certain about the Vauvusar and the Snow Plague was their tireless work in helping the sick. Because the virus could not affect them, many of the Vauvusar ambassadors worked within the quarantined hovels containing the sick. While some people merely thought them ghouls seeking to assuage their curiosity concerning Humanity and death, those who survived because of Vauvusar ministrations sang their praises. (This residual good feeling is one of the factors in the TOG tolerance of the Vauvusar.)

As the KessRith and Ssora arrived to take over the Human/Naram/ Commonwealth holdings, the Vauvusar stepped in to fill the role of go-between. They negotiated the retreat of some military forces and occasionally used broad diplomatic powers to evacuate people the KessRith and Ssora were hunting. (They accepted these fugitives' "credentials" as ambassadors to the Magellenic Republic, though they never took any of them to the Republic itself.)

During the millennia of darkness and slavery, the Vauvusar managed to keep some of humanity's culture alive by archiving it and buying slaves to study and perform works for them. These Vauvusar slave plantations later became cultural and educational centers once the worlds were liberated. Aside from their incessant questions of why and how people did what they did, the Vauvusar evidenced no other reason for these acts of kindness.

Eventually the Vauvusar began to buy old, obsolete weapons from the Ssora. They hinted at a war back in the Magellenic Republic and said they were using the weapons to arm insurgents. The Ssora, amazingly guileless in this instance, sold them millions of seemingly useless Dicesium-Tellurium lasers. The Vauvusar smuggled them to Alexander Trajan and the rest is history. Trajan later used the Vauvusar as couriers to get material to various human outposts, and the Baufrin used Vauvusar as couriers when negotiating the Commonwealth/KessRith treaty.

Many have speculated as to the reasons behind the Vauvusar assistance to the Human resistance. TOG officials claim it was because the Vauvusar realized that Humanity is the only race with the vitality needed to develop the galaxy to its fullest. Some put it down to their hatred of the KessRith or their desire to atone for having been used to deliver the Snow Plague's trigger virus. Still others have suggested it was merely an experiment designed to answer a big "What if?" question. And some have even asked if they armed Humanity because they feel Humans are the Milky Way species most vulnerable to conquest from the Magellenic Republic.

Since the development of TOG and the revolt of the Renegade Legions, the Vauvusar have been placed in a curious position. They have military units within the Commonwealth Armed Forces which engage

TOG units on an infrequent basis. The Vauvusar claimed, at first, these were observer units who merely returned fire when fired upon, but that explanation grew old very quickly. The Vauvusar in TOG territory claim those units are renegades from the Magellanic Republic, though that is not what the Vauvusar assigned to the Commonwealth or its allied nations call them. TOG has lived with this explanation if for no other reason than the Vauvusar units are not worth worrying about when compared to KessRith Heavy Cavalry.

CULTURE

The Vauvusar trace descent maternally, as the identity of a father can seriously be questioned in almost any case. A family unit generally consists of a brood mother, her helper and the children. The lovers of either the brood mother or helper may also share living quarters, but they have no *obligation* to the children even if they are biologically related to them. Still, male or female partners of the "parents" do willingly contribute to the upkeep of the household and may, in fact, be their sole support. Other support comes from contributions by the juvenile and grown offspring of the brood mother.

Sexuality among the Vauvusar is decidedly confused from a Human standpoint. Reproduction is utterly separated from love. What is left, in terms of lovemaking, is what the Vauvusar call "Oulouku" or "shared joy." As such it is an activity the Vauvusar greatly value and engage in whenever the opportunity presents itself.

Having disengaged love from reproduction, it would seem that the Vauvusar have no place for love, but this is not true. Love, for the Vauvusar, involves an emotional bonding between two individuals who vow to share their innermost thoughts and wishes with each other. It becomes, for the Vauvusar, a spiritual bonding and is sundered only in the case of insanity or death. Even then, the surviving partner might refrain from bonding with another out of respect for the first bond.

Love, in the Vauvusar, has such a strong intellectual element that it breaks down into many different classes. While a Vauvusar will have only one Soullove, there can be many individuals who are loved and return love on a less intense level. In human terms they might be classified by the following progression: enemy, acquaintance, buddy, friend, teammate, good friend, best friend and lover. Enemy is included here because the Vauvusar see it as the utter absence of love between two individuals, and that forms a very tragic bond in Vauvusar literature and culture.

Again, fidelity does not apply because, to the Vauvusar, to betray someone they love—to any extent—is to betray part of themselves. This is insanity, and insanity is a state which breaks all bonds anyway. The Vauvusar can no more think of fidelity or infidelity than we can think of poisoning half (but just half) of our body. (Self-diagnosis of insanity is the leading cause of Vauvusar suicide.)

As noted above, enemies for a strong tragic theme in Vauvusar culture. Most of the tales revolve around two individuals who, because they hate each other, fail to reach what was a common goal. Most common is the "Key and Chair" story in which two children want to get food from a locked cabinet located high on a wall. They hate each other, so the one who is strong enough to push a chair beneath the cabinet refuses to do so. The other one refuses to give up the key. Both of them realize, too late, that they have starved and are now too weak to work together, even if they wanted to. They die, each blaming the other for his own death.

The most extreme trait of the Vauvusar is their insatiable curiosity. "Curiosity killed the Vauvusar" is a saying heard often in the Common-

wealth. Methods of inquiry vary among the Vauvusar, but they generally remain quiet, staring intensely at whatever is happening or who is doing it, until they are invited to question something. At that point a veritable torrent of questions spills forth. While this sort of badgering can be annoying, police forces have found Vauvusar very effective as interrogation specialists.

GOVERNMENT

As nearly as can be determined, the only ones allowed to vote within the Magellenic Republic are brood mothers. They are the family's source of wisdom, and are assumed to have the best interests of their family at heart. Brood mothers form Councils from the local level through, presumably, the Republic level. The First Mother is the nominal ruler of all, but she appears to chair a galactic council of Mothers.

PHILOSOPHY

The Vauvusar have, from a humanocentric point of view, a very confused philosophy. The uncoupling of love and reproduction has made them much freer and hedonistic than other sentient races. Their intense curiosity makes them voracious consumers of information, but they never seem to stop long enough to digest and consider what they have learned, or what its possible effect on them might be. Even the times they join combat against TOG seems by whim rather than design. They tend to operate as if life is an experiment and they are solely observers.

It is virtually impossible to make a Vauvusar angry. Because of their curiosity, they often miss the intent of insults and slurs while they study the language and gestures used to put them down. Once they finally realize what is happening, they classify the brutalizer as an enemy, and may even rank him as insane. From either there is no real return, though the Vauvusar are pragmatic enough to form alliances of convenience to get out of a jam.

However, jams occur rarely; the Vauvusar seem to have a sixth sense about trouble. Their ability to avoid ambushes and traps is legendary among other species. It is sometimes assumed to be a psychic ability, but most rational individuals attribute it to subconscious triggers based on the Vauvusar's many experiences. It is, in short, as if their brain has an autopilot that steers them clear of trouble. Only when entering a totally new situation will a Vauvusar find trouble if he's not specifically looking for it.

EVALUATION

The most troublesome thing about these very quiet and friendly aliens is that no one has any better idea of why they have been sent to visit the galaxy than we did when they first showed up. That they have been helpful and friendly to mankind cannot be denied. That they seem peaceful and benign is not in question. What they want is still, however, unknown, and that makes some people uneasy.

That not withstanding, the Vauvusar are very good allies to cultivate. They study and learn everything and they can recall virtually all of what they learn. Friendly and diplomatic, they can also smooth over "personality conflicts" when needed. Because they are on friendly terms with everyone, the presence of a Vauvusar means most folks will ask questions (or answer them) before shooting, and that makes things much healthier for everyone.

ZOG

The Zog are a highly imitative race discovered by TOG a century ago on a small, backwater planet. Over that 100 years the Zog have been slowly integrated into TOG society on a very limited basis. Because of the Zog's unique biological and social tendencies, TOG officials are uncertain if their policy of Diaspora would really serve a purpose in this case. The Zog, as far as they are concerned, are the perfect slave race. The Commonwealth considers them victims.

BIOLOGY

The Zog are highly social creatures that live in family bands consisting of one dominant male, several subordinate males, a number of females and all of their infant and juvenile offspring. Their organization has been closely compared to that of Terran chimpanzees, as has their physiology. Except for the patches of lizardlike flesh on the face, forearms, hands and lower legs, the Zog are covered with a thick fur that makes them easily mistakable for large chimps. Like chimps, their strength is out of proportion to their small size, and their triple-digit hands and feet can be used for grasping. On the average, they stand 120 centimeters tall and weigh 70 kilos.

Their fur varies from white and dun to black. The Zog make no racial distinctions on the basis of fur color, but the color of their flesh is another thing entirely. Flesh runs from a bright red, purple or green to a brilliant gold with black flecks. This latter pattern, which emerges only after at least one molt, is viewed as a sign of divine favor and these individuals are treated with great deference.

Zog females have an abdominal pouch into which their offspring are born. Pregnancy lasts for 7 standard months, followed by another 12 months in the pouch.

The dominant male Zog technically has the right to mate with any of the women in his band, with the exception of his sisters and daughters. These are given over to his subordinates in appreciation for their loyalty or as a bribe to prevent a dominance battle. With sentience, female Zog have risen above the status of chattel, but this has not eliminated the sharing of favors with males in the band.

Zog reach maturity by the age of 10, though they generally are not allowed to mate until a male reaches 20 years and a female is at least 15 years of age. At about the age of 30, Zog enter a molting phase of which little is understood. It is believed to be very painful and arduous. Zog generally wander off to undergo this process in private, and most are reluctant to speak of it in any great detail.

Even so, some things have been learned. It appears that a Zog undergoing this process loses all its hair. In the months before the process the Zog develops an incredible appetite and eats virtually everything in sight. The Zog's metabolism shifts down into starvation mode—becoming incredibly efficient—so all the food eaten is converted into fat. Its flesh stiffens into a chitinous cocoon within which the Zog lives, surviving off the stored fat, for up to three months.

The Zog refer to the process as *Eyatcha*, which has been translated as "Soulwar." During this chrysalis period the Zog believe an individual changes into something more like his true self. The vast majority of Zog come out of it in three months with nothing more than a new skin and some metaphysical insights. Legends suggest that others, from the saints among the Zog presumably, become tall, golden-skinned, human-looking immortals with magical powers, that go to live within the planet's hollow core. Finally the truly evil transform into nightmarish creatures that stalk the darkness, stealing bad children to eat them.

[Editor's Note: As usual, the author quotes as fact stories that are little more than faery tales or the latest crackpot theory. These golden immortals have not been located, though seismic data does indicate the planet is riddled with subterranean cavern networks. The nightmare creatures are more real, but current *scientific* thinking classes them as a predator native to the Zog homeworld.]

Zog undergo three moltings in their lifetime. If they have not become immortal by then, they die of old age at about 95 standard years.

HISTORY

The Zog come from a harsh, dry planet characterized by broken lava plains and intense sunlight. The TOG scientists who came to survey the world did most of it from orbit. In fact, until they finally sent a small team down to the surface they had no idea that the planet was inhabited. When they met the Zog, they were fairly certain they weren't sentient.

The Zog band the scientists studied had been specially selected by the cave-dwelling natives to study the aliens. The Zog had been impressed by the appearance of the humans—being so close to the Immortals in physiology—but they were put off by the power of TOG weapons used in aimless target practice. The Zog scouting party acted completely and utterly primitive, and the TOG were taken in entirely.

The anthropology team were entertained by the Zog and marveled at how the Zog stole little bits and pieces of technological equipment and set up a crude imitation of the TOG camp. The whole human party began slipping the Zog equipment and castoffs which the Zog treated like treasure from the gods. By the time the survey crew packed up and left, the Zog had amassed quite a bit of equipment, including a P-Comm device and several obsolete expert systems on industry and electronics.

