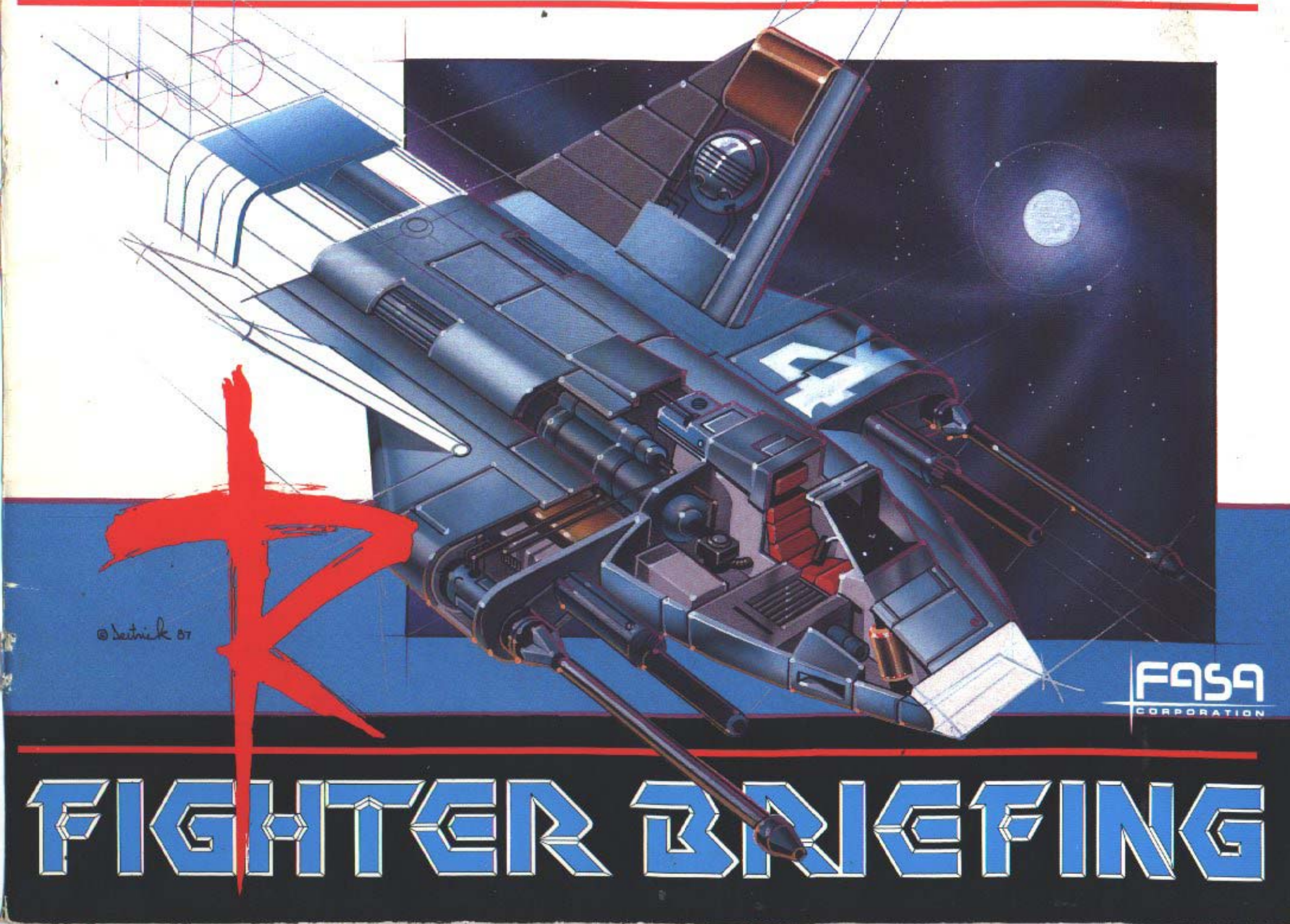


RENEGADE LEGION™

5302
TM



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FASA
CORPORATION

FIGHTER BRIEFING

RENEGADE FIGHTER BRIEFING

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**Fighter Opposition Briefing
Shannadam County**

Secret

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PREFACE

The following briefing is classified as **SECRET**, per General Lictor Order 345-Q.567.b. Misuse of this information is a court-martial offense punishable by 15 standard years of hard labor or by mandatory assignment to a volunteer assault unit.

All personnel are to read and study this manual. Failure to do so is a violation of standing orders, and offenders are subject to nonjudicial punishment.

This briefing manual is being issued in order to familiarize newly assigned naval fighter personnel with 20 unique opposition fighter classes that they will encounter in the Shannadam County theater of operations. A general background briefing is given for each of the craft described and all known or expected deployments in the county.

Additional information on new weapons systems recently introduced into the opposition's inventory is also given.

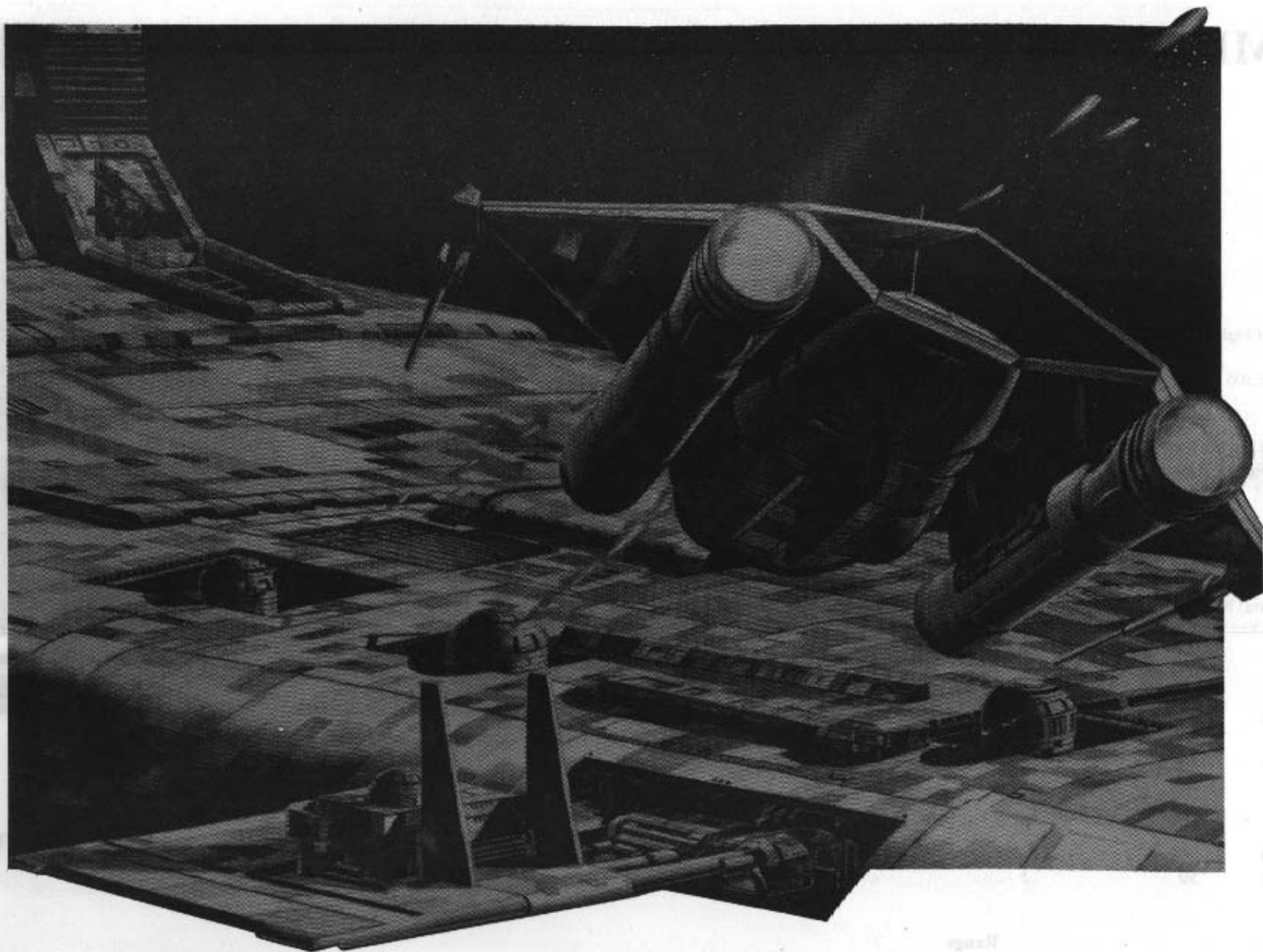
Fighters are classified in the following manner, as per ISO 5678.Ω

Light: power plant rated at 0 – 1500

Medium: power plant rated at 1501 – 2000

Heavy: power plant rated at 2001 – 2500

All briefing materials have been assembled by the Internal Security Division. Information and opinions given herein are assigned an accuracy rating of 95%, except where otherwise noted.



Range	1	2-3	4-6	7-10	11-15
Location	1	4	2	1	0
RAWing	1	1	2	1	0
2-Wing	1	1	2	1	0
How	0	0	0	0	0
How	0	0	0	0	0

BUMBLE BEE

Type: Light Fighter

Mass: 69

Cost: 2,000,300

Engines:

Right Engine Rating 700

Left Engine Rating 700

Thrust: 10

High Thrust Modification 11
(w/Lasers Replaced)

Streamlining: No

AntiGrav: Yes

Shields:

Bow 50

Right 30

Left 30

Stern 40

Armor:

Bow 50

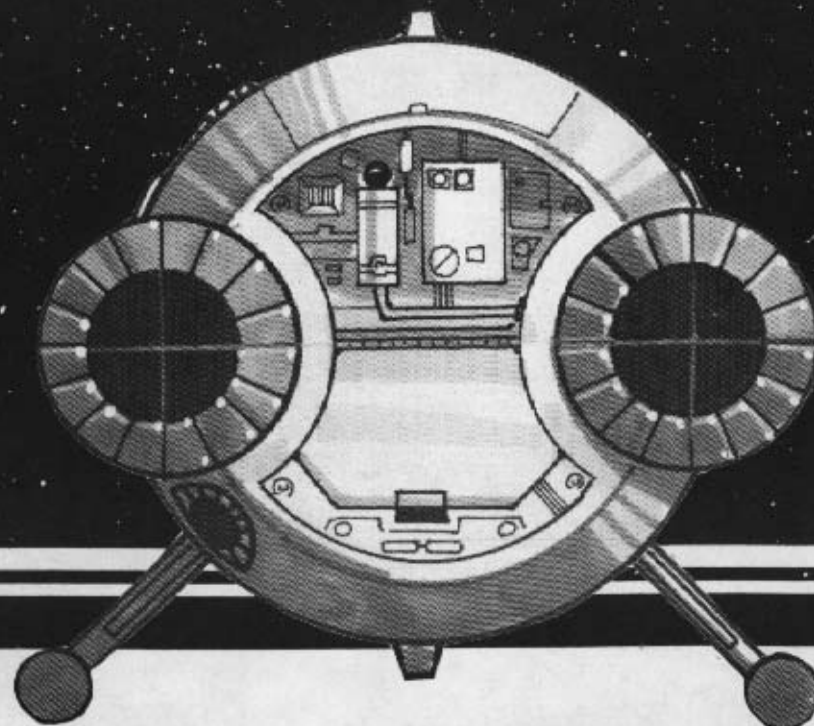
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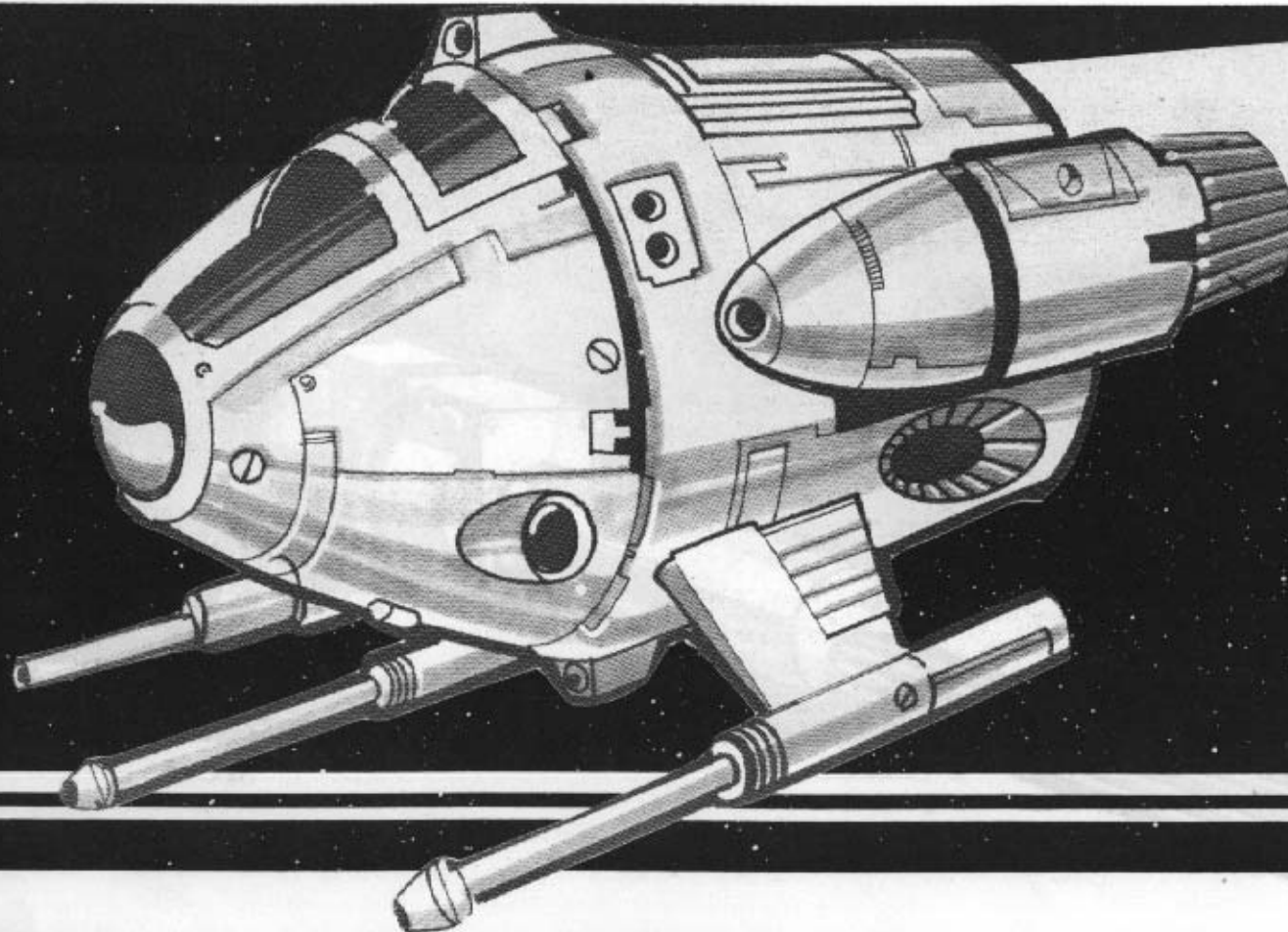
Stern 50