It is believed that the Zog were pre-industrial before the TOG incursion, but fifty years after the initial survey party departed, a second party discovered settlements with a technological level equivalent, in certain places, to 23rd-century Earth. When asked how they were able to understand all of the equipment, the Zog said the Immortals had helped them. Since then, however, most have come to believe that a bit of native intelligence combined with an incredible imitative tendency produced this overnight elevation of the Zog.

Most TOG atlases list the Zog homeworld as Zoga—taking the name the second survey group was given by the natives. In fact the world is still known among the Zog as Zeztra, and they call themselves the Zezari. To honor and win acceptance from TOG, however, the Zezari declared their world the Zeztra Overlord Government and have taken to calling themselves Zog.

Zoga has been used as a training site for TOG grav tank operations because of the open expanses of featureless plains. The vaunted Harbingers of Death (Rasulta Legion 13379), among others, have actually recruited and accepted a Zog male as a member of their unit. From all reports, though the Zog are not a particularly bellicose species, they function well enough in combat.

CULTURE

The Zog live in bands that consist of a dominant male, his subordinate males, females, juveniles and infants. A male is bonded with his band for life. To betray this trust is the greatest sin a Zog can commit. A traitor to a band, when caught, is forced to kill and consume his own offspring. This induces a molt incident and, legend has it, such an individual becomes a monster.

Dominance in the band is decided through "combat," though the contest itself is undertaken on whatever grounds the current dominant male wishes to name. Once a mentally adept Zog becomes the dominant male, all his challengers will have to meet him in a test of wits. A defeated challenger can either remain subordinate or, in less frequent cases, can split off and form his own band. This latter course takes some time but, in gathering females and other males, it insures good genetic mixing.

When a dominant male is injured or ill and decides to relinquish his rule over the band, or undergoing molt—in which case he *must* relinquish control—he decides the nature of the contest to be waged to replace him. It is easy for a dominant male to insure, in this manner, that his choice for an heir are respected, though it is possible for his hand-picked replacement to lose the contest.

Females were once considered the property of the band, but sentience has modified this view. The dominant male still maintains a harem of five or more females, and the subordinates have anywhere from one to four mates. The dominant male no longer can transfer one female to another male on a permanent basis, but he can demand she submit to another male. This submission involves a rather elaborate ritual that only rarely results in actual sexual consummation. The purpose of the action is to punish the male with whom the female is attached, and the embarrassment is profound and very real.

Inheritance is figured along paternal lines. Males stay with the family band and females are brought in from other bands, forming alliances with them.

In general, the Zog are a very relaxed race. Often this lack of reaction, especially to insults, is taken as a sign of dimwittedness, but no one who has spent much time around the Zog consider them stupid. Actually the opposite is true: those who know them consider them smarter than they are given credit for. Some wonder what the Zog are up to in passively submitting to TOG.

The Zog take verbal abuse from xenophobic Toggies very easily, which tends to enrage many of their tormentors. Most Zog note, "Words are wind with weak thunder and less force than a spring breeze." Zog tend to treat their human friends as members of a loosely defined band, and accord them the loyalty that comes with that classification. Those who befriend a Zog find him always ready to help, even at risk to himself. Those who earn the ire of a Zog (a difficult thing to do, but then Humans can be very persistant) find themselves with an indifferent team member who would sooner kill himself than lift a finger to help a bigot.

GOVERNMENT

The Zog government is decidedly bizarre, from what little can be determined. Family units form the basics, with the dominant male being the key individual. Apparently, dominant males are organized into local and continental Councils, but they never seem to travel anywhere to have meetings. Instead, the Zog claim, the dominant males conduct business in their sleep. These gatherings are organized and chaired by the Immortals.

TOG scientists still have not been able to test dominant males for latent psychic abilities, but they have not been able to discount that possibility. Telepathic communication would explain how these pre-industrial people were able to step into the atomic age in fifty years, especially if the Immortals provided guidance and technical assistance. [Editor's Note: To repeat—no evidence for Immortal existence, much less involvement in technological development, has come forward. Evidence of telepathic capabilities among the Zog is just as elusive.]

PHILOSOPHY

Semper Fidelis seems to be the watchword of the Zog. For example, they view the Renegade Legions as apostate. To betray one's band, no matter how large, is anathema to the Zog. (Had General Constantin returned to Earth and challenged Ivanolo Buntari for dominance, the Zog would have understood and respected him.) The Zog carry this faithfulness to an extreme, vowing to do all they can to destroy those who have slain their comrades.

Beyond that, the Zog seem devoted to learning and to avoiding all unnecessary conflicts. Every Zog believes that survival or elevation within molting depends upon how much anger and resentment he harbors in his soul. Knowledge and friendship are the counters to anger and destructive tendencies. Only by having an overabundance of the good can a Zog hope to become an Immortal. Avoiding needless fights, then, is the key to salvation.

Curiously the Zog have no theology. They see the Immortals as their final, greatest state of being. They know they can attain "heaven-in-body" so they don't worry about deities. When asked, "If you don't believe in God, who created you?" the Zog reply, "Does it matter? If you are right in all you say about your God, He will welcome me to Him no matter what. If He did not, He would not be all-loving and omnipotent as you say He is. If I am right, I promise I will remember you when I have become an Immortal. See, we both win."

EVALUATION

The Zog are an intelligent race that seem to be quickly coming up to speed with the rest of the galaxy. They are very good friends and very capable enemies. What role they will play in the continuing saga of TOG depends upon the ultimate government disposition of their species. For a species that still clings to superstitions, they seem to understand the modern world well, so whatever TOG decides to do with them may not go unopposed.

SHANNEDAM COUNTY

Shannedam County is charactersitic of the "frontline" counties in the conflict between the TOG and Commonwealth. Its population is a good mix that allows for characters from any and all species. Because part of it is held by TOG, part by the Commonwealth, and part is disputed (not counting the two Free Trader worlds), it allows for a good mix of political allegiances and intrigues. In short, it has everything needed for a game setting.

HISTORY

THE ROOTS OF THE COUNTY

Shannedam County was established in the 67th century and forms the seat of the Alaric March Grand Dukedom. Resource rich and industrially developed, it is a boon to both TOG and the Commonwealth. Of the 40 worlds in the county in 6831, 16 belong to TOG, 14 to the Commonwealth, 2 to the Free Traders and 8 are currently contested. Initially TOG made some quick advances, but the war has bogged down and crawls on at a slow, bloody pace.

The area has been settled since long before the Snow Plague and KessRith subjugation. The majority of inhabitants are Human (42%) who can trace their roots back to the "old days" when they threw off the yoke of KessRith oppression. The remaining humans are refugees from TOG. The main difference between the two groups is that the newcomers hold themselves to a stricter (and, they believe, superior) moral standard. The longtime residents, for example, do not attach an onus to birth out of wedlock—a convention dating back to the days when trying to repopulate worlds after the Snow Plague was a very pressing concern.

Initially, these differences created conflicts that resulted in riots. There were also difficulties with TOG refugees who sought asylum in the Commonwealth, but did not want to leave their xenophobia behind. In the long run, however, disparate groups merely spread out throughout this very rich county and prosperity brought with it an easing of tensions.

Narams form the next largest population group (25%) but have only recently eclipsed the Baufrin. Over half the Naram have moved to the county since the annexation of half the Naram Republic by the TOG. The Naram have easily integrated themselves into society, and mixed marriages between Naram and Humans are quite common. In fact, only the Naram custom of wearing their hair long (based on the actions of the heroes of the *K'ekasalavo—The Naram Book of Tales*) gives anyone a clue as to who is Human and who is Naram.

With 22% of the population, the Baufrin form the next largest group, and are the group that has the oldest claim to the area. Some of their colonies date back over 3000 years and already existed at the time of the dramatic meeting of Humans and Baufrin in this area so long ago. The Baufrin are especially well suited, because of their exoskeletons and small size, to Gennium-Arsenic mining. This puts a substantial amount of the County's wealth in their hands and their willingness to share that wealth has prevented any Human prejudice arising against them.

The rest of the population, roughly 11%, is a mix of KessRith (dating from their Imperial days), Ssora refugees, and a handful of members from other sentient races. On some worlds, these extreme minorities are ghettoized, but unity in opposition to TOG has bought all of them acceptance within the Commonwealth's society.

TOG INCURSIONS

The Terran Overlord Government conquered the last world in the Keserdal County in 6809. Shannedam County's leadership, in conjunction with the Commonwealth, realized Shannedam would be next. They allotted 21 legions (12 Commonwealth and 9 Renegade) as the first line of defense and parceled them out to cover the worlds they saw as most likely to be attacked. Another 12 Legions (5 Commonwealth and 7 Renegade) were designated as a reserve force, and 5 Carrier groups and 10 Battleship Groups were left to form the bulk of the naval strength in the region. The Commonwealth examined its plan and decided it was ready for anything.

6811 proved them wrong.

TOG bypassed the obvious targets and drove deep into the county to hit Ancona. This attack came at the direction of Julianus Caesar and caught the Commonwealth utterly by surprise. Ancona fell, and that victory threw the defenders into chaos. As they scrambled to transfer troops to all the new targets available to TOG troops, TOG slashed out again, hitting several worlds at once. More troops from Keserdal County launched attacks and, over the first ten years of the war for Shannedam, the Commonwealth scored no victories at all.

The first turning point in the conflict came in 6815, but its full import was not felt until 6818 and later. TOG struck at Saguntum III and ran into the 121st Commonwealth Legion. The Naram Brigadier in charge of the 121st used the world's hideous climate and weather conditions to continually outmaneuver her more powerful enemies. While the world did finally fall in 6818, its conquest took far longer than the 9 months the TOG experts had initially planned for.

More important than adding two years to the TOG schedule, the stubborn defense of Saguntum III dulled the gleam of the county in Julianus Caesar's eyes. Suddenly 25% of the troops and supplies allocated for Shannedam's conquest went to other endeavors. This aggravated the whole situation, yet TOG troops fought on and, over the next seven years, managed to solidify their hold over close to half of the county. Still, the lack of support from the Caesar meant that the worlds of Caralis and Messana have been able to hold out against TOG, and seem able to do so for the immediate future.

In 6825 Julianus Caesar again decided to play in the County. He installed a new commander, Lieutenant-General Marcus Spartivalcus, and promised him more support. Anxious to prove himself worthy, Spartivalcus redoubled efforts to crush Caralis and Messana, with very poor results because the assaults were tactically unorganized. Despite his failure to take the worlds, Lictor have noted the Commonwealth is slowly pulling people off those worlds—conceding the fact that they cannot support both worlds forever.

In 6829 Spartivalcus decided, at the Caesar's urging, to strike at Syriph XX. Unbeknownst to him, the world he planned to use as a staging base for a strike at the County capital (Defiance) was a Renegade Legion reinforcement and supply base. When his two Legions landed on the world, they found themselves facing considerably more than "token resistance." Disgruntled troops, fighting for their lives and to avoid being thrown off the planet, christened the world "Caesar's Folly"—a nickname the Commonwealth readily adopted and promoted. The fighting continues to this day, the highlight of which was the complete destruction of the TOG 816th Strike Legion in 6830.

Spartivalcus, realizing it was better for him to appear to be making progress than to concede defeat on Caesar's Folly, took the new troops assigned to his command and launched them at Defiance despite not having secured their staging area. In 6829 a full Carrier Group with two Legions in tow entered the Shannedam system, intending to bash their way through the system defenses and land the troops on Defiance.

They didn't make it. Even though the TOG force outnumbered its opponents, the Commonwealth fought well enough to avoid immediate defeat. When the CPS *Windwona* rammed the TOG battleship IWS *DeathWind* and killed it, the TOG spirit broke. One carrier fled, stranding its Fighter Wings in the system, and that caused the remaining TOG forces to shift their priority from landing troops to surviving the battle.