Weapons:

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



BUMBLE BEE AFT VIEW



Briefing:

The Commonwealth realizes that they have a fine light fighter in the *Cheetah*. Unfortunately, ton for ton, it is also the most expensive fighter in production. In 5828, the Joint Commonwealth/Renegade Fighter Operation Board issued Specification #345.876-Ω, which called for a low-cost light fighter able to perform long-range in-system patrols and high-speed interception missions. After carefully reviewing several designs, the JCRFOB chose the *Bumble Bee*.

The *Bee*, as it is known to its pilots, is so named because of its unusual shape. Unlike most fighters, which are usually sleek and streamlined, the *Bee* is barrel-shaped. The reason for this shape is that the fighter mounts an anti-gravity unit rather than being streamlined for atmospheric conditions.

The barrel shape of the *Bee* belies its speed, which is equal to that of a *Cheetah*. The *Bee* reduces its cost by carrying fewer and lighter weapon systems than the *Cheetah*, but this also reduces its overall combat effectiveness. The *Bee* carries two 5/1 light lasers, one EPC 9, and one hard point. Its shielding and armor are average for its size, which means that it is vulnerable to medium or heavy weapons.

Even though the *Bee* mounts fewer weapons than the *Cheetah*, the Commonwealth felt that the trade-off was acceptable. At a lower cost per unit, the Commonwealth can deploy more of these fighters to the front. The Commonwealth has started to use the *Bee* in long-range patrol and fast interceptor units throughout the Shannadam County.

Shannadam County Deployment:

Confirmed Deployment

Deiop: 2 Squadrons

Tiven: 3 Squadrons

Unconfirmed Deployment

345th Commonwealth Carrier Wing: 2 to 3 Squadrons

FALCON

Type: Light Fighter

Mass: 83

Cost: 2,019,100

Engines:

Right Engine Rating 750

Left Engine Rating 750

Thrust: 9

Streamlining: Yes

AntiGrav: No

Shields:

Bow 60

Right 20

Left 20

Stern 60

Armor:

Bow 40

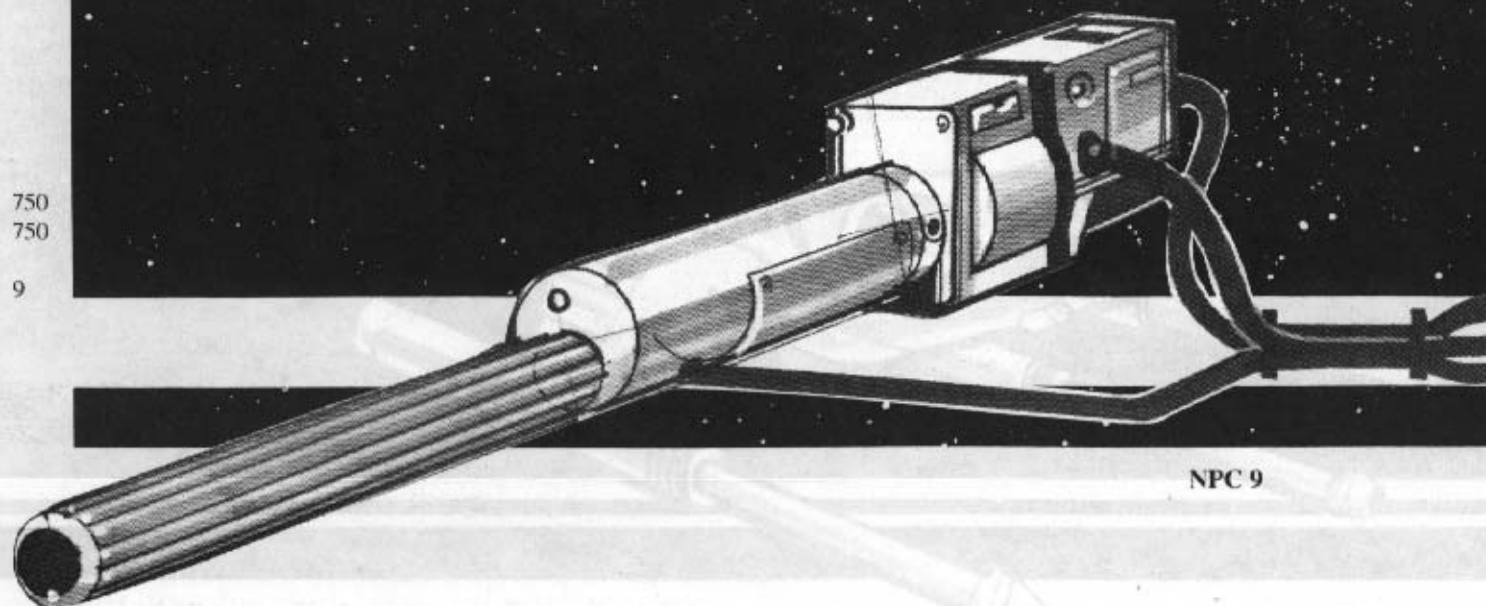
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Right 30

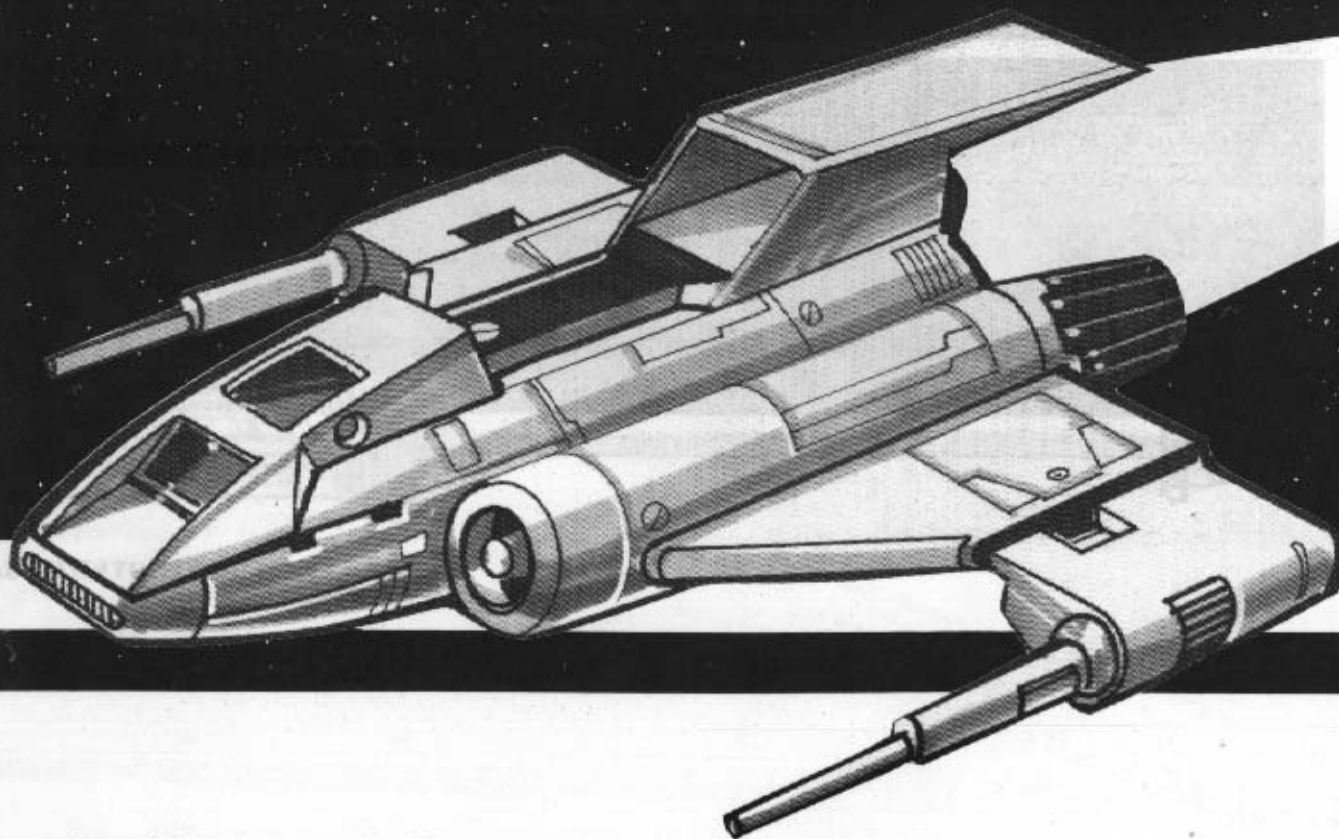
Stern 40

Weapons:

Type	Location	1	2-3	4-6	7-10	11-15
NPC 9	R/Wing	1	6	9	0	0
NPC 9	L/Wing	1	6	9	0	0
Hard Point	Bow	0	0	0	0	0



NPC 9



Briefing:

Falcon light fighters patrol many of the border systems of the Commonwealth and are also popular with the Renegade Legions as a light attack fighter. In its original version, this craft was equipped with anti-grav atmospheric systems rather than streamlining. This changed after 6824, however, when the *Falcon*'s anti-grav units were removed in favor of streamlining to allow the ship to operate more effectively in an atmosphere. Very few of the original model still exist in Renegade or Commonwealth inventories.

The *Falcon* is popular with pilots assigned to space-strike squadrons, such as those on carrier groups. The stronger-than-average forward shielding of this light fighter allows it to accelerate directly toward a target, to fire its NPCs at 60 to 90 kilometers, and then to execute a 180-degree turn that presents its strong rear shields to any return fire. The *Falcon*'s major weaknesses are the lack of short-range weapons, limited hard points, and its almost non-existent side shielding and armor. This lack of variety limits the craft's missions almost exclusively to space-strike roles.

Falcon squadrons normally operate with the *Penetrator* medium fighter. Together, the two types of craft support a variety of weapons and work well in consort. Tactically, the *Falcons* and *Penetrators* may engage a target at 90 and 105 kilometers, respectively. After weakening the target, the *Penetrators* will close in to 15 kilometers while the *Falcons* provide a fighter screen to delay any TOG reinforcements.

Intelligence reports indicate that production of a modified version of the vessel has been temporarily shelved. This version (the *Falcon II*) would increase the side armor, introduce slightly larger engines, and add an EPC 14 to the fighter's armaments.

Shannedam County Deployment:

Confirmed Deployment

203 1st Strike Legion: 2 Squadrons

Unconfirmed Deployment

Caralis: 3 Squadrons

Wuj: 1 to 5 Squadrons

SHIELD

Type: Light Fighter

Mass: 71

Cost: 1,866,200

Engines:

Right Engine Rating 700

Left Engine Rating 700

Thrust: 10

High Thrust Modification 11
(w/Laser Replaced)

Streamlining: Yes

AntiGrav: No

Shields:

Bow 40

Right 30

Left 30

Stern 40

Armor:

Bow 60

Left 30

Right 30

Stern 60

Weapons:

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



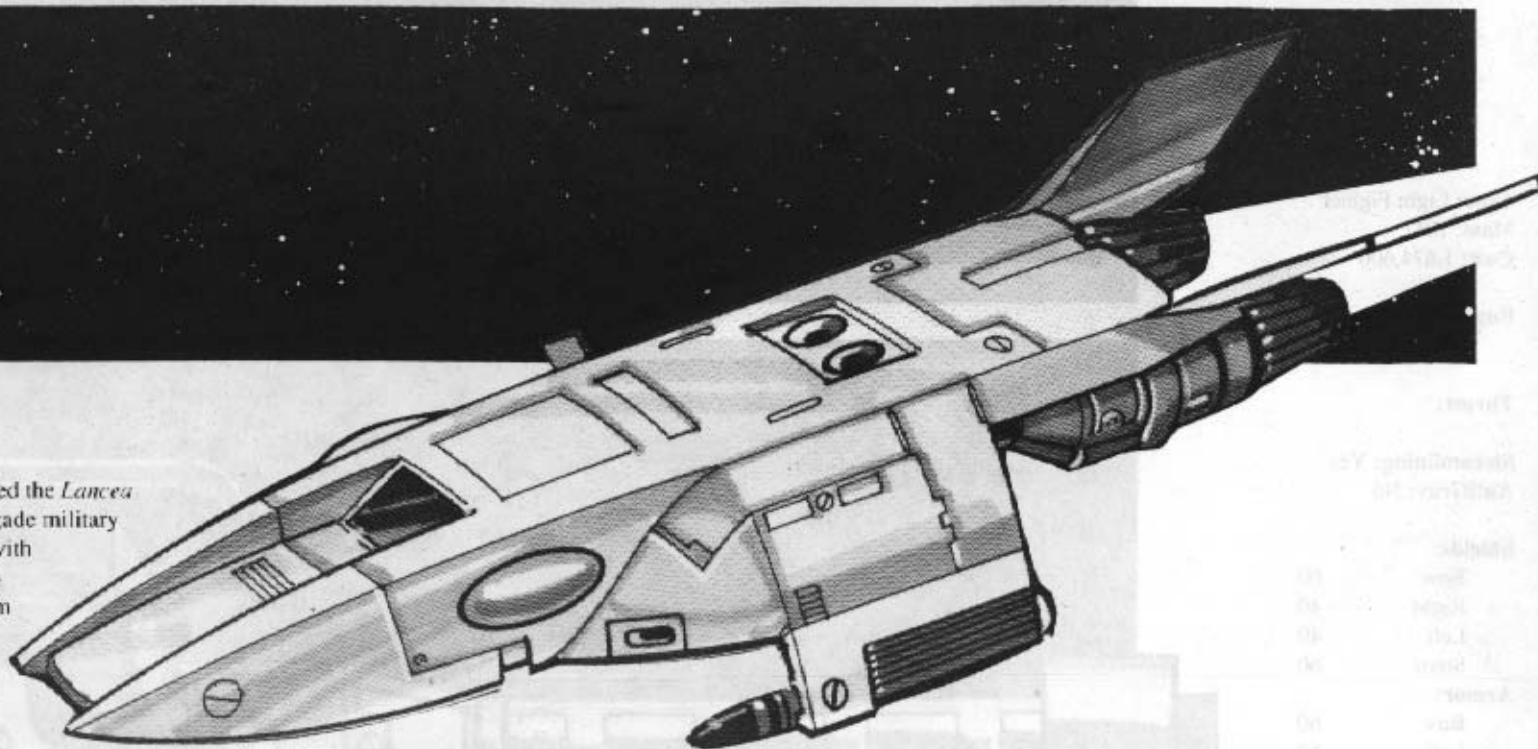
LASER DEPLOYED ON SHIELD

Briefing:

In the six years since TOG has introduced the *Lancea* light fighter, the Commonwealth and Renegade military have failed to produce a cheap fast fighter with enough speed to defend itself against reconnaissance passes of *Lancea* through a system or against its deployment in so-called fast raids. In a fast raid, *Lancea* fighters jump in-system with their mothership, and then accelerate toward a vulnerable Commonwealth planet or installation. Their intention is to draw out the system's defending fighters, and they almost always succeed. As the defending fighters move in, the *Lanceas* lock onto them at long range, fire their missiles, and then turn back to the mothership. With five or more missiles targeted on each Commonwealth opponent, the Commonwealth normally loses one or two of their number in such fast raids. Moreover, the *Lancea*'s superior acceleration prevents the defenders from catching the raiders to retaliate. In cases where the *Lanceas* fail to draw out the defenders, they will fire a spread of missiles at the installation, damaging it with no loss to their own ships. The only fighter fast enough to counter the *Lancea* is the *Cheetah*, but it is too expensive for use in garrison forces, which has given the *Lancea* free reign to crush the enemies of TOG.

In response to the *Lancea*, the Commonwealth has recently unveiled their newest fighter design, the *Shield*. The *Shield* carries a 7.5/2 heavy laser and three hard points. The 7.5/2 laser allows the *Shield* to engage ships at long range effectively, while the three hard points provide some of the tactical flexibility the Commonwealth military has been lacking. Because it is less expensive than the *Cheetah*, the *Shield* can be assigned in reasonable numbers to Commonwealth planetary defense forces to end the devastating *Lancea* raids.

The Commonwealth deploys the *Shield* primarily on three types of missions. The first of these is anti-recon, with many Commonwealth squadrons on anti-recon or high-speed defense assignments being re-equipped with the *Shield*. The second mission type is the Commonwealth nuisance raid. Finally, the *Shield* performs ground-attack missions in support of Commonwealth ground forces. In contrast to other Commonwealth fighters, the *Shield*'s three hard points allow it to lift a reasonable ordnance load without having to remove its wing-mounted weapons.



Shannedam County Deployment:

Confirmed Deployment

Tiven: 1 Squadron
Moshelle: 1 Squadron
Tubanps: 1 Squadron
Rilus V: 1 Squadron
New Janos: 1 Squadron

Unconfirmed Deployment

Henders: 1 Squadron
Mala: 1 Squadron
Gustaviv's Regret: 3 Squadrons assigned as ground support
345th Commonwealth Carrier Wing: 1 Squadron

VENTURA

Type: Light Fighter

Mass: 101

Cost: 1,674,600

Engines:

Center Engine Rating 1200

Thrust:

6

Streamlining: Yes

AntiGrav: No

Shields:

Bow 60

Right 40

Left 40

Stern 60

Armor:

Bow 60

Left 50

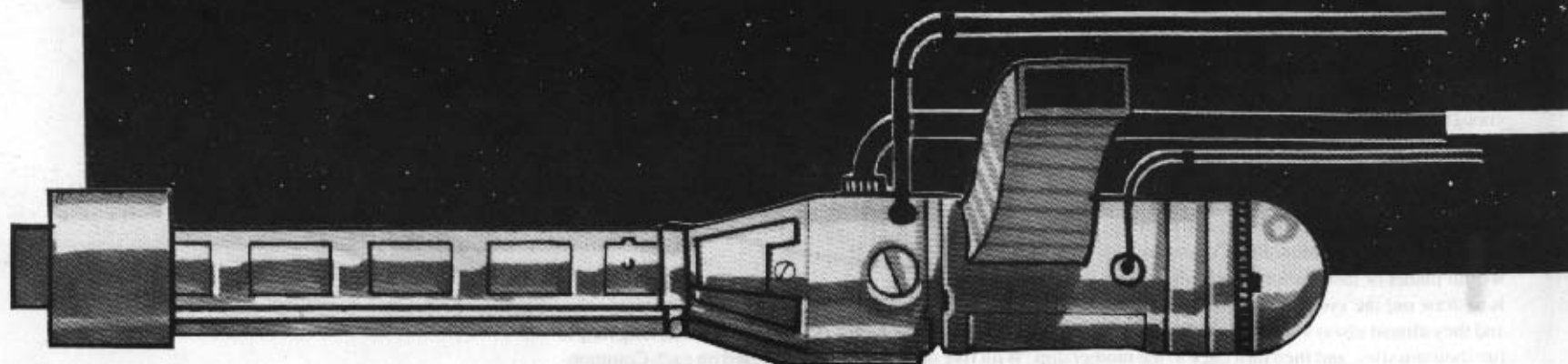
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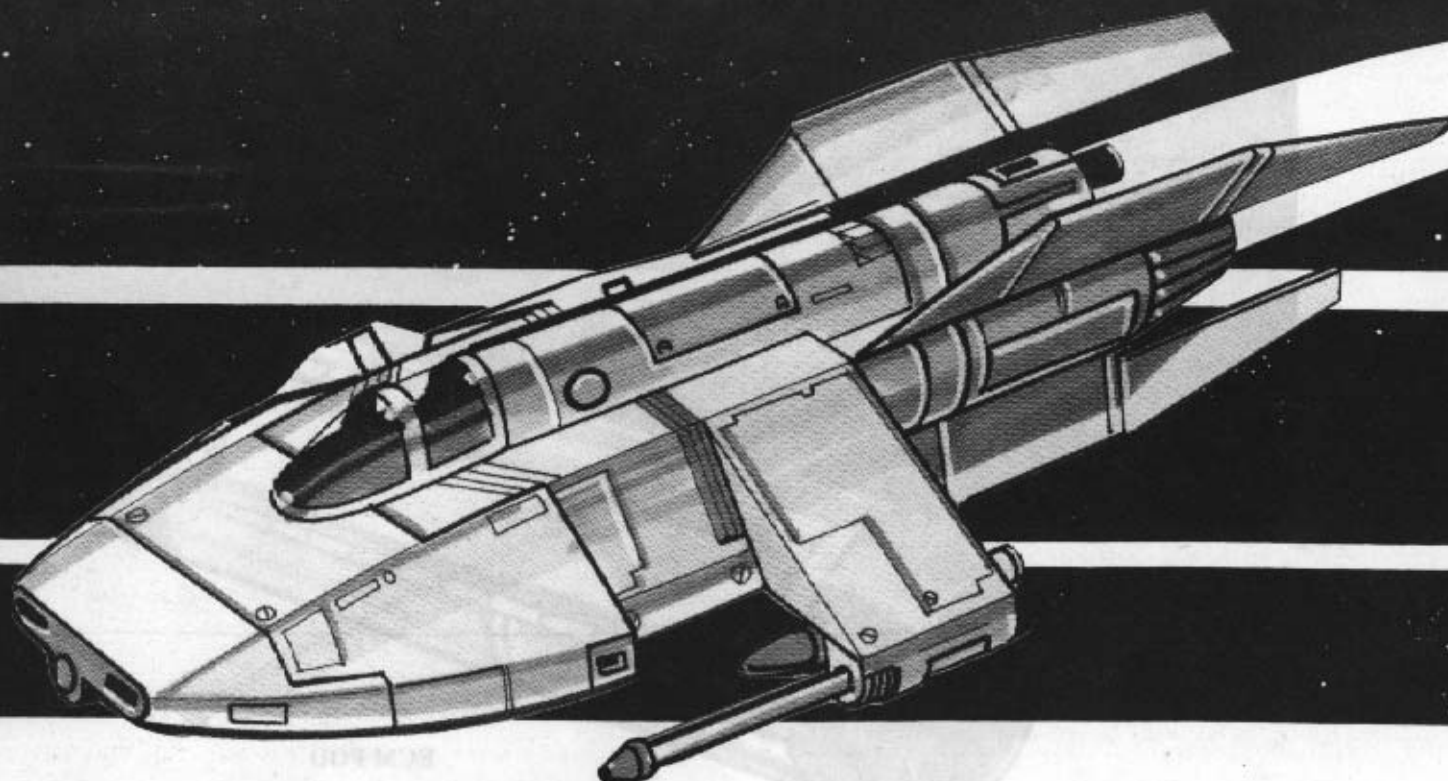
Stern 60

Weapons:

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

MDC 8





Briefing:

Many in the Imperial Navy consider the *Ventura* to be a slow-moving target just waiting to get shot. In a war where sound tactical doctrine dictates that light fighters must utilize high acceleration to survive, the *Ventura* is the slowest of the Commonwealth's light fighters. Intelligence sources state that most veteran Commonwealth pilots prefer even an older fighter such as the *Guardian* to piloting a *Ventura*, whose controls they find to be sluggish and slow.

Despite the opinion of veterans, this fighter is popular with pilots just starting their combat careers with the traitorous Renegade Legion. Because of its heavy shielding and armor—almost unheard of in such a small class fighter—the *Ventura* offers even the greenest pilot enough protection to safely break off an engagement. Indeed, the Renegade Legion has begun to assign its green pilots to *Ventura* Class ships to reduce the number of lost pilots. (This same heavy shield protection is such a power drain that it slows the vessel to tactically unacceptable levels, however.)

Because the *Ventura* lacks the speed accepted as the norm for light fighters, it has been ruled out of carrier duty, and restricted mostly to planetary defense missions. TOG pilots believe that the *Ventura* is a relatively easy kill because its pilots are generally not yet especially skillful. Recently, the Renegade Legion has been assigning veteran pilots and heavier fighters to fly escort for the *Ventura* squadrons. Renegade Naval Command claims that this is to give the new recruits a chance to learn from the veteran pilots, but it is obvious that they are using the new recruits as bait.