THE CURRENT SITUATION

General Spartivalcus is under a great deal of pressure, for rather obvious reasons. The fact that he has secured five worlds is the only thing that outweighs his stalemate on Messana, Caralis and Caesar's Folly. The disaster of the strike at Defiance has not been fully realized back on Earth—after all, what's the loss of one Carrier Group and two Legions from among millions? Caesar has sent three new Legions to the County for Spartivalcus to use as he sees fit, and everyone knows he'll have to take a world in rather dramatic fashion or his career is going to be over very quickly.

On the Commonwealth side of things, General Timons McKettrick is retiring after having marshaled the County's defenses for the past 20 years. General Anthony Biders, of the Renegade Legions, is stepping in to replace him. This is an unusual promotion, as the Renegade Legions do not often have one of their own assume a Commonwealth command. While no one doubts Biders' skills, the question of friction between him and Alaric Grand Duke Massus is one that worries many people. They fear Massus, who still bears a grudge over Biders' having commandeered a Massus naval convoy eight years ago, might overrule Biders' commands just to irritate him. While many think Biders could stand being taken down a peg or two, they don't want to see their own worlds get blasted as a result.

Frontline Counties
Alaric Theatre

Finor

Wayne Magog

Kitchner

Hammeron

Shannedam

Birchshire

Pembroke

Rift Yoventrov

Rhoalter

Keserdal Bannor

Hibbing

Gilpin

☐ =Commonwealth Control

☐ =TOG Control

Mashoona

Delop

Mawraw

Carthage X

Rolunturu
Laser Crystal Mines
and Processing Installation

Medinne
Laser Crystal Mines
and Processing Installation

Tarraco

Novita

Business Mission

Thracius
Copperhead Capital

Tantrius

Ku Crassus

Grossarius

Genris

Maia

Myris
Laser Crystal Mines
and Processing Installation

Ve'Froa

New Jarras

Opar Dian
Laser Crystal Mines
and Processing Installation
Industrial Center

Wuj

Defiance
(Formerly Shannedan VI,
Grand Galadon Capital)

Ancona

Itzi

Pilus V
Industrial Center

Harders

Ostapa

Yuta

Zema

Then
Industrial Center

Caesar's Folly

Sparta XIII

Ciria

Tubarus

Mashels

Praia
Laser Crystal Mines
and Processing Installation

Gustavin's Regret
Laser Crystal Mines
and Processing Installation

Da'Vek

Trader's Paradise

Sagurium III

= 50 Light Years

MAP OF THE
SHANNEDAM COUNTY

Symbol	Meaning
▲	Planet of the TOG
●	Contested Planet
⚙	Neutral (Free Trade)
▲	Planet of the Commonwealth
⚓	VLCA in System
✗	Resource-Rich Planet

WORLD DESCRIPTIONS

NOTES FOR SYSTEM DESCRIPTIONS

Moons and asteroidal belt Planetoids are listed as Major (diameter over 1500 kilometers), Medium (between 150 and 1500 kilometers) and Minor (under 150 kilometers).

The parenthetical number for each world and moon is its diameter; all diameters are given in kilometers.

All orbital periods are given in Terran Standard years.

All rotaional periods are given in Terran Standard hours.

All surface gravities are relative to Earth's.

BUSINESS MISSION

Stars:	**Carbuncle** (B3 Red Giant);*
	Ember (M4 Red Dwarf)
	(close binaries)
Terran Registry:	Stellar Chart #C-16-216-117-21-AB
Planetary System:	3 Planets; 1 Major Moon
#1 (zone 9):	**Business Mission** (14,107)
Orbital period:	57.25 years
Surface gravity:	1.11
Rotational period:	20.1 hours
2 Moons:	1 Major: Run (1,706)
	1 Medium: Riot (976)
#2 (zone 10):	**Low Interest** (6,444)
#3 (zone 10):	**Frozen Assets** (5,449)

Population. 111,700,000. Many transient, using Business Mission as a base. Human 46%, Naram 21%, Baufrin 18%, KessRith 10%, Ssora 1%, Vauvusar 1%, Others 3%.

Government. Mercantile Conglomerate in the form of interlinked corporate investment groups, with subordinate departmental subsections reporting to appropriate presidents and vice-presidents; answerable to a board of directors made up of elected stock holders. (Elections are by corporate vote, with vote value based on percentage of proxy shares in the hands of corporations headquartered on Business Mission.)

Economy. Business Mission's entire economy is based on the exchange of commodities. This world, along with Trader's Paradise, serves as an interface between the various factions in Shannedam County. The planet has little intrinsic value, but it is the site of the largest stock exchange, bond, and futures market within several hundred lightyears. Business Mission also serves as a diplomatic common ground for contact between warring factions. For over 200 years, Naram, Baufrin, KessRith, Human (both Commonwealth and TOG), and just about every other race have been able to conduct negotiations here. Business Mission is also a free port—there is no such thing as contraband on Business Mission, if an operation has a corporate representative on Business Mission (and has paid the incorporation fees). One can import and trade virtually any commodity, regardless of its legality in other areas of the galaxy.

History. The planet Business Mission is bitterly cold (its atmosphere lies frozen in its deeper valleys). It possesses a crater-pocked topography, riven by ancient canyons and mountain ranges. Located near the space landing facilities, its single major city (Freeport) is subterranean. It consists of a vast warren of caves, tunnels and grottos that have been reinforced and insulated to an unprecedented degree. Almost all cities on the planet are subterranean, with only a handful being domed surface complexes.

The planet appears worthless, which is why it was ignored and undeveloped for centuries. Business Mission was the brainchild of Orcinus McMichael, an outrageously successful investment speculator in
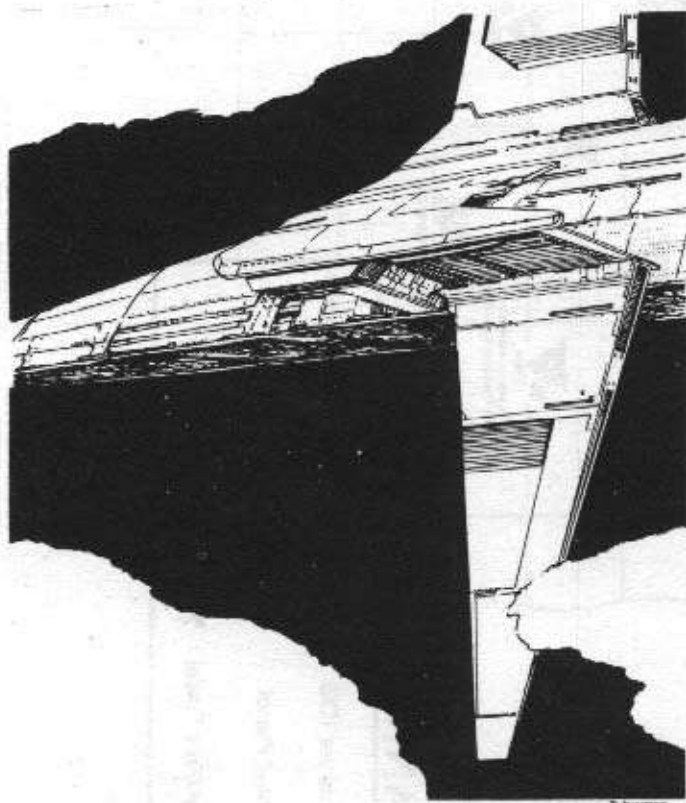
the last century of the Human Raj. Impressed by the mercantile freedom of the Merchant Races, he planned to build an independent Planetary Stock Exchange that would not be dependent upon earth-based financial institutions. Pulling together a cartel of non-human, off-earth investors, he secured the entire Carbuncle/Ember system, and established the Business Mission Stock and Commodities Exchange.

With the collapse of humanity after the Snow Plague, Business Mission fell into the KessRith sphere of influence. In general, this meant a certain amount of stagnation on a marketwide level, but the combined economic strength of its other backers, and investments by high-level KessRith government speculators kept the planet viable and independent. Its defenses made it too tough to crack, and its independent status allowed KessRith officials to avoid the KessRith laws against usury in their investments. It was during this period that Baufrin conservatism took over the Exchange and a number of systemwide static defenses were purchased—these defenses being seen as an excellent way to protect investments.

With the return of Commonwealth rule to the Shannedam region, Mankind picked up the reins of the very-long term investments that had been held in trust for them—showing among other things McMichael's wisdom in establishing the exchange. More hidden defenses were built as, over the next 200 years, profits poured into the coffers of the businesses headquartered here.

Nothing seriously rocked the financial boat until the recent TOG incursion into Shannedam County. Business Mission has found itself interfering with the TOG conquest of the planets Caralis and Messana. Smugglers have been operating out of the Business Mission system in support of the Commonwealth Forces. Overtures by TOG to force the Businessmen to stop this flow have fallen on deaf ears. Businessmen are standing on their traditional neutrality and denying the existence of the smugglers (who, by their definition, are legitimate exponents of free enterprise).

The systemwide defense capabilities (many over 200 years old, and all largely speculative for outsiders) do not daunt TOG. It has been suggested, first in 6818, and later in 6825, that a large attack force seize Business Mission to cut off Caralis and Messana. Every request for authorization to attack has been refused by TOG Theater Political Advisor Nascor Deciperatus. He repeatedly cites the value of information gathered by Lictor External Affairs agents on the planet as part of the TOG trade legation. (Information peddling has become the second most lucrative form of trade on Business Mission, since the TOG incursion.)

Business Mission's current unique situation provides opportunity to many individuals. It has become a major hub in the Renegade Underground as a way-station into the Commonwealth. Likewise, Business Mission is often the launching site of Lictor IS operations into the Commonwealth space.

When Shannedam County falls to TOG, there may be subtle changes in the operating system on-planet, but most investors feel safe. Business will continue as usual, driven, in all likelihood, by renewed TOG investments, especially middlemen moving in to represent a panoply of high-level Imperial investors aching to reap war profits.

Run. This moon serves as an orbital transfer-and-control base for incoming traffic. It only has a small manned garrison. There are unsubstantiated reports of a massive complex of planetary defensive mechanisms in place—construction of some sort has taken place over the last 200 years. Business Mission is said to employ mercenary troops to man these defenses—also unconfirmed rumors but as Business Mission handles all its own space traffic information, unreported flights and shipments could be entering the system without anyone being the wiser.

BUSINESS MISSION

+-+-+	MAJOR SUBWAY TUNNEL
	SWAMP
	FRONT LINES
	FORESTS
●	CITIES
○	GROUND BASES
◎	NAVAL BASES
	MOUNTAINS
	GLACIERS
	CRATERS
	TUNNEL SYSTEM
	HILLS
	VOLCANO
	DESERT
	LAVA FLOW
	SEA

CARALIS

Star: Borialis (A9 Deep Yellow-White Main Sequence)

Terran Registry:	Stellar Chart #P-22-177-276-20-X
Planetary System:	7 Planets; 2 Asteroid Belts; 15 Major Moons

#1 (zone 2):   **Pyrrus** (5,727)

#2 (zone 4):   **Carachar** (10,001)
    1 Moon: 1 Major: Collision (7,270)

#3 (zone 5):   **Caralis** (13,002)
    Orbital period: 3.36 years
    Surface gravity: 1.07
    Rotational period: 21.0 hours
    8 Moons: 1 Major: Rock Wall (7,721) (Strong tidal effect on planetary oceans.)
      7 Minor

#4 (zone 6):   **asteroid belt** (no Medium planetoids.)

#5 (zone 7):   **Dromadar** (97,076)
    67 Moons: 5 Major: Primus (1,676): Secundus (1,776): Tercius (1,826); Oribe (3,000); Bakutas (2,437)
      12 Medium
      50 Minor (Almost all traceable to asteroidal debris.)