Shannedam County Deployment:

Confirmed Deployment

New Janos: 1 Flight

Unconfirmed Deployment

Mala: 1 to 3 Squadrons

CORSAIR

Type: Medium Fighter

Mass: 123

Cost: 3,067,900

Engines:

Right Engine Rating 1000
Left Engine Rating 1000

Thrust: 8

High Thrust Modification 9
(w/Lasers Replaced)

Streamlining: Yes

AntiGrav: No

Shields:

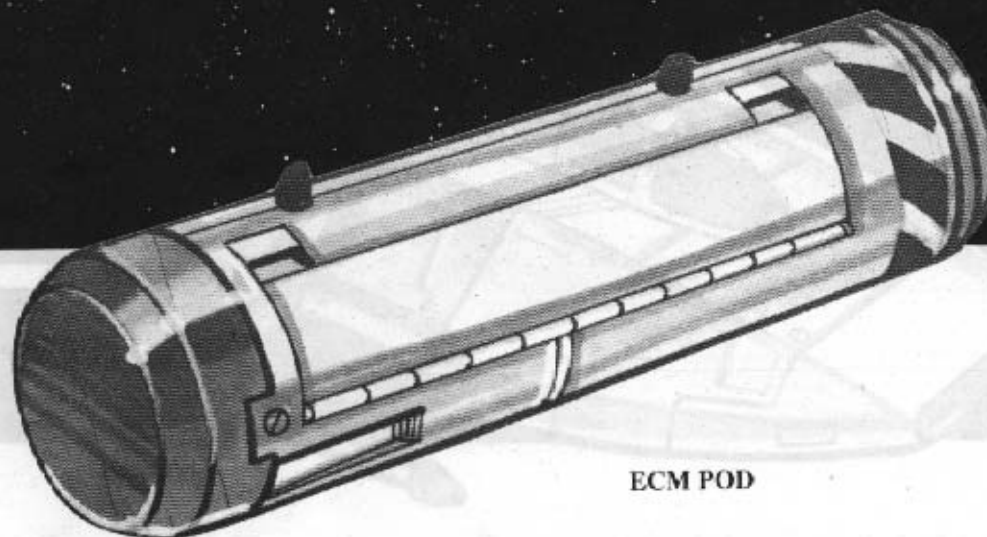
Bow 50
Right 30
Left 30
Stern 40

Armor

Bow 70
Left 60
Right 60
Stern 70

Weapons:

Type	Location	1	2-3	4-6	7-10	11-15
7.5/2 Laser	R/Wing	6	5	4	3	2
7.5/2 Laser	L/Wing	6	5	4	3	2
EPC 18	L/Wing	18	9	3	3	0
EPC 18	R/Wing	18	9	3	3	0
Hard Point	Bow	0	0	0	0	0



ECM POD

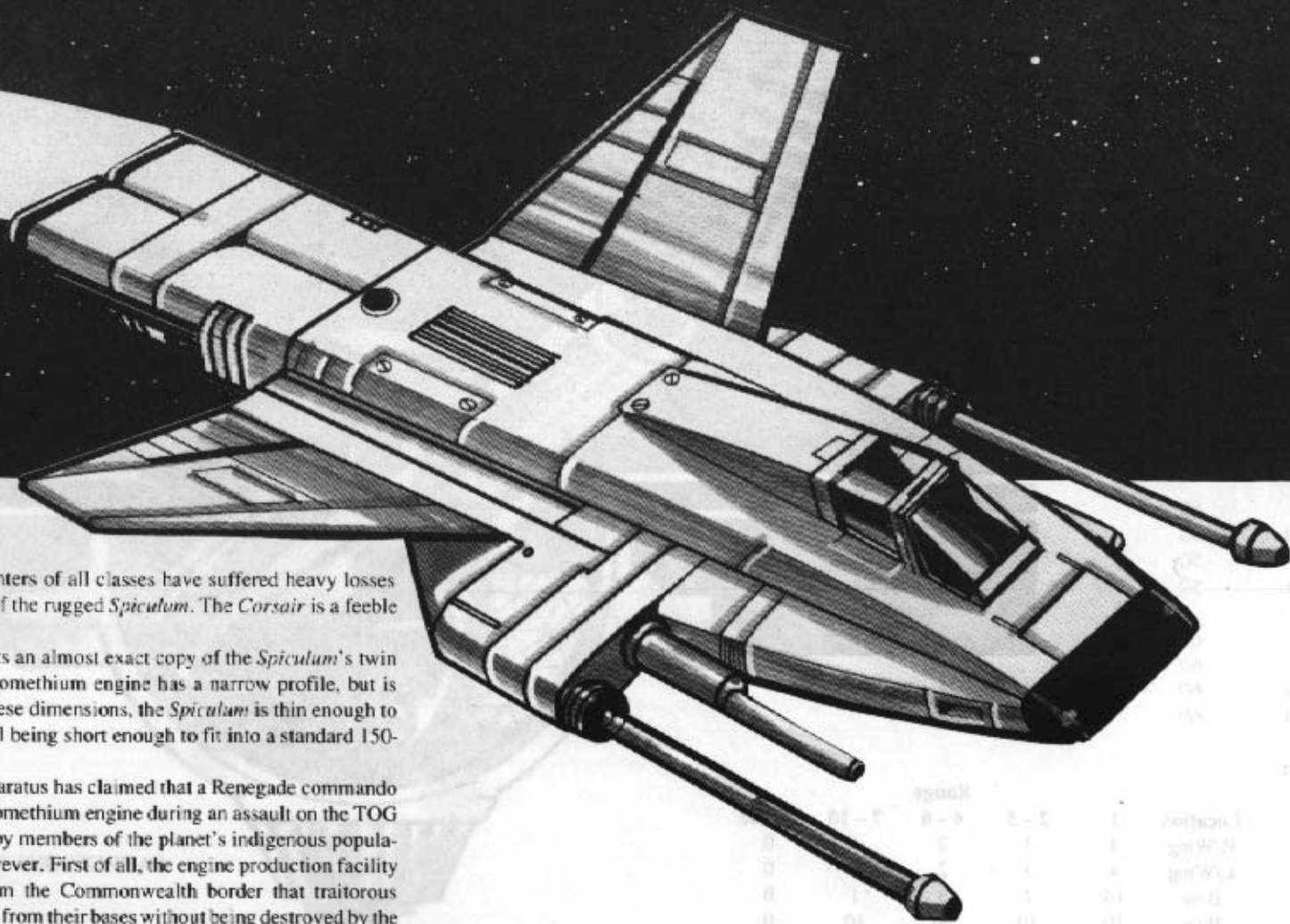
Briefing:

Time and again, Commonwealth fighters of all classes have suffered heavy losses against the superior speed and firepower of the rugged *Spiculum*. The *Corsair* is a feeble attempt to redress that balance.

Designed in 6826, the *Corsair* mounts an almost exact copy of the *Spiculum*'s twin Promethium 1000 fusion engines. The Promethium engine has a narrow profile, but is relatively compact longitudinally. With these dimensions, the *Spiculum* is thin enough to be a difficult target to lock onto, while still being short enough to fit into a standard 150-ton fighter bay.

The Commonwealth propaganda apparatus has claimed that a Renegade commando team managed to steal the plans for the Promethium engine during an assault on the TOG factory. This team was supposedly aided by members of the planet's indigenous population. All these claims are obvious lies, however. First of all, the engine production facility is so many thousands of light years from the Commonwealth border that traitorous Renegade units could never operate that far from their bases without being destroyed by the TOG Navy. Furthermore, all lifeforms ruled by the beneficent TOG—be they citizens, plebeians, or slaves—have recognized the superiority of our form of government. Though a major fire occurred in the factory at the time of the supposed raid, there was no attack. In reality, the Commonwealth had to piece together the designs for the Promethium engines from the wrecks of the pitifully few *Spiculum*s that their military has managed to destroy.

The *Corsair* itself has both acceleration and firepower equivalent to the *Spiculum*. The short-range firepower is greatly enhanced by the twin heavy EPCs mounted in the bow, although this firepower is gained at the expense of armor. The *Corsair* carries ten tons less armor than the *Spiculum*.



Shannedam County Deployment:

Confirmed Deployment

2031st Strike Legion: 1 Flight

Unconfirmed Deployment

369th Naram Fighter Wing: 1 to 2 Flights

Kukulak: 4 Squadrons

Ope' Diar: 1 Flight

Rolunitru: 2 to 5 Squadrons

DEVIL

Type: Medium Fighter

Mass: 142

Cost: 3,030,700

Engines:

Right Engine Rating 1000

Left Engine Rating 1000

Thrust: 7

Streamlining: No

AntiGrav: Yes

Shields:

Bow 50

Right 50

Left 50

Stern 50

Armor:

Bow 60

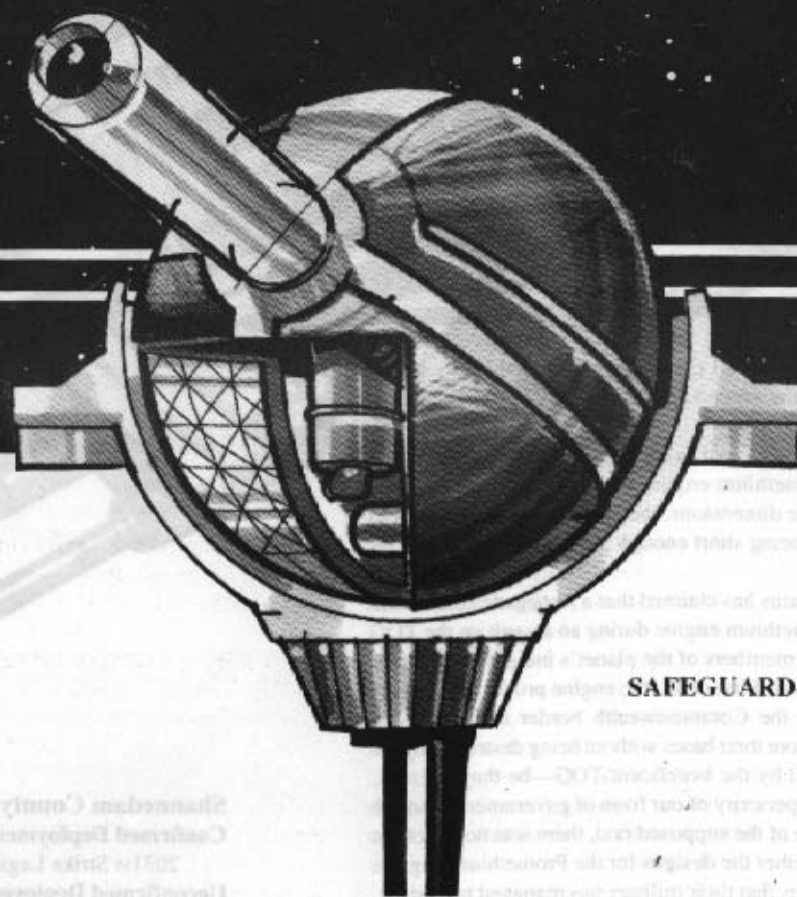
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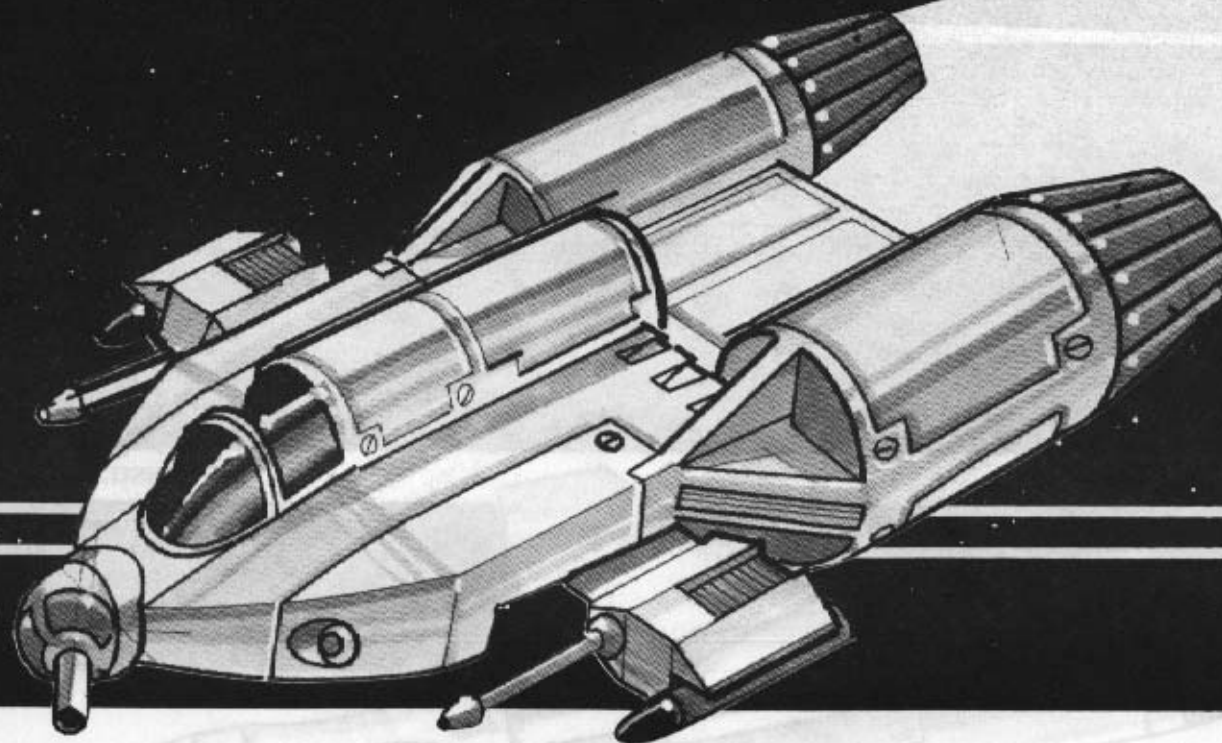
Stern 60

Weapons:

Type	Location	1	2-3	Range	4-6	7-10	11-15
5/I Laser	R/Wing	4	3	2	1	0	0
5/I Laser	L/Wing	4	3	2	1	0	0
EPC 14	Bow	14	7	3	1	0	0
MDC 10	Bow	10	10	10	10	0	0
Safeguard-1	Bow	0	0	0	0	0	0
Hard Point	Bow	0	0	0	0	0	0



SAFEGUARD-1



Briefing:

The *Devil* is a medium fighter that private Commonwealth companies are supplying to the military forces of Trader's Paradise. Because this world has a limited industrial capacity, its factories concentrate on the production of consumer goods for the indigenous population and on exportable, high value/low mass items such as industrial grade diamonds and luxury foodstuffs. Military equipment for the planetary forces must usually be imported.