#6 (zone 8):   **asteroid belt** (7 Medium planetoids)

#7 (zone 9):   **Ilole** (81,870)
    48 Moons: 8 Major: Rose (1,507); Dahlia (1,609); Nasturshium (1,899); Trillium (3,476); Bouganville (6,456); Oleander (3,291); Pyracantha (2,101); Ocotillo (1,666)
      10 Medium
      30 Minor (All traceable to asteroidal debris.)

#8 (zone 10):   **Debris** (3,711) (Possibly escaped moon of Ilole)

#7 (zone 11):   **Dust** (1,517) (Escaped moon of Ilole.)

Population. 1,579,000,000. Human 41%, Naram 27%, KessRith 19%, Baufrin 10%, Others 3%. Many are refugees from TOG space, having arrived in the last 125 years.

Economy. The mainstay of the Caralis economy is the export of exotic agricultural products. In addition, Caralis does a booming business with the large number of insystem freelance asteroid miners and small lunar mining cartels. Caralis supplies all the needs of these smaller commercial ventures, which in turn support the planet's economy with a steady stream of mineral exports.

Government. The government of Caralis is a representative monarchy consisting of a bicameral parliament elected every Caralis year, and representing the entire system. The upper house, the House of Lands, represents those who control the land, or mines. The lower house, the House of People, represents population blocks, mostly small farmers and wildcat miners. While countywide Duke Massus wields most of the economic and political power, in the Borialis system the balancing vote lies with Baron Willi van der ter Horst. The Baron is now one of the landed gentry, but his family came to their station as the originators of the brief spurt of economic prosperity that became known as The Bouganville Bust. They bought their title with an economic-boom mining claim before it went bust.

History. The Borialis system was liberated from the KessRith in 6579 and immediately joined the Commonwealth. Resistance by the KessRith was relatively light, and as a result the number of KessRith in the Caralis system is, by percentage, larger than in any other Shannedam county system.

The population of the planet proper is centered on Alsatia, the largest of the planet's three continents.

The system's asteroidal debris invited freelance, or wildcat, mining. The proliferation of their small claims began as soon as the Commonwealth concluded its peace treaty with the KessRith, and has continued to this day, with no small number of the miners being KessRith.

In 6617, a Gennium-Arsenic deposit of seemingly large size was discovered on Bouganville, the largest moon of Ilole. It was reported and claimed by a wildcatting family, the van der ter Horsts. It was certified by one of the largest mining corporations of the day. The van der ter Horsts were offered an under-the-counter nobility for the entire rights to their claims, whose value was estimated as greater than that of the rest of the system by Duke Massus' front men. The van der ter Horsts accepted.

The claims petered out within a year of their discovery, but not until a veritable crystal rush brought most of the major mining cartels into the system to test mine the major moons. (See *The Bouganville Bust*, by Nicholas Bahruhdi, Malthus House Press, 6717.) By 6619, mining claims for just about every minable material were available at firesale prices. Most of these claims were at or below subsistence level, and the larger companies were quite simply cutting their losses and running. As a result, most of the local wildcat miners who wanted to were able to gain at least a meager living by purchasing these played-out claims.

6693 saw the rise of the Tiven-Rilus-Ope'Diar Megaplex, and mining throughout the rest of the county fell on hard times. In the Borialis system, this lead to a unique introverted economy. Caralis agriculturally supported the wildcatters and small miners, who paid for the support in ore. Then joint ventures were begun to smelt and refine the ores in space, machine and mill them into parts for industry on-planet, and supply raw materials for domestic industrial use. This lead the Borialis system to develop a somewhat provincial reputation.

Between 6683 and 6743 a wave of refugees from TOG-dominated space poured through Shannedam County. More than a few settled in the Borialis system, where it had always been possible to gain a new foothold with very little in the way of initial resources. These refugees brought with them a deeply-rooted hatred and fear of TOG. These people formed the basis for the Caralis Free Militia. This organization, representing both an aerospace and planet-side militia, is said to include almost the entire adult population of the Borialis system. There had always been a tradition of an armed populace, in keeping with the semifrontier nature of the planet, so these refugees and the TOG aggression just served to add direction and focus for a natural tendency of the people.

The situation is one of grim stagnation on this front. The defenders, especially the militia, are absorbing huge losses by attrition. Still, TOG forces have been repeatedly thrown back. A recent almost suicidal attack by TOG forces has managed to seize Malthus, Caralis' eastern continent. TOG forces lead by the famed 13379th Legion, the Harbingers of Death, are preparing to crush the on-planet resistance.

CARALIS
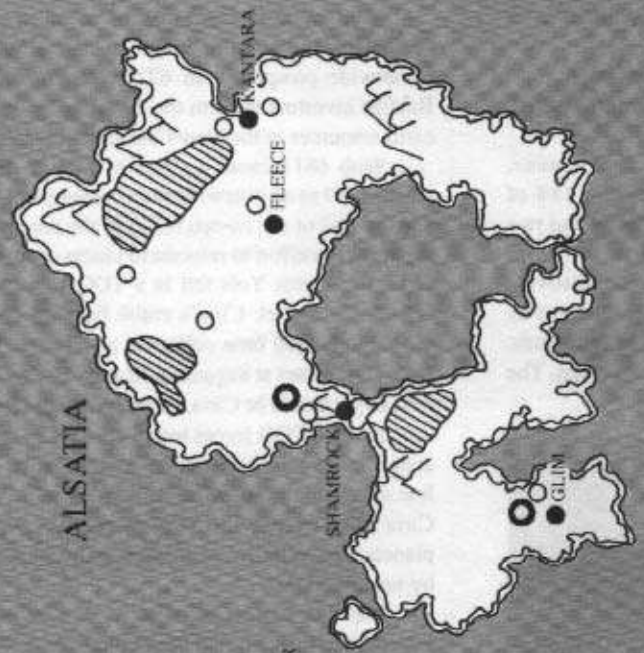
MALTHUS

FROTH

KANTARA

FLEECE

ALSATIA

SHAMROCK

GLIM

ROLANDRIN

ALABASTER

	MAJOR SUBWAY TUNNEL
	SWAMP
	FRONT LINES
	FORESTS
● ○ ◎	CITIES
	GROUND BASES
	NAVAL BASES
	MOUNTAINS
	GLACIERS
	CRATERS
	TUNNEL SYSTEM
	HILLS
	VOLCANO
	DESERT
	LAVA FLOW
	SEA

CIRIA

Star: **Miral** (F7 Yellow Main Sequence)
  Terran Registry: Stellar Chart # L-21-001-006-20-A
  Planetary System: 5 Planets; 1 Major Moon

#1 (zone 1):	**Cundar** (5,750)
#2 (zone 2):	**Ciria** (11,970)
Orbital period:	1.25 years
Surface gravity:	1.02
Rotational period:	22.6 hours
#3 (zone 3):	**M'Cinbar** 7,662)
3 Moons:	3 Minor
#4 (zone 6):	**Cumin** (148,606)
32 Moons:	1 Major: Colco (1,676)
	26 Medium
	5 Minor
#5 (zone 7):	**M'Cola** (3,796)

Population. 416,600,000 (pre-TOG incursion). Human 56%, Naram 23%, Baufrin 13%, KessRith 7%, Others 1%, 27% of that number has fled the TOG forces. (Current estimate is around 300,000,000, allowing for occupation forces and bureaucracy.)

Government. Exceptionally repressive TOG occupational law.

Economy. A broad spectrum: mining (heavy metals and rare earths), refining, agriculture, finished products, light industry.

History. Ciria is a water world; over 85% of the planet's surface is water, leading to a vast and varied hydroculture industry. The remaining 15% of the planet's surface consists of one moderately small continent and two large islands, with adjoining island clusters and archipelagos.

The two islands, Skye and New Man, are temperate and relatively flat. They are the tips of two continental plates. They are surrounded by fishing banks, and have been almost entirely converted to farmlands. They both contain huge plantations owned by agricultural co-ops. The

continent, New Caernarvon, is a rocky massif formed at the interface of two crustal plates. There is some native forestry, and substantial hydro-electric power generation. (The continent's entire industrial power needs are supplied by hydroelectric plants built along the many rivers.) There are mines all over the uplands. Proximity of resources, combined with the cheap power, has lead to refining plants at the mouths of most of the major rivers.

The major cities are Last Ditch on New Man, and Central and Seroyan on Skye. New Caernarvon has Wold, and Rondelaix on the coast.

Little is known of Ciria prior to the human resurgence in the Shannedam County region. It is believed that the Snow Plague hit Ciria the hardest of all human-controlled worlds. There is no record of what became of the thriving human colony that existed here before that time. Commonwealth archaeologists are still working on old sites to unearth information about the Plague's effect here.

The known history of Ciria began in 6583, when the KessRith, after their disastrous reverses, surrendered control of all the as-yet uncon-quered worlds in the region to the Commonwealth. With the signing of the treaty of M'Dirate, human colonists began to replace the KessRith.

6690 saw the refugee influx reach such a point that the profitability of industrial agriculture co-ops became a reality, ushering in an era of planetwide prosperity. In 6727, Naram refugees enlisted the aid of Baufrin investors to form the first mining cartel to exploit the vast rare earth resources in the New Caernarvon uplands.

With 6811 came the end of Ciria's golden age, as neighboring Ancona fell to an overwhelming onslaught of TOG forces. Panic ensued and the first of the co-ops failed as the population removed its financial support in an effort to relocate to places deeper in the Commonwealth. In 6813, the planet Yols fell in a TOG sweep toward Saguntum III and Gustaviv's Regret. Ciria's entire banking system failed, and the plan-etwide industrial base collapsed as refugees liquidated their assets and fled. TOG losses at Saguntum III and Pisae fostered speculation that their next target would be Ciria, so they could use it as an advance assault base.

In 6818 TOG forces took Pisae and Saguntum III in overwhelming assaults. Commonwealth forces pulled back to the Syriph-Shannedam line to provide a more defensible perimeter. Without a shot being fired, Ciria came over to the TOG forces in a negotiated settlement by the planetary government who desperately hoped to avoid civilian casualties by surrendering.

Reprisals began immediately. By 6819 over 90% of the former high government officials had been killed, along with leading co-op officials and mining union heads. In 6820, in an effort to reestablish the crippled mining industry, substantial numbers of the planet's populace were pressed into servitude in the mines on New Caernarvon.

The TOG forces on Ciria were mobilized as part of a face-saving move. The theater commander, embarrassed by the inability of his forces to reduce Caralis and Messana, and under intense Imperial pressure, jumped forces off Ciria and Ancona to take Syriph XX. Instead of breaking the Commonwealth defensive line, in 6829 they were savagely repulsed. Syriph XX became known as Caesar's Folly, and the 816th Strike Legion was utterly destroyed.

Throughout the Miral system there was spontaneous rebellion. The 816th was the Legion responsible for most of the atrocities on Ciria, and its loss was seen as a reason for celebration and moves at self-liberation. The 648th Strike Legion—The Cruentus Genista (The Bloody Broom)—was brought in to restore order. To date, the 648th is still dug in on Ciria, and the vast majority of the planet's citizenry are virtual slaves under martial law.

CIRIA

NEW CAERVARXEN

WORLD

MLS

RONDLAN

YRICKA ISLANDS

N. THRO
CENTRAL

ISLE OF SKATE

SEROXXN

EAST DELTA

ISLE OF NEWMAN

MAJOR SUBWAY TUNNEL
SWAMP
FRONT LINES
FORESTS
CITIES
GROUND BASES
NAVAL BASES
MOUNTAINS
GLACIERS
CRATERS
TUNNEL SYSTEM
HILLS
VOLCANO
DESERT
LAVA FLOW
SEA

DEFIANCE

Star: Shannedam (K2 Orange Main Sequence)
    Terran Registry: Stellar Chart # Z-171-223-637-19-A
    Planetary System: 6 Planets; 7 Major Moons

#1 (zone 1):	**Casha** (8,767)
#2 (zone 2):	**Donic** (9,960)
#3 (zone 3):	**Kali** (10,701)
2 Moons:	2 Medium: Skull; Blood
#4 (zone 4):	**Defiance** (12,767)
1 Moon:	1 Major: Redoubt (3,711) (formerly named Opal)
Orbital period:	.81 years
Surface gravity:	.98
Rotational period:	23.8 hours
#5 (zone 5):	**Diamond Ball** (79,691)
10 Moons:	3 Major: Ruby (3,262); Emerald (6,841);
	Sapphire (5,836)
	7 Medium
#6 (zone 7):	**Bassura** (33,633)
6 Moons	3 Major: Daibul (1,527); Delsinor (3,929);
	Triest (6,394)
	2 Medium
	1 Minor

Population. 3,979,000,000. Human 43%, Naram 24%, Baufrin 17%, KessRith 12%, Other 4%.

Government. Contested between TOG Occupational and Commonwealth Parliamentary. Defiance is the Commonwealth county seat for all of Shannedam county; as a result, most local government is eclipsed by the functioning of the county government. There is a local parliament that oversees the general disposition of day-to-day affairs on the planet. Representatives are elected to a planet-wide Chamber of Governors, who elect from their own number a Chamber of Honors. Those elected to the Honors serve only one eight-year term, and then are ineligible to ever serve again in elected office. TOG has imposed martial law over those places in which it has gained a foothold.

The real power lies with the three planetary Barons, the heads of the houses Chance, Longacher, and Banturin; they oversee the administration of laws enacted by the parliament.

Economy. The staple of Defiance economy is its affiliation with The Tiven-Rilus-Ope'Diar Industrial Megaplex. As the chief consumer world in Shannedam county, and its main Commonwealth banking center, it is inseparably linked to the industrial might of the Megaplex. Politics is also a substantial industry on Defiance. It is one of the official residences of Grand Duke Massus, it is the seat of Shannedam county, it harbors the bureaucracies of three baronies, and it is home to the headquarters of the regional Royal army, navy, marine corps, and aerospace forces. With the size of its available work force vastly greater than on most of the county's other worlds, Defiance can produce finished products at lower prices than most other world's domestic industries.

History. Early in the human resurgence that grew into the Commonwealth, Shannedam IV was freed from the KessRith. 6575 saw the last pockets of resistance thrown out of the Shannedam system. This gave the liberators some freedom to recover from their battling and plan for the future—a luxury denied other peoples still fighting to free themselves.

Shannedam County was formed in 6582, and Shannedam IV was named the county seat. It is interesting to note that Shannedam is the only county-level representative to be a signatory to the peace treaty between the Commonwealth and the KessRith. This was due to the activities of anti-peace factions in the county (See *Michaels' System Guide To*

Shannedam County, Peter Jameson ed., July 6825). In order to assure the KessRith they would comply with the treaty, the county was made a signatory.

In 6683 the vast influx of refugees from the creation of the Terran Overlord Government sparked the so-called Refugee Riots. The planetary barons suppressed the riots by force, but trouble continued to brew. The County had enacted the Anti-Refugee Rights Act of 6685, but the parliament felt this was not sufficient and initiated a program of legal repression that lead to the Refugee Suppression Act of 6687 and the Armed Suppression Act of 6690. All of these were overturned by the Grand Duke in late '90. This was the darkest moment in Shannedam IV's history, but even then, in spite of the brutal repression, refugees poured into the County, and onto Shannedam IV.

With the ruling of the Duke, the populace got a grip on itself and, while resentment still lingered, active anti-refugee sentiment and actions all but died away. The reversal was so total that in 6727, at the height of the Naram refugee wave that swept the county, not a single anti-refugee march took place on Defiance!

The lack of anti-refugee sentiment was in large part due to the wave of prosperity brought about by the close association between Shannedam IV and the rising star of the Tiven-Rilus-Ope'Diar Industrial Megaplex. The economic boom this created turned Shannedam IV into a proverbial land of milk and honey, at least during the middle 68th century.

TOG encroachment soon threatened the peace of Shannedam county. In 6809 the adjacent Keserdal County fell, and TOG began marshalling their forces for a new offensive. No one in the county or among Commonwealth officials questioned the location of TOG's next target. With the new year (6810) Shannedam IV became the rallying point for county defense. Most military leaders felt Thapsus would be the first world hit, and they prepared to launch a counterpunch early in order to destroy the beachhead as it formed.

In 6811 the hammer fell, not on Thapsus, but Ancona. TOG, in one bold maneuver, put themselves within striking range of most of the county.

Between 6811 and 6825, TOG launched a series of sequential attacks that mopped up half the county short of Syriph and Shannedam. Generally they met with easy success, excepting the tough Messana/Caralis pocket.

The year 6829 spelled disaster for TOG. Unknown to them, Syriph XX was an advance supply base for the Renegade Legions in Shannedam county. The ill-fated assault that TOG forces launched led to the annihilation of the TOG 816th Strike Legion. TOG warriors hope not to repeat this horrible disaster in the future, while Renegade forces glory in having handed TOG a major defeat.

TOG headquarters, recognizing that Caesar's Folly—as the planetary government renamed the world in May of '29—would not fall right away, evolved an even more daring plan. A TOG carrier taskforce was sent to bully its way through the County's defenses and strike at the capital, Shannedam IV. (Note: it was about this time that the name of the world was changed to Defiance by popular acclaim. The change was based on numerous refusals to move the seat of the county government to a safer world in the face of TOG raiding pressures.) Though outnumbered, the Commonwealth/Renegade defenders exacted such a toll that the attack collapsed without landing a single unit on the planet's surface. However, TOG Naval and Marine forces have built an advance base on Triest, a moon of the sixth planet, Bassura. This base has at least a cruiser squadron and a wing of fighters stationed on it, along with 2 to 4 cohorts of Imperial Marines. Raiders from this base have made interstellar commerce to and from Defiance extremely difficult.

SHANNEDAM/DEFIANCE

CARDINAL

PALIN PASS

BAGLIN BAY

KANSAS

REVSHHALL

HASAK

NEW MARTIN

BLOWMEN

ANKA

MAJOR SUBWAY TUNNEL

SWAMP

FRONT LINES

FORESTS

CITIES

GROUND BASES

NAVAL BASES

MOUNTAINS

GLACIERS

CRATERS

TUNNEL SYSTEM

HILLS

VOLCANO

DESERT

LAVA FLOW

SEA

GUSTAVIV'S REGRET

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

Terran Registry:	Stellar Chart #A-11-060-006-23-Aa
Planetary System:	7 Planets; 1 Asteroid Belt; 6 Major Moons

#1 (zone 1):	**Fire Ice** (2,270)
#2 (zone 2):	**Frying Pan** (5,727)
#3 (zone 3):	**Days Off** (10,270)
#4 (zone 4):	**asteroid belt** (no Medium planetoids.)
#5 (zone 6):	**Gustaviv's** (10,270)
Orbital period:	27.67 years
Surface gravity:	.66
Rotational period:	37.0 hours
43 Moons:	5 Major: Rug Rat (7,448); four others
	15 Medium
	23 Minor
3 Rings:	Made up of ice crystals, dust, and debris
#6 (zone 7):	**Blue Ice** (104,270)
13 Moons:	1 Major: Sink Hole (2,063)
	9 Medium
	3 Minor (Asteroidal debris.)
#6 (zone 8):	**Frost Locker** (48,003)
8 Moons:	6 Medium (largest - 975)
	2 Minor
#7 (zone 9):	**Snow Plow** (28,106)
4 Moons:	4 Medium (largest - 777)

Population. Pre-TOG incursion 5,900,000, currently 4,990,000 non-evacuated Commonwealth Nationals (77% Human, 21% Baufrin, 2% Other). Unknown numbers of TOG military, civilians, and naval support forces.

Government. Contested. Parliamentary (Commonwealth) and TOG Occupational Law.

Economy. In turmoil. TOG has managed to wrest control of half of the world's surface, but over 75% of the population are still under Commonwealth jurisdiction. Most of the mining operations have been damaged, but are functioning with limited output. Off-world transportation is massively hindered for both powers due to naval blockades.

History. Gustaviv's Regret is close to its star, making the equatorial temperatures unbearable. The northern hemisphere is generally considered the most inhospitable, with little but ground lichen and mosses growing there. This is the area currently occupied by TOG forces.

The southern hemisphere is comprised of deep valleys, hot sulphur springs and geysers, and steep mountains. It is a very volcanic region, with at least a dozen volcanoes active at any given time. Despite this activity, the surface plates are very stable, making for excellent mining opportunities.

The planet was originally named Barton's Regret and was renamed for explorer Amil Gustaviv, who discovered the large TroCobolt deposits on the world. The world was essentially abandoned, as was the entire Gustaviv's system, as a result of the Snow Plague. Only a few thousand Baufrin survived the upheaval of society on the world, and within a short time they fell into a state of barbarity.

In 5024 the KessRith moved in and established a transit base for mining efforts on Gustaviv's Regret. Their efforts were far from maximal and even though a substantial number of non-KessRith slaves were imported as forced labor, the overseers and plant managers found the mines an unsatisfying work environment.

In 6577 the Commonwealth moved in, and in a brief skirmish dispersed the KessRith garrison. The massive lava flows and valleys filled with gasses (gasses noxious to the KessRith) made the KessRith unwilling and often unable to fight back. When the Commonwealth commander gave the KessRith an escape corridor, the KessRith leaped at the chance to leave, writing off Gustaviv's Regret.

In 6816 as part of the move by TOG into Shannedam County, the 3794th Legion was sent to secure a beachhead. They were countered by a woefully under-supported 64th Commonwealth Legion (The Earth Shakers). The 64th's commander, Constance Burke, recognizing the terrain of the northern hemisphere was not conducive to unsupported resistance, ordered a withdrawal to the south, letting the 3794th take the hostile northern regions. Casualties were relatively light, given the probe nature of the 3794th's assignment and the eagerness of the 64th to withdraw. A series of desultory ground and space battles were fought, among them the Battle of Lichen Plain, the Battle for Frying Pan, and the Battle of the Dust Clouds. (This latter was a partial Commonwealth success because a dust storm eliminated any possible TOG air support.) By the last battle, the 64th had withdrawn to it's current base in the southern hemisphere of Gustaviv's Regret.