Until recently, the TOG military had supplied Trader's Paradise with its military hardware needs. The Imperial Navy and Legions have also supplied officers to train the native troops to use the equipment and to oversee its tactical deployment. In many cases, TOG officers lent their expertise to these backward people by actually commanding the fighter squadrons protecting the planet. These arrangements ensured the proper handling of the weapons and that they would not be used against TOG forces.

In 6821, some native soldiers nominally commanded by TOG officers carried out an abortive military coup on Trader's Paradise. This led to all TOG military advisors being expelled from the planet. The Lictors were able to prove conclusively that the rebellion was a Renegade plot, but to no avail. In retaliation for the expulsion, TOG halted the export of military hardware to Trader's Paradise. Into the void came the greedy merchants of the Commonwealth.

The *Devil* is designed for easy maintenance so that the primitive and simple-minded native technicians of Trader's Paradise can service the fighter. Most components are modularized, and a basic self-testing program in the ship's computer can identify any faulty module and recommend its replacement. It is interesting that the Commonwealth has mounted the Safeguard anti-missile system on the *Devil*. This is a subtle attempt to fill up the fighter with a tactically useless weapons system and degrade the ship's performance, because the *Devil's* most common enemy, Renegade Legion pirates, rarely use missiles.

Shannedam County Deployment:

Confirmed Deployment

Trader's Paradise: 1 Group

Unconfirmed Deployment

None

HAWK

Type: Medium Fighter
Mass: 203
Cost: 2,569,450

Engines:
Center Engine Rating 1550

Thrust: 4

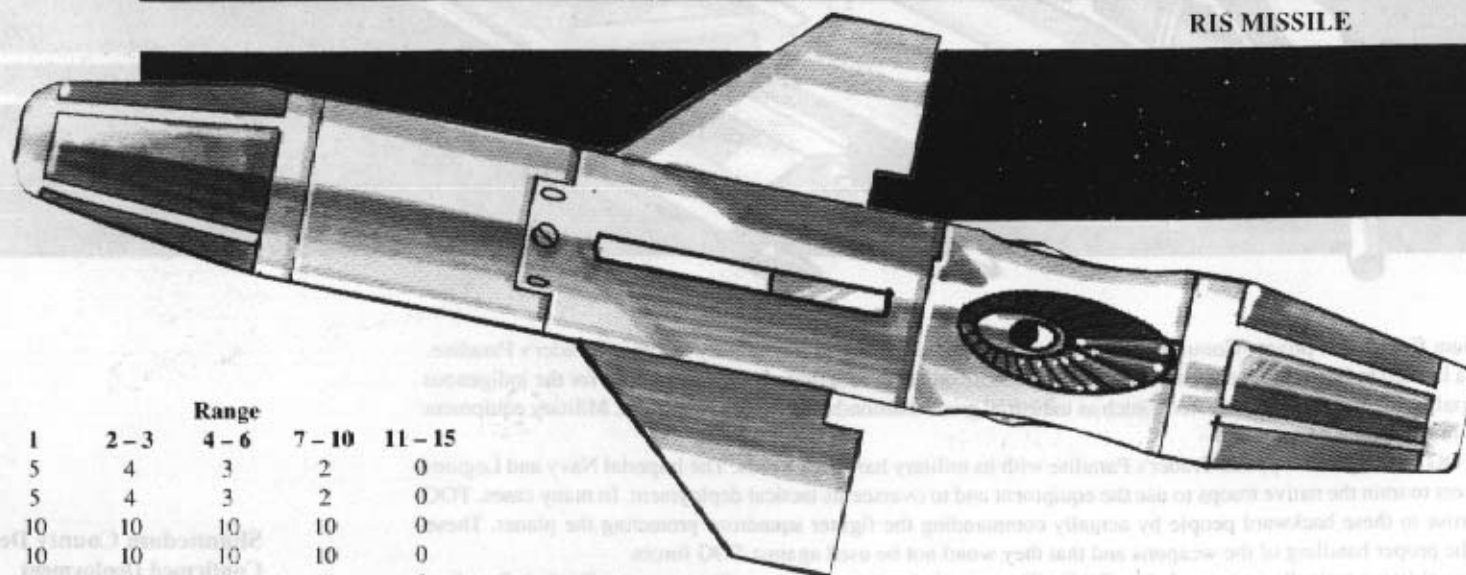
Streamlining: Yes
AntiGrav: No

Shields:
Bow 60
Right 50
Left 50
Stern 60

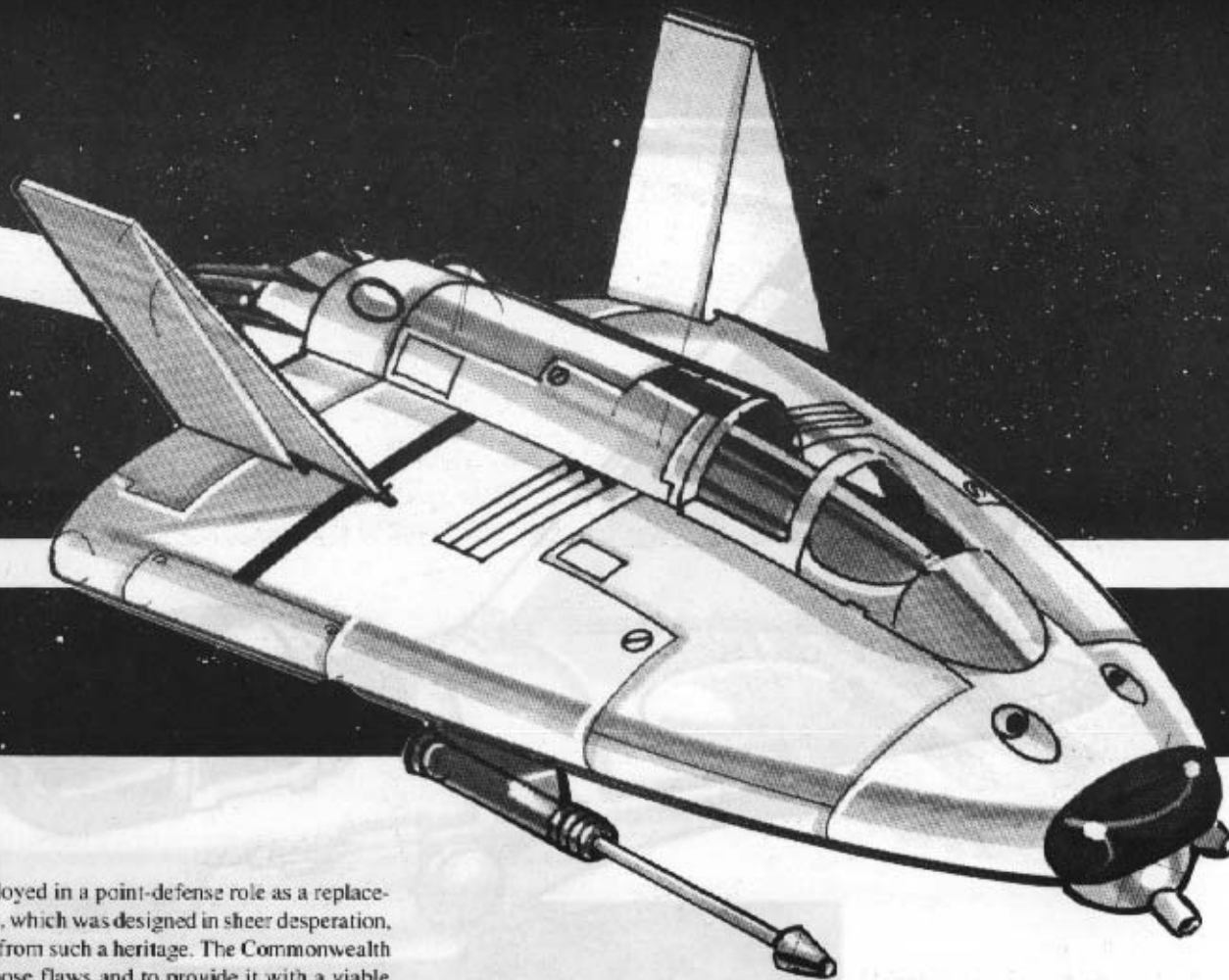
Armor:
Bow 90
Left 60
Right 60
Stern 80

Weapons:

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



RIS MISSILE



Briefing:

The *Hawk* is currently being deployed in a point-defense role as a replacement for the *Guardian*. The *Guardian*, which was designed in sheer desperation, shows all the flaws one might expect from such a heritage. The Commonwealth Navy expects the *Hawk* to correct those flaws and to provide it with a viable defensive fighter.

The *Hawk* has replaced the *Guardian*'s EPCs with the more penetrating mass driver cannons. The *Hawk* also mounts two hard points, allowing the ship to carry twice the *Guardian*'s ordnance load. Unlike the *Guardian*, the *Hawk* does not depend on an ECM pod for missile defense, as its Safeguard anti-missile system provides missile counter measures. This arrangement frees up a valuable hard point to carry offensive, rather than defensive, weapons.

The *Hawk*'s improvements on the *Guardian* have not come cheaply, however. Total production costs are 50 percent higher, and the fighter's tonnage has almost doubled. Despite the *Hawk*'s improvements, it does not rectify the *Guardian*'s primary flaw, which is poor acceleration. Pulling only 4 Gs, the *Hawk* is a difficult, sometimes impossible, fighter to deploy tactically, and so should be easy prey for any Imperial Navy ship.

Shannadam County Deployment:

Confirmed Deployment

Tiven: 2 Squadrons broken down into Pairs defending various orbital installations

Novuta: 1 Squadron defending VLCA

Unconfirmed Deployment

New Janos: Various Pairs assigned to orbital installations

KATA CATOR (HAND THAT STRIKES)

Type: Medium Fighter

Mass: 120

Cost: 2,864,750

Engines:

Right Engine Rating 900

Left Engine Rating 900

Thrust: 7

High Thrust Modification 8

(w/Lasers Replaced)

Streamlining: Yes

AntiGrav: No

Shields:

Bow 70

Right 50

Left 50

Stern 50

Armor:

Bow 70

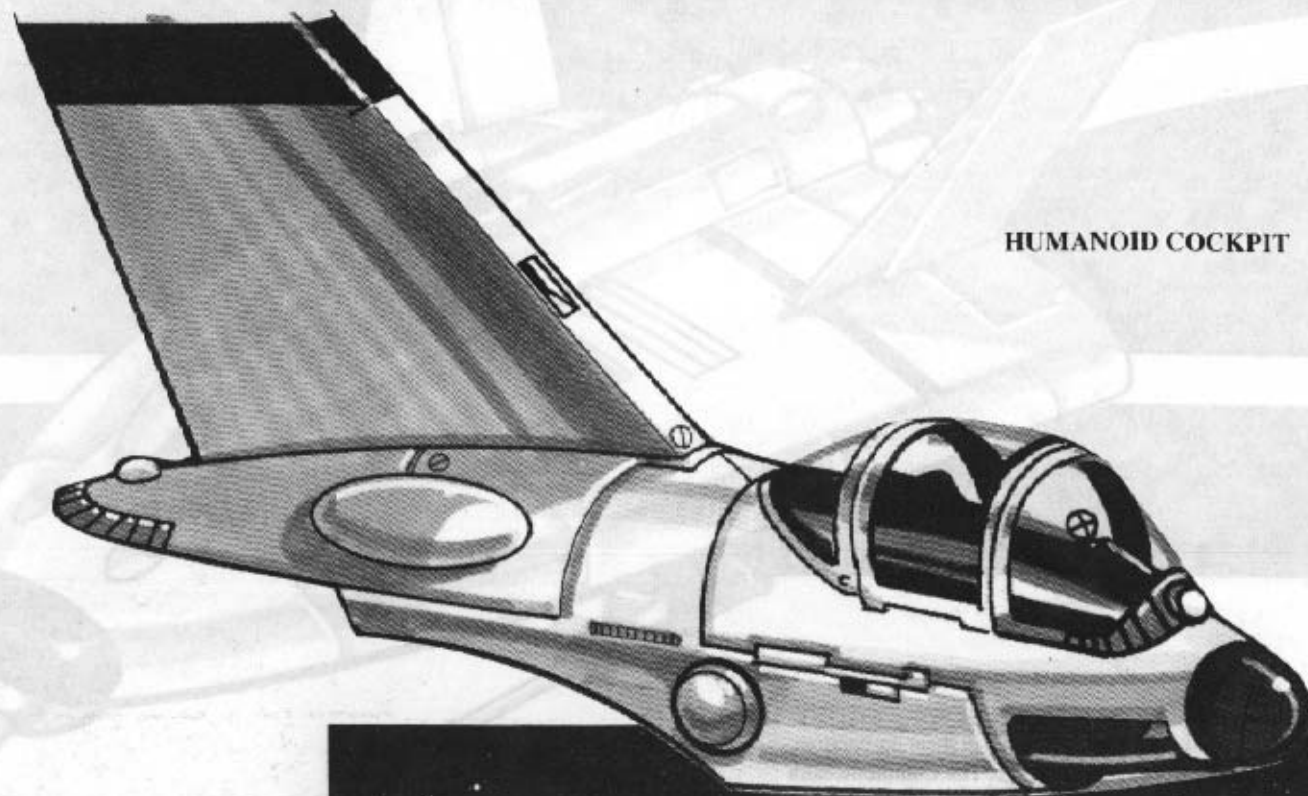
Left 50

Right 50

Stern 60

Weapons:

Type	Location	1	2-3	Range			11-15
				4-6	7-10		
7.5/2 Laser	R/Wing	6	5	4	3	0	
7.5/2 Laser	L/Wing	6	5	4	3	0	
TPP-16	Bow	16	9	4	1	0	
TPP-16	Bow	16	9	4	1	0	
Hard Point	Bow	0	0	0	0	0	



HUMANOID COCKPIT

Briefing:

The *Kata Cator* (literally, the Hand [or Limb] that Strikes) is a Baufrin design that the JCRFOB is currently evaluating for fleet deployment. Like the KessRith's *Fluttering Petal*, the *Hand*'s design reflects the Baufrin's strong belief in the self-sufficiency and sanctity of the extended family unit, or hive. This belief is expressed in Baufrin military doctrine by an unworkable, decentralized command structure and equipment that is expected to perform all tasks equally well. As a result, the race's military force is totally unsuited for modern combat. The fact that the Renegade traitors tried to defend Messina by deploying full Legions of Baufrin—a race that best serves Caesar as slaves—shows how desperate was their attempt.

The *Hand* mounts two of the newly deployed Thorium Plasma Projectors, along with two standard 7.5/2 lasers. Acceleration, shielding, and armor are equivalent to the *Penetrator*'s. Because the Baufrin average only about one meter in height, a special version of the *Hand* is manufactured for their use. The model piloted by Baufrin is equipped with a canopy that is flush with the ship's outer hull, and the cockpit is modified to their physical characteristics. *Hands* for use by other races have a more distinctive canopy that protrudes slightly from the fighter's hull.

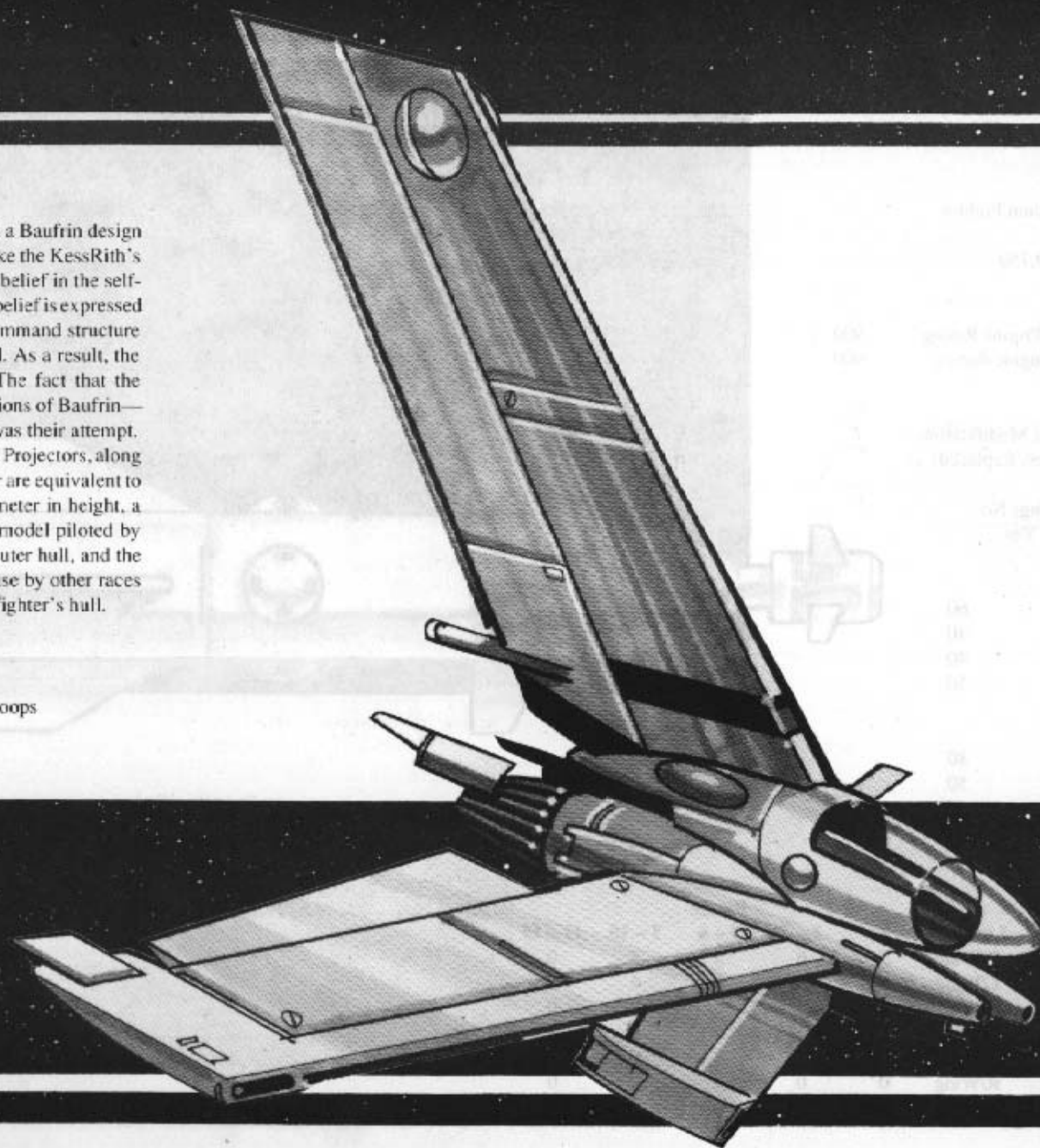
Shannedam County Deployment:

Confirmed Deployment

Messana: 2 to 5 Squadrons operating in support of ground troops

Unconfirmed Deployment

Mashoona: 1 to 2 Squadrons



KENDERSON

Type: Medium Fighter

Mass: 145

Cost: 2,949,750

Engines:

Right Engine Rating 900

Left Engine Rating 900

Thrust: 6

High Thrust Modification 7
(w/3/5 Lasers Replaced)

Streamlining: No

AntiGrav: Yes

Shields:

Bow 60

Right 40

Left 40

Stern 50

Armor:

Bow 80

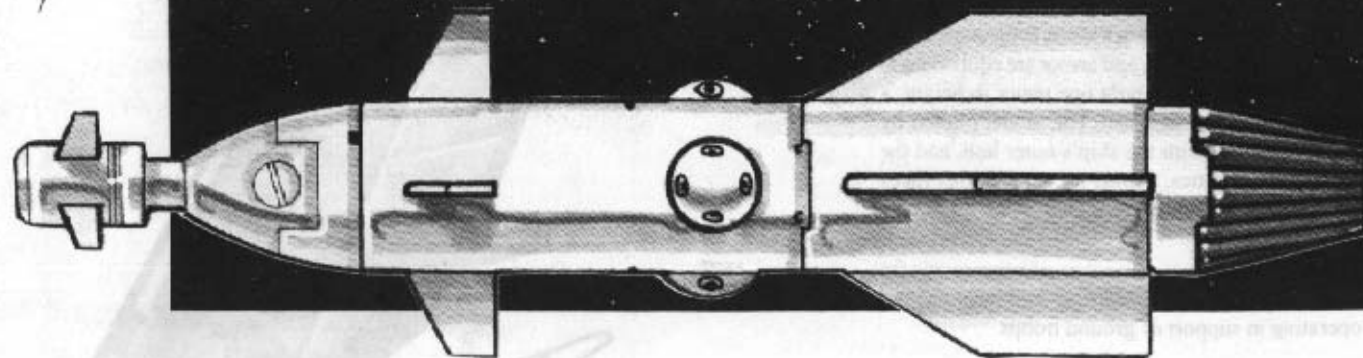
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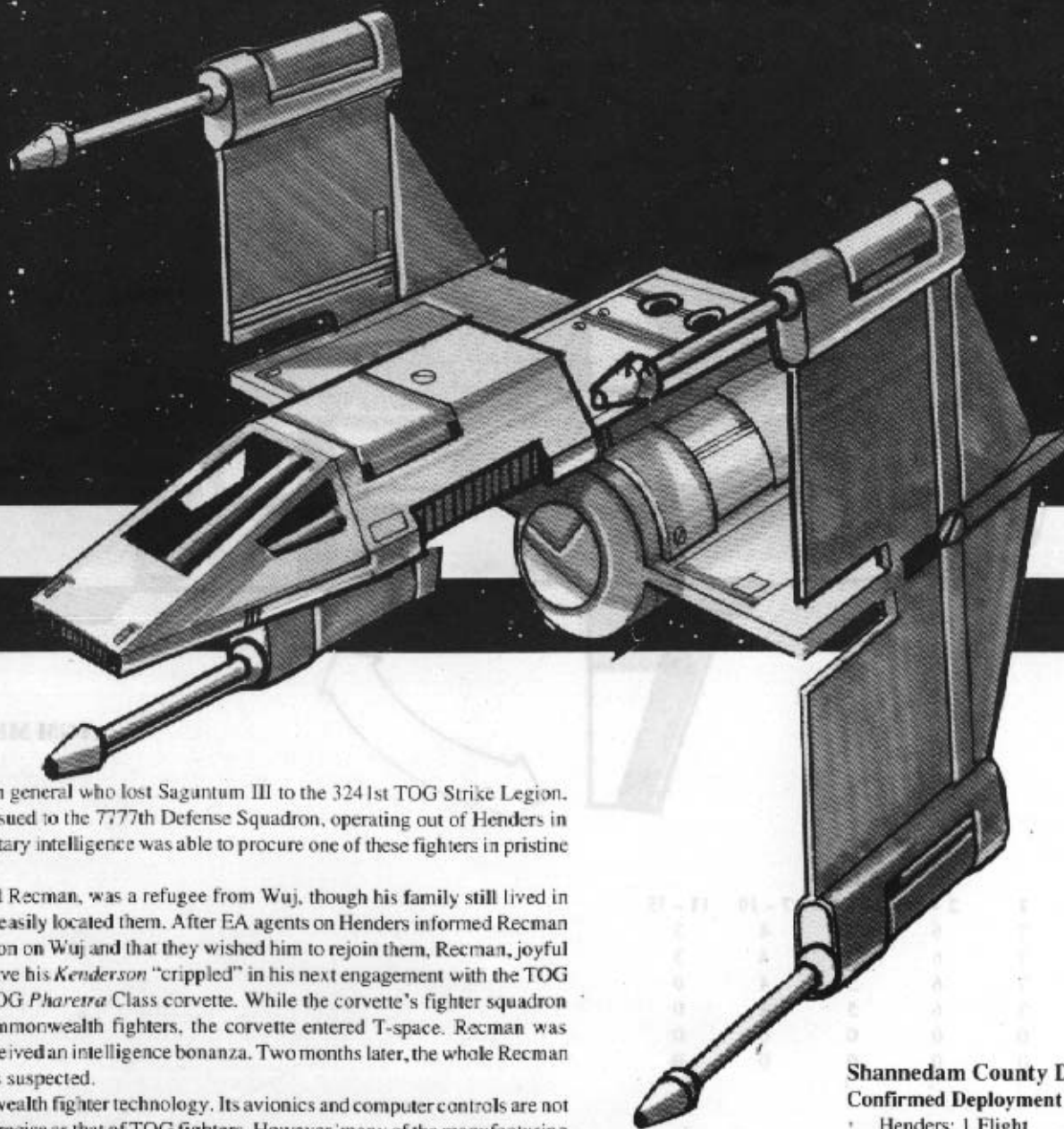
Stern 70

Weapons:

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



SSS MISSILE



Briefing:

The *Kenderson* is named for the Commonwealth general who lost Sagantum III to the 3241st TOG Strike Legion. When first deployed, in 6827, the *Kenderson* was issued to the 7777th Defense Squadron, operating out of Henders in Shannadam County. Within three months, TOG military intelligence was able to procure one of these fighters in pristine condition.