GUSTAVIV'S REGRET

ISELTONE
LAKE SHOE

BARTON'S FIRE SEA

SEA OF TEARS

FOG BOUND

ROSE THORIX

ALIST

IMP SEA

WESTFIELD

EGG

TOG CONTROL

COMMONWEALTH CONTROL

TOG CONTROL

Legend:

- MAJOR SUBWAY TUNNEL
- SWAMP
- FRONT LINES
- FORESTS
- CITIES
- GROUND BASES
- NAVAL BASES
- MOUNTAINS
- GLACIERS
- CRATERS
- TUNNEL SYSTEM
- HILLS
- VOLCANO
- DESERT
- LAVA FLOW
- SEA
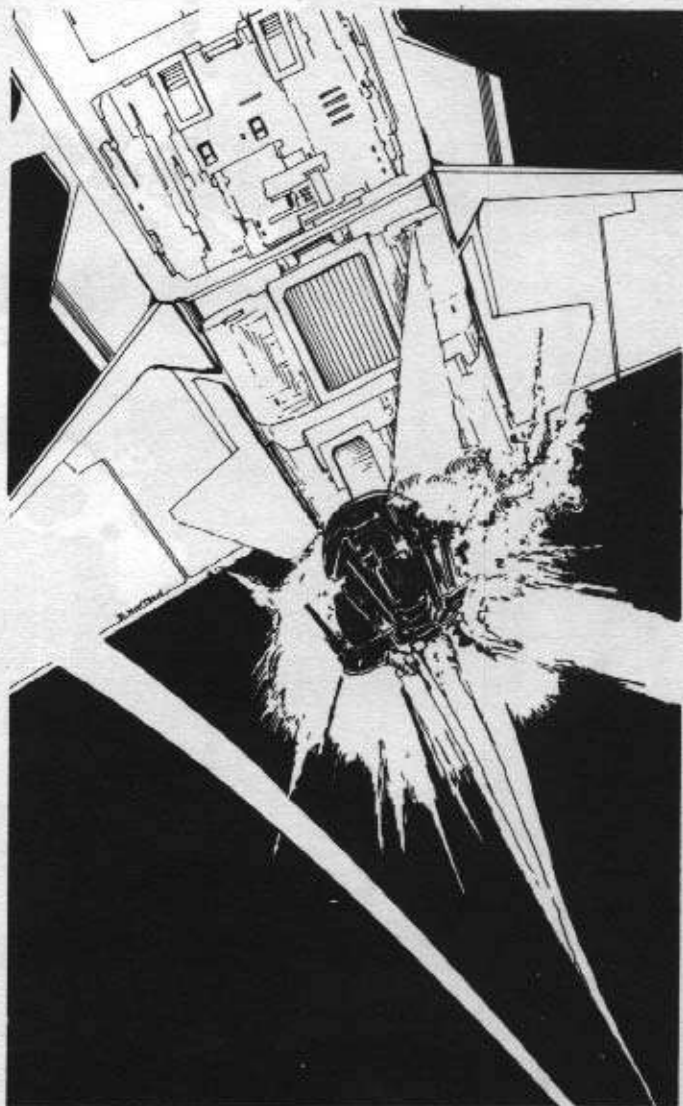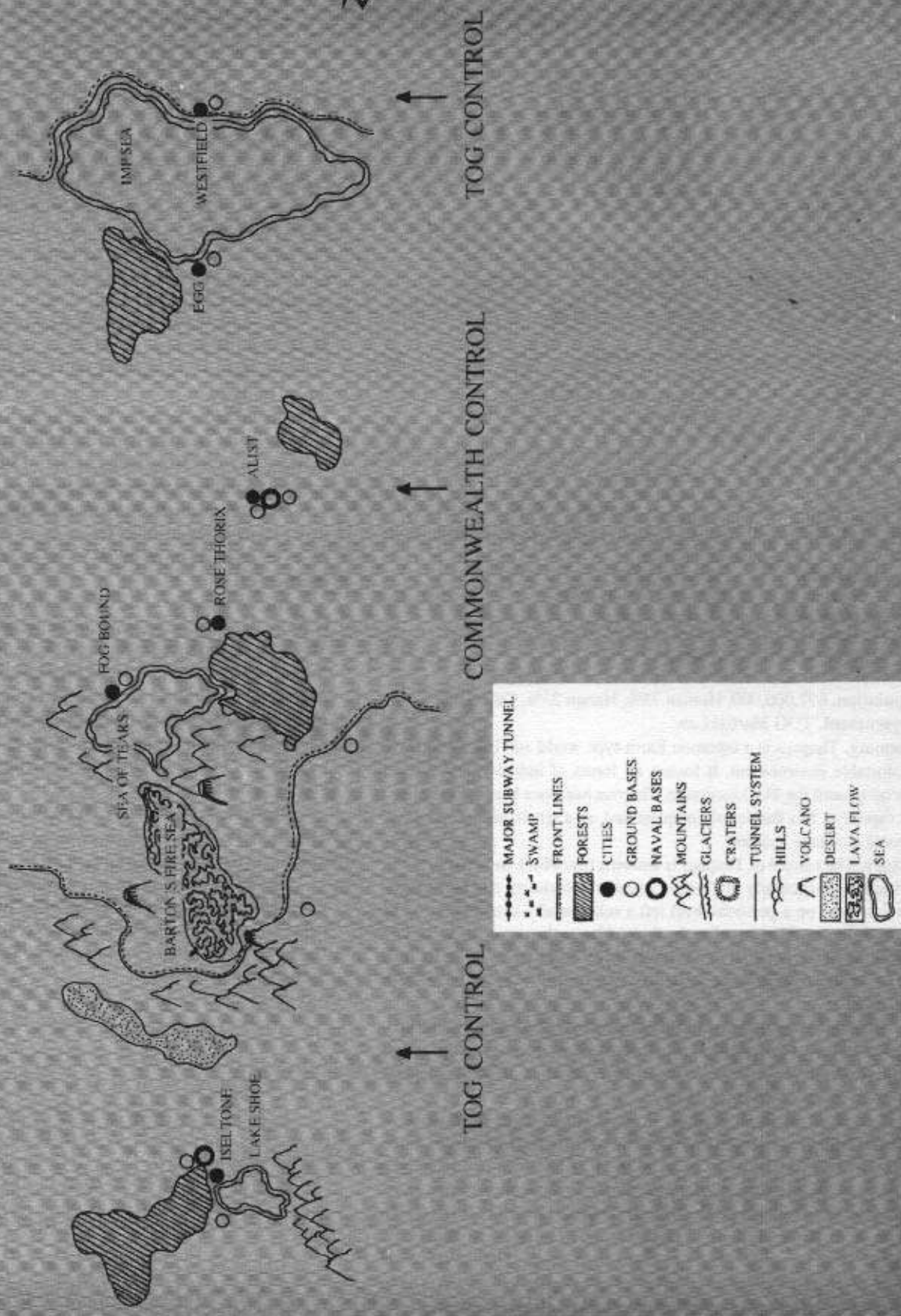
THAPSUS

Star:	**Farrion** (G5 Yellow Main Sequence)
Terran Registry:	Stellar Chart #S-11-013-767-22-T
Planetary System:	13 Planets; 9 Major Moons
#1 (zone 1):	**Surus** (3,747)
#2 (zone 1):	**Orphion** (7,667)
#3 (zone 2):	**Delphion** (11,759)
#4 (zone 3):	**Thapsus** (12,812)
Orbital period:	1.09 years
Surface gravity:	1.06
Rotational period:	27.0 hours
#5 (zone 4):	**Phorisus** (28,960)
6 Moons:	1 Major: Phorion (1,733)
	5 Medium
#6 (zone 5):	**Elphirion** (4,640)
#7 (zone 6):	**Tharsis** (101,611)
12 Moons:	1 Major: Desirion (2,313)
	11 Medium
#8 (zone 7):	**Iphigion** (93,631)
17 Moons:	3 Major: Trinapsion (2,398); Binapsion (2,579);
	Monapsion (4,972)
	14 Medium
#9 (zone 8):	**Euphonion** (31,630)
3 Moons:	3 Major: Bakar (1,737); Kyphranos (2,002); Selidion (4,679)
#10 (zone 9):	**Cleon** (12,420)
1 Moon:	1 Major: Dave (3,011)
#11 (zone 10):	**Plarus** (4,626)
#12 (zone 11):	**Philus** (3,629)
#13 (zone 11):	**Palandar** (5,729)

Population. 697,000,000. Human 73%, Naram 23%, Others 4%.

Government. TOG Martial Law.

Economy. Thapsus is a common Earth-type world and has a relatively comfortable environment. It fosters all forms of industry, and had no speciality until the TOG incursion. Thapsus has since become the Imperial capital of this theater of conquest and, as a result, bureaucracy has become a cottage industry.

History. The culture of Thapsus is almost a throwback to the days of the Terran Raj. Particularly ineffective isolation techniques and lax quarantine measures on a personal level left a substantially smaller portion of humans alive on Thapsus after the Snow Plague than on other worlds of similar size. (The population was left at only 9% of its pre-plague figures. See *I Was One In Ten*, Janos Sebastian, Tharsus House Press, 6587 (27th printing).)

Before the population could begin to recover, the KessRith attacked. In 5399 all traces of organized resistance were overcome and the period of KessRith repression began. Virtually the entire human/Naram population was pressed into brutal slavery.

Bands of resistance fighters that hid out in various inhospitable outlands built their strength from large numbers of runaway slaves. Little help was ever forthcoming, either to the KessRith whose government considered the guerrillas a local problem, or to the human/Naram resistance who were isolated in the outlands. The local KessRith, to deal with the problem, initiated a form of identification that made guerrillas easier to spot. They forced all slaves to shave their heads. The mortification nearly destroyed the Naram portion of the population, but served to double both the guerrilla army's numbers and their resolve to win.

After many years of seemingly futile struggle, the Thapsus resistance was understandably delighted to establish contact with the newly resurgent humanity. During 6574, in a general uprising backed by the guerrillas, the KessRith were overthrown and exterminated from the surface of Thapsus. Troops were recruited and two legions were sent off to aid the Commonwealth against KessRith elsewhere.

When the Commonwealth made an independent peace with the KessRith in 6582, the 118th Commonwealth Legion (The Genocidal Maniacs), and the 127th Shock Legion (The Axes of Death, formed entirely of former mine slaves) revolted, and fought through to join the New Roman Republic. They assumed that the planetary government would follow suit, but it opted for rest over continued struggle, even against the hated KessRith.

The planet enjoyed over 225 years of peace and plenty, rebuilding life on the old patterns of the Raj as preserved in their records and traditions, before Ancona fell in 6811. In a stroke, Thapsus found itself behind the lines.

Simultaneous with the armed attack on Ancona, TOG initiated a disinformation campaign on Thapsus. Spearheaded by statements and envoys from the descendants of the 118th and 127th, TOG tried to manipulate old xenophobic feelings among the population. These messages asked the planetary government and people of Thapsus to keep faith with them and support the Terran Government who came fostering a doctrine of racial purity. In 6813 Thapsus came over to TOG without a shot being fired.

All was not quite as the TOG envoys promised, but life on Thapsus is noticeably less harsh than on other conquered worlds.

Thapsus has seven continents of surprisingly similar size. There are five in the southern hemisphere, clustered in a loose circle around a frozen polar sea. Of the other two, one has its southernmost tip on the equator, while the other lies almost entirely in the temperate zone. This last is the TOG governmental headquarters. The entire continent has been taken over for TOG facilities, bases, prisons, isolation camps, and the capital, Nova Londinium.

There are 7 cities of over 5,000,000 in addition to Nova Londinium. They are all on the southern continents, except Hotaz'l on the southernmost tip of the other northern continent.

As of this printing, there is no growing sense of insurrection, but there is some unease with TOG rule. The space defense forces have been demobilized, their equipment used to replace losses on the Defiance-Caesar's Folly (Shannedam-Syriph) line. There is growing talk of another draft to replace the 3131st.

THAPSUS

RUKA

OLKO

HOT A/L

FOREST

NUMITZ

LONDINIUM

NOVA

HICZ

PENG

	MAJOR SUBWAY TUNNEL
	SWAMP
	FRONT LINES
	FORESTS
●	CITIES
○	GROUND BASES
○	NAVAL BASES
	MOUNTAINS
	GLACIERS
	CRATERS
	TUNNEL SYSTEM
	HILLS
	VOLCANO
	DESERT
	LAVA FLOW
	SEA

TIVEN

Star:	Tiven (KO Yellow-Orange Main Sequence)
Terran Registry:	Stellar Chart #D-55-811-813-77-M
Planetary System:	6 Planets; 11 Major Moons

#1 (zone 1):	Elesia (4,797)
#2 (zone 3):	Tiven (11,955)
Orbital period:	.90 years
Surface gravity:	.94
Rotational period:	30.0 hours
#3 (zone 4):	Hyterion (39,579)
5 Moons:	3 Major: Orven (1,704); Deriabar (3,673); Trium-barial (1,501)
	2 Medium
#4 (zone 6):	Foron (97,921)
10 Moons:	3 Major: Odiak (1,767); Kodiak (7,669); Rythuvian (1,519)
	7 Medium
#5 (zone 7):	Riven (69,027)
9 Moons:	2 Major: Dime (4,702); Otan (3,565)
	7 Medium
#6 (zone 8):	Sally Jank (20,271)
3 Moons:	3 Major: St. John (1,778); St. James (3,537); St. Moses The Black (2,656)

Population. 2,767,000,000 (not including recently arriving refugees, most notably from Ciria, which could add as many as 50,000,000 people.) Human 43%, Naram 26%, Baufrin 19%, KessRith 10%, Other 2%.

Government. Representational Neofeudalism, backed by a strong corporate Biz-archy (entrenched business hierarchy). The head of state is a feudal Baron who derives his power from an elected parliament. The parliament is controlled unoffically by a corporate Biz-archy, a system original to the Tiven-Rilus-Ope'Diar triangle. The major corporations control, by financial means, who runs for office and who is elected. Success is determined by the effectiveness of one's corporate-backed campaign. While on the surface it appears to conform to the classical Commonwealth parliamentary government, the Biz-archy controls every aspect of the government.

Economy. For the last 100 years, the economic success of Tiven has grown with the rise of the Tiven-Rilus-Ope'Diar Industrial Megaplex. This trade cartel was established by Cyrus Regan of Tiven, the Sheriff of Rilus V, Quincy McNamara, and Sahndra Tedha, the head of a Baufrin mining family on Ope'Diar. It was quickly expanded to include Massus Interstellar—the financial/industrial base for the Shannedam County Grand Dukes.

This cartel led to a very lucrative triangular trade. From hospitable Tiven comes agricultural and finished, high-tech industrial products. They go to Rilus V, which produces raw industrial materials and heavy machinery for shipment to the hostile but crystal-rich Ope'Diar system. Ope'Diar sends Gennium-Arsenic crystals and rare-earth elements to Tiven for use in its high-tech products. With all the trade barriers dropped between these worlds, their economies race along at a fast pace. The extra units they produce are sent at premium prices to other worlds, making the triad something of an economic blackhole—money goes in from other worlds, but rarely back out. Naturally, most of the rest of Shannedam County isn't pleased with this situation, but entreaties to the Grand Duke go unheard. As Massus Interstellar is doing the hauling for this trade, very few people wonder why the Grand Duke is reluctant to upset its apple-cart. The cartel's development of fringe claims in other systems, and subsequent subversion of worker safety laws that inhibit free trade, has also drawn fire. Still, the fact that the Cartel is devoting itself to the defence of the County has not been overlooked—if not for the constant supply of ships and materials from the Tiven-Rilus-Ope'Diar Megaplex, things would be much grimmer in Shannedam County.

History. Like most of the worlds in Shannedam County, Tiven was settled during the period of the Terran Raj, fell prey to the Snow Plague and was occupied by the KessRith. Tiven was among the first to be taken back in the human uprisings that led to the foundation of the Commonwealth. The fighting on Tiven was bitter and the outcome decided only after a two-year siege of the planet's capital, Vaisuyian (also known as Rock Spider). In 6571 the human rebels finally prevailed, after a KessRith attempt to break the siege failed. Three years later Tiven joined the Commonwealth.

The planet itself is blessed with a very comfortable environment. It is ideally suited for all forms of industry, which include massive agro-industrial combines that farm whole continents. Tiven is the breadbasket for most of the hardcore industrial or mining worlds in the region, and it does a fair bit of tourist trade as well. Over the first 150 years of association with the Commonwealth, Tiven prospered and business interests gradually took over many governmental functions and prerogatives.

In 6709, Cyrus Regan, planetary head of the Tiven agronomic Megaplex, realized that Tiven's individual growth had been maximized. Backed by Baron Itredus and enjoying a covert blessing from the Grand Duke, Regan forced the Tiven-Rilus-Ope'Diar Megaplex into existence. In doing so, he expanded Tiven's markets and helped improve the economies of the Megaplex's trading partners. At the same time, the Megaplex sought and won exclusions from many of the tariffs that hampered their competition. With the Megaplex's formal chartering in 6711, it became the backbone of Shannedam County's economy and has remained so since. Its efforts at economic development of other worlds have met with some success, and some (mostly the jealous) have suggested that the Megaplex is the reason TOG turned its rapacious forces on Shannedam County.

Recent events has forced Tiven to be more concerned with external political and military events than its economy, blasphemy though that may be. Seeing the TOG incursion as something of a hostile takeover, the corporate government of Tiven has begun to marshal its defenses. In a massive makeover of several whole industrial complexes, the Cartel has become the major arms supplier for the entire Ducal region.

Supplying guns is not the only change Tiven has adopted for this war. Tiven is a convenient and hospitable location for rest-and-recreation for battered Commonwealth troops. Tiven has done everything it can to make troops feel welcome. Their efforts are very appreciated and many of the troops have come to think of Tiven as a home away from home.

Tiven's Board of Directors sees the war with TOG as a battle for survival. They have decided to spare no expense in insuring their freedom. Toward this end they are rumored to have underwritten all operations by the 1711th Renegade Legion (The Hell Clowns) in an effort to maintain them as the official planetary garrison unit. The Renegades have agreed to keep a unit on station at all times, though there is heavy rotation of troops. At this time, the CAF has not confirmed Tiven as the official deployment center for this legion.

FINTRA ISLES

ABOS

SETA

TIVEN

SKIKI SITE

B'EDIST MOST

HAVANNA

BEDFJORD

FLARE

H-TOWN

ABYSS

MAJOR SUBWAY TUNNEL
SWAMP
FRONT LINES
FORESTS
CITIES
GROUND BASES
NAVAL BASES
MOUNTAINS
GLACIERS
CRATERS
TUNNEL SYSTEM
HILLS
VOLCANO
DESERT
LAVA FLOW
SEA

LEGIONNAIRE CHARACTER RECORD SHEET

Name _____ **Allegiance** _____ **Career Path** _____

Attributes
AG _____
CH _____
CN _____
DX _____
IQ _____
LK _____
SP _____
ST _____

Species
Age _____
Sex _____
Hair _____
Eyes _____
Height _____
Mass _____
Other _____

Armor

	AF (Type)	Wounds
Head	_____	_____
Upper Torso	_____	_____
Lower Torso	_____	_____
Arms	_____	_____
Legs	_____	_____

Prestige _____ Edge _____ APs _____

Prestige used _____ Edge used _____ Talents _____

APs for Prestige _____ Fame _____

Skills

Name	Level	SDS Rolls

Weapons

Weapon	Damage	O/D Mods	Range Mods	Shots	Power

Aimed Hit Location Table

Roll	Effect
2	Head (triple damage)
3-4	Upper Torso (double damage)
5-6	Upper left limb(s)
7-8	Lower left limb(s)
9-13	Lower torso
14-15	Lower right limb(s)
16-17	Upper right limb(s)
18-19	Upper torso (double damage)
20	Head (triple damage)

Ranged Weapon Modifiers
Head (triple damage)

Modifiers of Attacker's Total	Modifier
Range Modifier	Depends on Weapon
Attacker's movement	
Walking	-2
Running	-5
Sprinting	-10
Automatic fire	-5 per additional burst

Modifiers of Defender's Total	Modifier
Defender's movement	
Walking	2
Defender prone or crawling	3
Running or sprinting	4
Defender's size	
Smallest (10cm dia. or less)	10
Smaller (11 to 30cm dia.)	5
Small (31 to 50cm)	3
Medium (52cm to 4m [character])	0
Large (5m or more [vehicles])	-5
Defender's cover	1 to 15+
Examples:	
Tall grass	1
Bushes, few plants	3
Thick, wooden walls	10
Concrete, construction foam	15
Partial	
Night shooting	5

Provisions (and Location) | Power Usage | Rating

Power Record

SPACECRAFT RECORD SHEET

Type _____

1. **Structure:** ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐☐☐☐ ☐☐☐☐☐

2. **FTL Systems:** ☐☐☐

3. **Shields:** ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐

4. **Engines:** ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐☐☐☐

5. **Armor:** ☐☐☐☐☐ ☐☐☐☐☐

6. **Crew:** ☐☐☐☐☐

   1) Pilot ☐☐☐☐☐ ☐☐☐☐☐
      DX + Gunnery

   2) Navigator ☐☐☐☐☐ ☐☐☐☐☐
   3) SLD Eng. ☐☐☐☐☐ ☐☐☐☐☐
   4) FTL Eng. ☐☐☐☐☐ ☐☐☐☐☐
   5) Gunner ☐☐☐☐☐ ☐☐☐☐☐
      DX + Gunnery _____
   5) Gunner ☐☐☐☐☐ ☐☐☐☐☐
      DX + Gunnery _____
   5) Gunner ☐☐☐☐☐ ☐☐☐☐☐
      DX + Gunnery _____

7. **Weap. Comps.:** ☐☐☐☐

8. **Sensors:** ☐☐☐

9. **Life Support:** ☐☐☐☐

10. **Weapons:**

Evens
1) _____ ☐	6) _____ ☐
2) _____ ☐	7) _____ ☐
3) _____ ☐	8) _____ ☐
4) _____ ☐	9) _____ ☐
5) _____ ☐	10) _____ ☐

Odds
1) _____ ☐	6) _____ ☐
2) _____ ☐	7) _____ ☐
3) _____ ☐	8) _____ ☐
4) _____ ☐	9) _____ ☐
5) _____ ☐	10) _____ ☐

SOT _____

GROUND VEHICLE RECORD SHEET

Type _____

1. **Structure:** ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐☐☐☐ ☐☐☐☐☐

2. **Comm./Infantry:**

   1) Commander ☐☐☐☐☐ ☐☐☐☐☐
      DX + Gunnery _____
   2) Infantry ☐☐☐☐☐ ☐☐☐☐☐
   3) Infantry ☐☐☐☐☐ ☐☐☐☐☐
   4) Infantry ☐☐☐☐☐ ☐☐☐☐☐
   5) Infantry ☐☐☐☐☐ ☐☐☐☐☐
   6) Infantry ☐☐☐☐☐ ☐☐☐☐☐
   7) Infantry ☐☐☐☐☐ ☐☐☐☐☐
   8) Infantry ☐☐☐☐☐ ☐☐☐☐☐
   9) Infantry ☐☐☐☐☐ ☐☐☐☐☐

3. **Shields:** ☐☐☐☐☐ ☐☐☐☐☐

4. **Engines:** ☐☐☐☐☐ ☐☐☐☐☐
   ☐☐☐☐☐

5. **Armor:** ☐☐☐☐☐ ☐☐☐☐☐

6. **Pilot:** ☐☐☐☐☐ ☐☐☐☐☐
   AG + Piloting

7. **Weap. Comps.:** ☐☐☐☐

8. **Sensors:** ☐☐☐

9. **Gunner:** ☐☐☐☐☐ ☐☐☐☐☐
   AG + Piloting _____

10. **Weapons:**
1) _____ ☐	5) _____ ☐
2) _____ ☐	6) _____ ☐
3) _____ ☐	7) _____ ☐
4) _____ ☐	8) _____ ☐

GLOSSARY

Not everything in the Renegade Legion universe can be purchased or checked out. Some things can only be had as part of a larger unit. A *hard point*, for example, is a weapons mounting on a vehicle. You can't requisition a hard point. You'd have to requisition a grav tank *with* a hard point, if you want one. Other equipment is simply too expensive to consider acquiring with Prestige. A Very Large Communications Array costs as much as most yearly planetary budgets.

These two pages briefly describe many of the Renegade Legion items that fit these classes. They also list most of the weapon abbreviations used by the military; The vehicle stats at the end of this book are partly described in terms of these abbreviations.

AP Laser

Anti-Personnel Laser. A laser weapon system mounted on ground vehicles, used exclusively against dismounted infantry.

APDS Round

Armor-Piercing Discarding Sabot Round. An anti-vehicular Gauss cannon round which penetrates heavy armor.

Autoloading Hard Point

Rapid fire missile launching system. A hard point (q.v.) which allows one missile to be fired from the launcher each turn. The maximum number of missiles that can be launched from an autoloading hard point during the course of a combat (i.e., before reloading it) is 10.

DFM

Dead-Fire Clusters. A one-shot spacecraft weapon system which explosively discharges thousands of fragments into an area. It is very effective against heavily shielded targets.

ECM (ECM Pod)

Electronic Counter-Measures. An ECM pod is an electronics suite that is mounted on a hard point (q.v.) to jam and disable the tracking systems on hostile missiles. It is available only on spacecraft.

EPC

Electron Particle Cannon. A short-range weapon that fires electrons. It can only be used in a vacuum (i.e., in space).

Gauss Cannon

A direct-fire ballistic weapon similar to a Mass Driver Cannon (q.v.). Gauss cannon shells can not be deflected by a shield, because of their high mass. However, their muzzle velocity relative to the MDC's muzzle velocity makes them inferior weapons for space combat. Gauss cannons are rated by the diameter of the shell that they fire: 25mm, 150mm, etc. They are used only for ground combat.

Hard Point

A mounting that allows missiles and other ordnance to be attached and used by a ground vehicle or spacecraft.

HEAP or HH Round

High-Explosive Armor Piercing Round or Hammer Head Round. Two similar anti-vehicular Gauss cannon rounds which penetrate heavy armor and then explode a shaped charge.

HELL Round or HELL Missile

An artillery system or missile that causes small thermonuclear explosions through the use of gravitic energies.

Laser

A weapon system which fires (pulses) coherent beams of light generated through a Gennium-Arsenic crystal. Laser weapons are normally rated by the length and diameter of their focusing crystal. Thus, a 7.5/3 laser has a crystal that is 7.5 meters long and 3 centimeters in diameter. They are used in both ground and space combat.

MDC

Mass Driver Cannon. A weapon system consisting of a long tube made of superconductive materials. Small projectiles are fed into the breech and accelarated down the barrel. Used in both ground and space combat

N-Space

Normal Space. Three-dimensional space—the space-time continuum as we know it.

NPC

Neutron Particle Cannon. A long-range weapon system that fires tachyon-charged neutrons. It can only operate in a vaccum (i.e., in space).

P-Comm

Phase-Polarization Communication System. An interstellar communication system that sends messages at a speed of 20,000 ly/month. Some P-Comm sets are small enough to be carried by a person.

Painting Laser

A laser that "paints" its target, identifying the target's exact location for indirect fire and analyzing the shield flicker rate (q.v.) of the target in order to negate its shields' effectiveness. A painting laser can do no damage by itself.

RIS

Radiation Intensity Seeking Missile. A spacecraft missile that homes in on a radiation source.

Shields

Shields are pressure-gravity waves which are impervious to all forms of energy and which violently disrupt electronics. Therefore, they are effective protection against energy weapons, low-mass projectiles, and missiles. Because of their immense power requirements, shields rapidly flicker on and off. Weapons mounted on the shielded vehicle are fired as the shield flicks off, and all of the vehicle's electronics are in sync

with its flicker rate. Shields do not deflect objects which mass greater than 100 grams (.1 kilogram). Shields are rated in terms of their flicker rate; the higher the rate, the less likely they are to be penetrated, but the more power they require.

Shimmer Heat or Tau Shimmer

Shimmer heat (or Tau Shimmer) is the slight glow that surrounds an object that has been in T-Space (q.v.). It is the result of the disharmony between normal matter and the tachyon dimension. Because of this disharmony, the maximum continuous time any normal object can spend in T-Space is 30 days and a few hours. For every hour spent in T-Space, an hour must be spent in normal space to "bleed off" the shimmer heat which has built up. See Tachyon Meltdown.

SMLM

Sub-Munitions Laser-Guided Missile. A long-range anti-tank missile normally mounted on vehicles.

SSS

Scanner Silhouette Seeking Missile. A spacecraft missile that scans its target prior to launch, and then uses the resulting three-dimensional image for guidance.

T-Doppler

A detection system which combines P-Comm (q.v.) and doppler radar technology to detect ship movements in T-Space (q.v.).

T-Space

Tachyon Space. An alternate dimension in which faster-than-light travel is not only possible, but necessary.

Tachyon Meltdown

The result of spending over 30 continuous days in T-Space (q.v.). Normal matter that has been over this limit will begin to melt into a pool of metals and organic smears. If the process is not stopped, the mass will explode into a shower of tachyons.

TGM

Transponder Guided Missiles. A spacecraft missile (or mine) that attacks any target which does not exhibit proper IFF (Identify: Friend or Foe?) codes.

Thor

An orbital bombardment system that launches kinetic energy penetrators against ground targets.

TVLG

Tube or Vertically Launched Laser Guided. A short-range anti-tank missile which can be mounted on a vehicle or carried and fired by dismounted troops.

VLCA

Very Large Communications Array. A massive communications system, using an array that is over a kilometer in length and width, that provides nearly instantaneous communications across the galaxy.

Vulcan

A point-defense anti-missile system used by ground vehicles.

INDEX

BAUFRIN

This Baufrin has not yet undergone its first molting, as evidenced by the lack of any blue coloration on its exoskeleton. The lack of clothing is not uncommon. Except for functional equipment such as space suits, armor, tool belts and the like, most Baufrin refrain from wearing apparel of any kind. In the military, badges of rank are worn as a courtesy to other alien species.

HUMAN

This Human member of a CAF Special Forces Regiment is equipped for extended insurgency operations. His equipment is light, simple and easy to maintain. Wearing a combat jump suit made of Shock Sheet, the trooper also wears a Holotarp as a poncho. He is equipped with a Nitronic Model SF Slug Rifle. This Nitronic differs from the standard Model I in that it is equipped with an independent targeting sight and has an extended power reserve in the stock of the weapon.

KESSRITH

This KessRith Dominator is just entering advanced age, as indicated by the greenish coloration of his skin. He is wearing formal armor used for the physical combat portion of a Domination battle, or *Mala' Ku Tora*. The lack of scars on his body indicates that this Dominator is an extremely dangerous opponent and will more than likely hold on to his position.

MENELVAGOREAN

This Menelvagorean wears the formal garb of the Philosopher caste. The brown tunic indicates that this Philosopher specializes in Warrior Law. The two black bars indicate that he has been able to get two Warrior Laws repealed.

NARAM

This Naram male is a fighter pilot in the armed forces of the Naram Republic. Normally he would wear his flight suit over the simple undergarment seen here. The length of his hair is an interesting point. Normally Naram warriors wear their hair short to indicate that they expect to die soon. This warrior's hair is almost waist-length. This is probably a silent political protest over the "neutering" of the Naram Republic's military as a result of the Treaty of Peace and Friendship with TOG.

SSORA

This Ssora wears the garb of the *Swatala* religious order. This order makes the necessary pronouncements for leadership qualifications. The yellow coloration of his face and neck reflect his status and his high level of responsibly in the community.

VAUVUSAR

This Vauvusar Ambassador is dressed for a formal occasion on a TOG planet, as indicated by the toga thrown over his right shoulder. Underneath, the Vauvusar wears a combination jacket and loin cloth. The patterns on clothing indicates the birthing pool in which this alien was born.

ZOG

This Zog is wearing a TOG Naval Steward's uniform. This uniform is functionally the same as a standard Naval Fleet Combat Suit, except that it has been embellished so that the crewmember will fit in with the decor of the formal officer's mess where all meals are served aboard large TOG warships. A helmet fits onto the collar, allowing the suit to be sealed in an emergency.
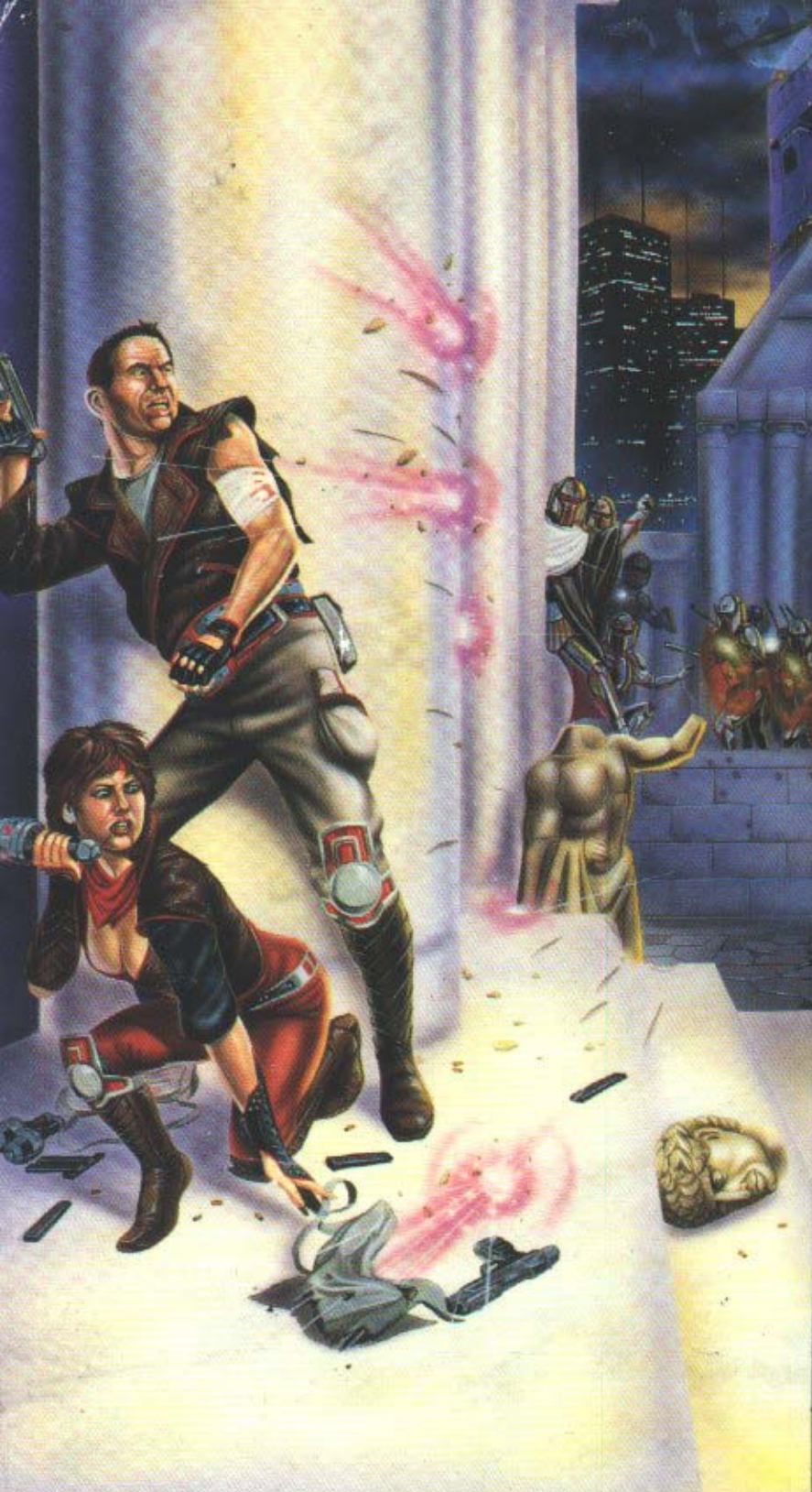
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