One of the pilots assigned to the 7777th, Donald Recman, was a refugee from Wuj, though his family still lived in an Imperial liberated zone of the planet where the IS easily located them. After EA agents on Henders informed Recman that his family was safely under the Lictor's protection on Wuj and that they wished him to rejoin them, Recman, joyful about the news of his family's safety, arranged to have his *Kenderson* "crippled" in his next engagement with the TOG Navy. His *Kenderson* was then transferred to the TOG *Phaettra* Class corvette. While the corvette's fighter squadron bravely fought a rear-guard action against the Commonwealth fighters, the corvette entered T-space. Recman was reunited with his family and the Imperial Military received an intelligence bonanza. Two months later, the whole Recman family died in a tragic fire in their home. Arson was suspected.

The *Kenderson* is a typical example of Commonwealth fighter technology. Its avionics and computer controls are not up to TOG standards and the workmanship is not as precise as that of TOG fighters. However, many of the manufacturing techniques and electronic components were unusual enough to be of some minor interest to TOG military suppliers. It is not true that the CWTP's new fire control systems or computers are exact copies of the *Kenderson*'s.

Shannadam County Deployment:

Confirmed Deployment

Henders: 1 Flight

Unconfirmed Deployment

Tubanos: 2 to 3 Squadrons

PEACEKEEPER

Type: Medium Fighter

Mass: 140

Cost: 3,056,300

Engines:

Right Engine Rating 1000

Left Engine Rating 1000

Thrust:

High Thrust Modification 8

(w/5/4 Lasers Replaced)

Streamlining: No

AntiGrav: Yes

Shields:

Bow 60

Right 60

Left 60

Stern 60

Armor:

Bow 100

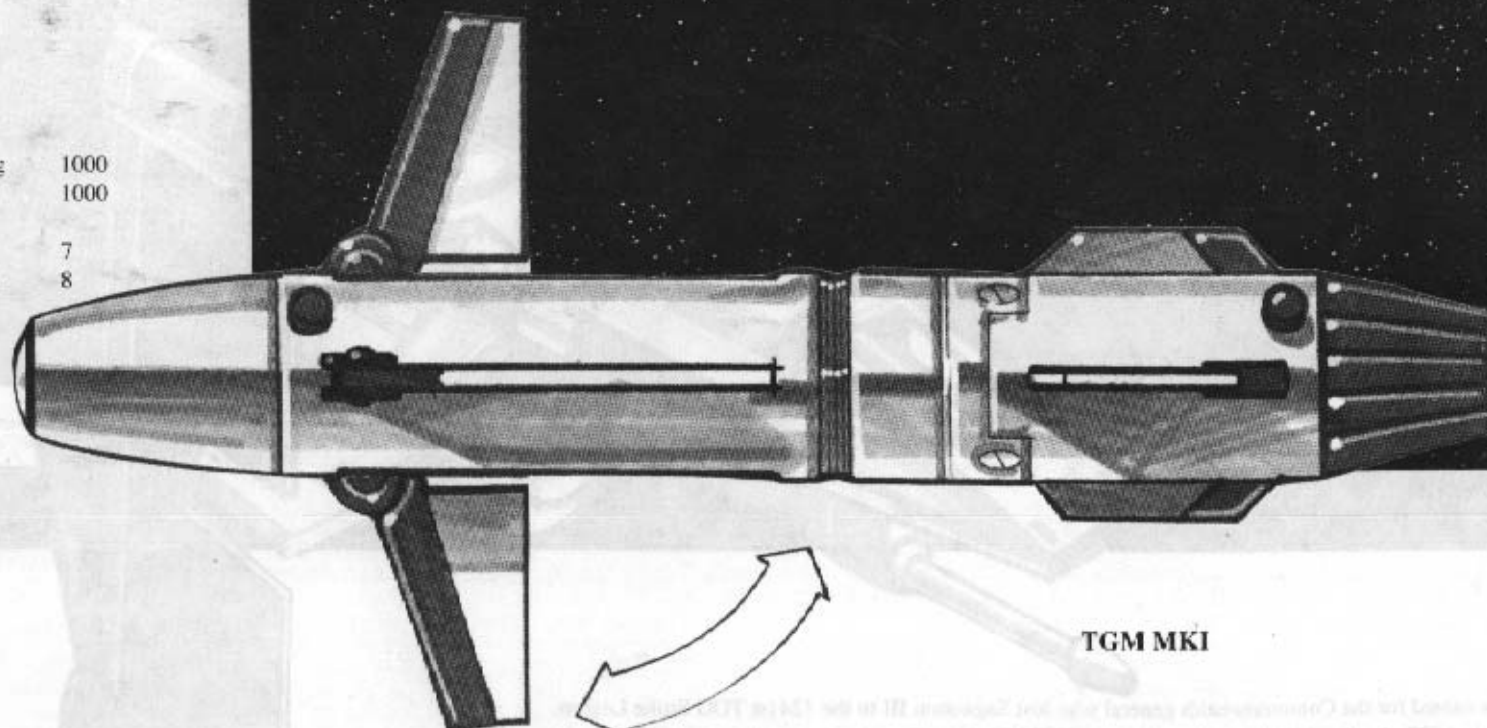
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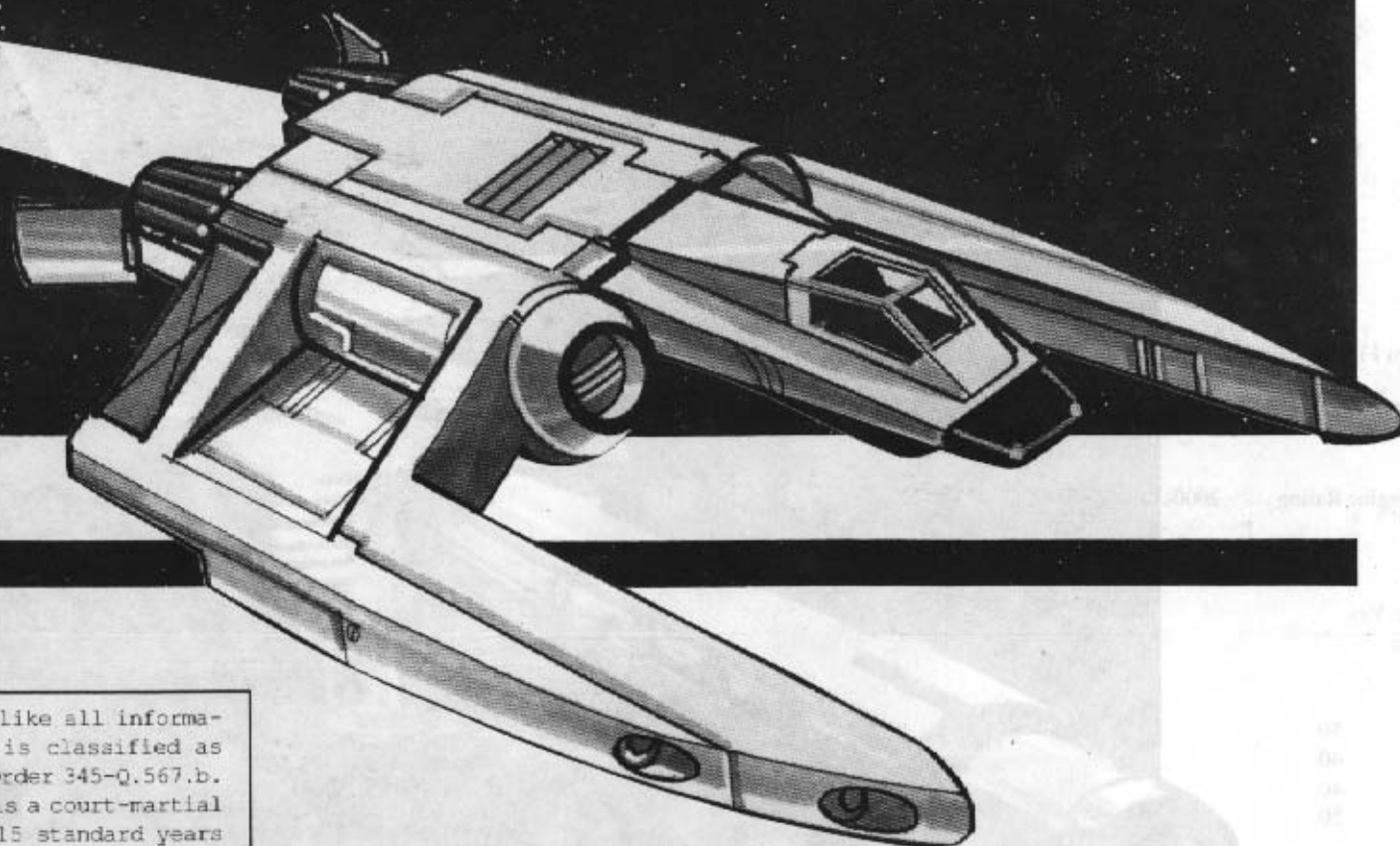
Stern 100

Weapons:

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



TGM MKI



Briefing:

The following briefing, like all information in this publication, is classified as **SECRET**, per General Lictor Order 345-Q.567.b. Misuse of this information is a court-martial offense and punishable by 15 standard years of hard labor or mandatory assignment to a volunteer assault unit.

In 6810, Archikeleustes Danielle Quabela of the Imperial Navy was assigned to evaluate a new prototype fighter before its approval for limited combat deployment. Quabela, however, was secretly in league with agents of the traitorous Renegade Legion. Violating the trust of both Caesar and the Senate, she fled with the prototype to rendezvous with a Renegade spy ship that was hovering in the system. Evading the righteous wrath of the TOG escorting fighters, she and her ill-gotten booty fled to Commonwealth space. Archikeleustes Danielle Quabela was sentenced *in absentia* to death, and under the legal precedent of *Vebero Puer*, her immediate family was put to death.

Moreover, the Lictor was able to prove that a conspiracy existed between the prototype's manufacturer, Quabela, and the Commonwealth. As a result of this exposé, of the manufacturing facilities were completely razed and the TOG Procurement Board canceled all production contracts for the craft.

The so-called *Peacekeeper* is a copy of that stolen prototype. Still in use with many traitorous Renegade Legion units, the *Peacekeeper* is a symbol of the deserters' inability to best the TOG technologically or morally.

Shannedam County Deployment:

Confirmed Deployment

672nd: 2 Squadrons

Unconfirmed Deployment

New Janos: 1 to 2 Squadrons

Caralis: 2 to 3 Squadrons

RAMROD

Type: Medium Fighter

Mass: 112

Cost: 2,460,400

Engines:

Center Engine Rating 2000

Thrust:

9

Streamlining: Yes

AntiGrav: No

Shields:

Bow 50

Right 40

Left 40

Stern 50

Armor:

Bow 50

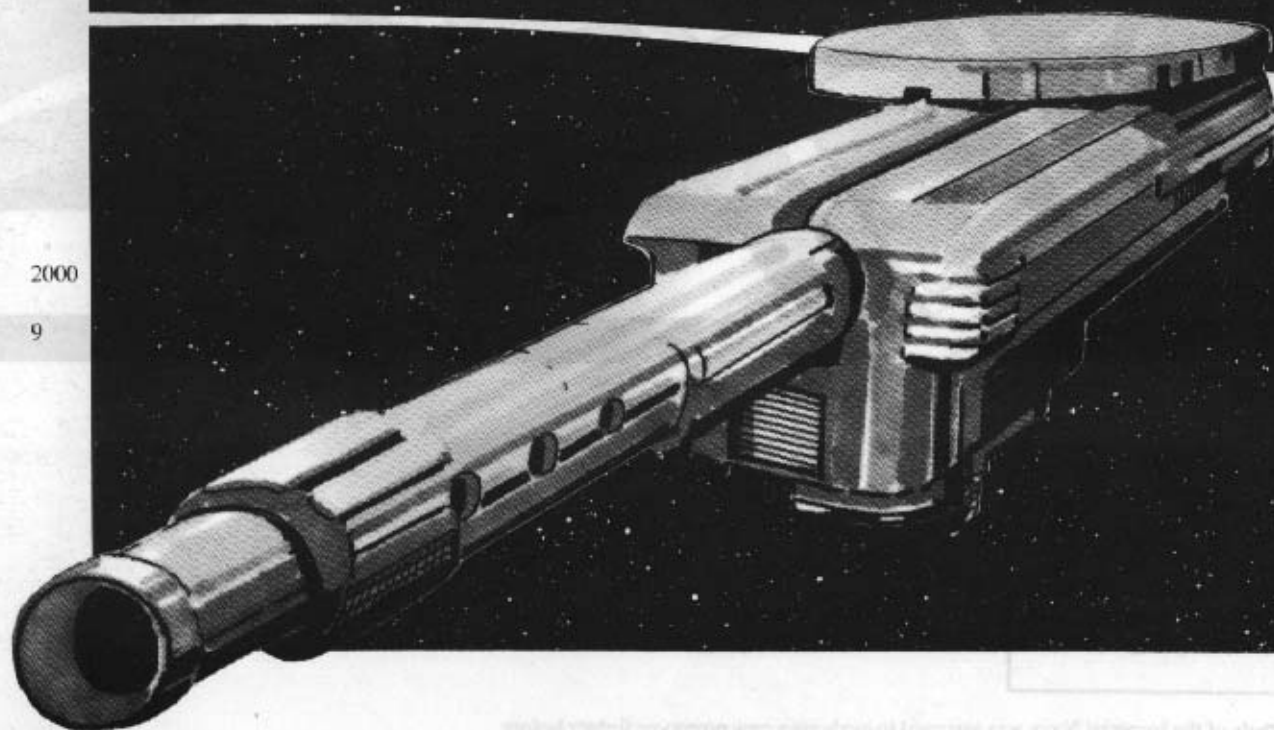
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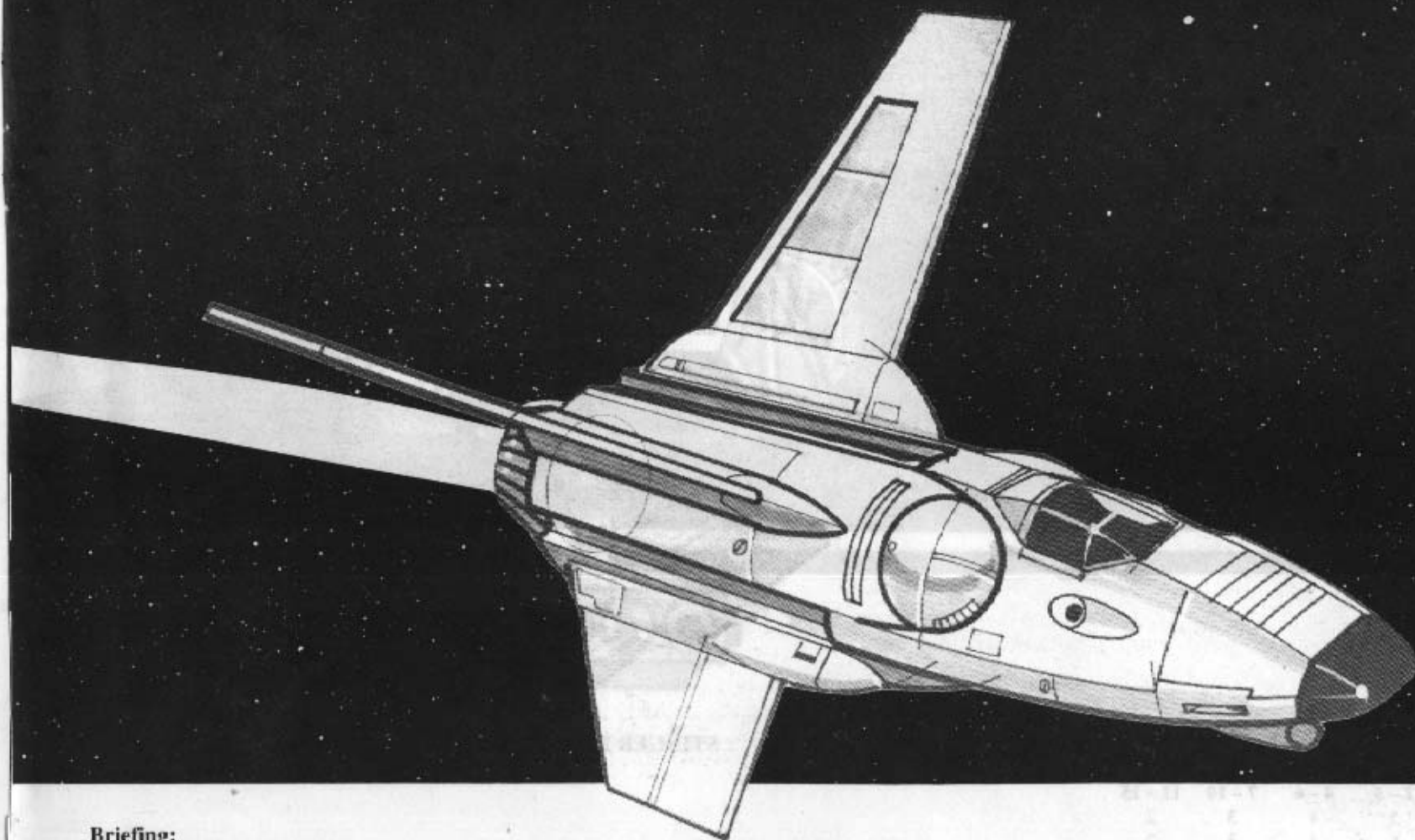
Stern 50

Weapons:

Type	Location	1	2-3	4-6	7-10	11-15
3/5 Laser	Bow	7	6	5	0	0
EPC 14	Bow	14	7	3	1	0
Hard Point	Bow	0	0	0	0	0



EPC 14



Briefing:

The Commonwealth began construction of the *Ramrod* Class of medium fighters just as the Imperial TOG forces began their victorious drive on Shannedam County. This fighter went from the design stage to actual deployment in the remarkable record time of 36 weeks. This speed was achieved at a heavy cost, however. The quality of workmanship on the original batch of *Ramrods* was poor, at best. One example was a major design defect in the cockpit atmospheric controls that cost the lives of several dozen pilots. Within ten weeks of its initial deployment, the fighter had been recalled for major modifications of several critical systems, adding to the cost and slowing production. Despite the repairs, the fighter's reputation as a "Yorkie" became established within the Renegade Legions. [EDITOR'S NOTE: "Yorkie" refers to an ancient 20th-century weapons system named "the Sergeant York."]

The *Ramrod* is being slowly phased out of service, and replaced by the more popular *Cheetah*. The fighter is often described as a "hotbox," because its tiny cockpit is wedged between the craft's powerful single engine and its high-powered CAM-J EPC. The bow-mounted hard point provides limited missile fire-capability and normally carries an ECM pod. As a backup to the EPC, the *Ramrod* mounts a powerful but short-ranged laser.

Shannedam County Deployment:

Confirmed Deployment

672nd: 2 Squadrons

Unconfirmed Deployment

Tubanos: 2 to 5 Squadrons

STINGER

Type: Medium Fighter

Mass: 143

Cost: 2,973,400

Engines:

Right Engine Rating

Left Engine Rating

Thrust:

High Thrust Modification
(w/Lasers Replaced)

Streamlining: Yes

AntiGrav: No

Shields:

Bow 60

Right 50

Left 50

Stern 60

Armor:

Bow 90

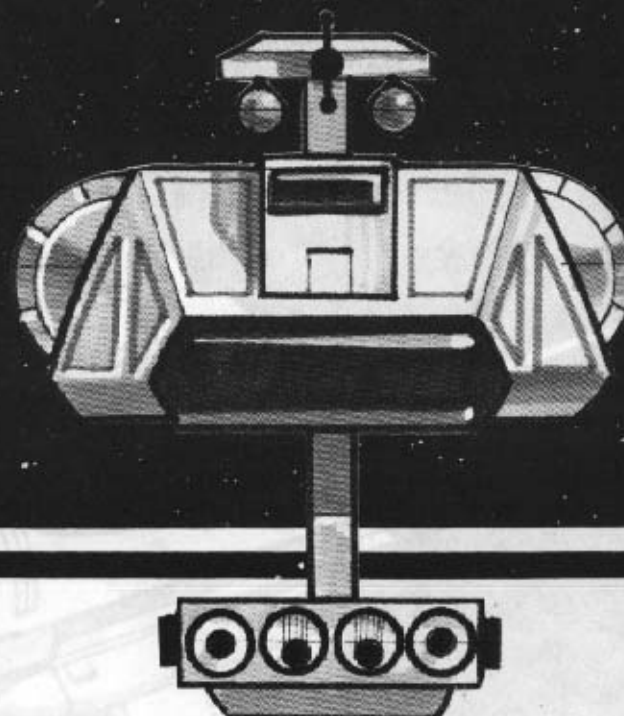
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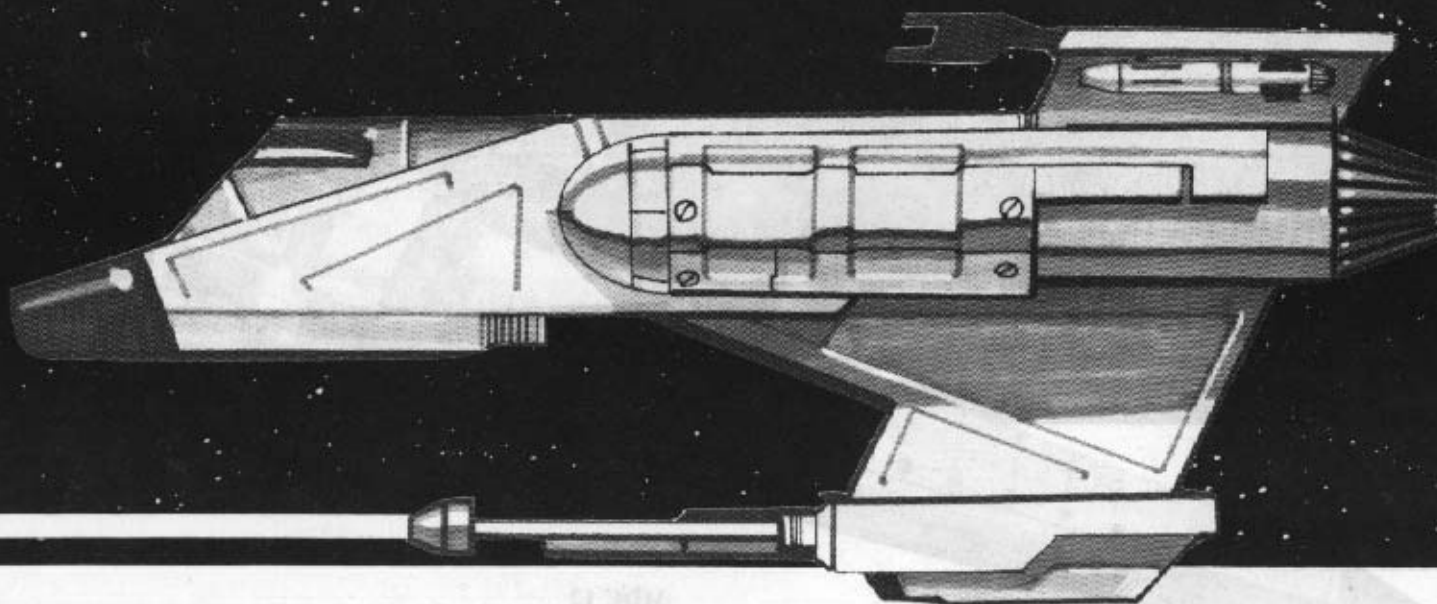
Stern 90

Weapons:

Type	Location	1	2-3	Range 4-6	7-10	11-15
7.5/2 Laser	R/Wing	6	5	4	3	2
7.5/2 Laser	L/Wing	6	5	4	3	2
EPC 14	L/Wing	14	7	3	1	0
EPC 14	R/Wing	14	7	3	1	0
Safeguard-2	Bow	0	0	0	0	0
Hard Point	R/Wing	0	0	0	0	0
Hard Point	L/Wing	0	0	0	0	0
Hard Point	Bow	0	0	0	0	0



STINGER FRONT VIEW



Briefing:

With over 65 percent of Shannedom County's strategic raw material reserves in the hands of Imperial forces, the Commonwealth has suffered a terrible blow to its ability to manufacture war materials. In response, remaining local arms manufacturers began the *Stinger* program as an attempt to produce a medium fighter using non-strategic materials such as plastics, ceramics, and nickel/iron steel. Gutiel & Garsh, Inc., the prime contractor, was successful in achieving this objective. Eighty-five percent of the *Stinger's* airframe is constructed of these common materials, while the electronic and computer components utilize silicon chips instead of bio-molecular processors whenever possible. The EPC barrel is plated with chromium rather than stress-aligned titanium. Only the laser systems seem to have escaped the engineers' unconstrained mania for using substandard materials.

These substitute materials have caused operational and logistical problems for *Stinger* units. The EPC barrels, for example, become pitted and burnt out after 50 firings, and so must be constantly replaced. The ship is also bulky in comparison to its tonnage, with some reports indicating that it is unable to fit into a standard 150-ton fighter bay. Finally, technicians for the *Stinger* must be retrained in obsolescent silicon chip technology. Though the cost of the substitute raw materials for the craft is lower, the manufacturing process is more complex, which makes the *Stinger* as costly as a craft built from more conventional materials.

The *Stinger's* very existence proves that the Imperial forces have driven the Commonwealth economy in Shannedom County to its knees. Soon, all of Shannedom County and the Alaric Grand Dukedom will be liberated from the oppression that they suffer under the Renegade traitors and their Commonwealth masters.

Shannedom County Deployment:

Confirmed Deployment

Moshelle: 3 Squadrons

Rilus V: 1 Squadron in point defense role at factory

Unconfirmed Deployment

Rolunitru: 2 to 5 Squadrons

672nd: 1 Squadron

DEFENDER

Type: Heavy Fighter

Mass: 199

Cost: 3,575,400

Engines:

Right Engine Rating 1200

Left Engine Rating 1200

Thrust: 6

Streamlining: Yes

AntiGrav: No

Shields:

Bow 70

Right 60

Left 60

Stem 70

Armor:

Bow 80

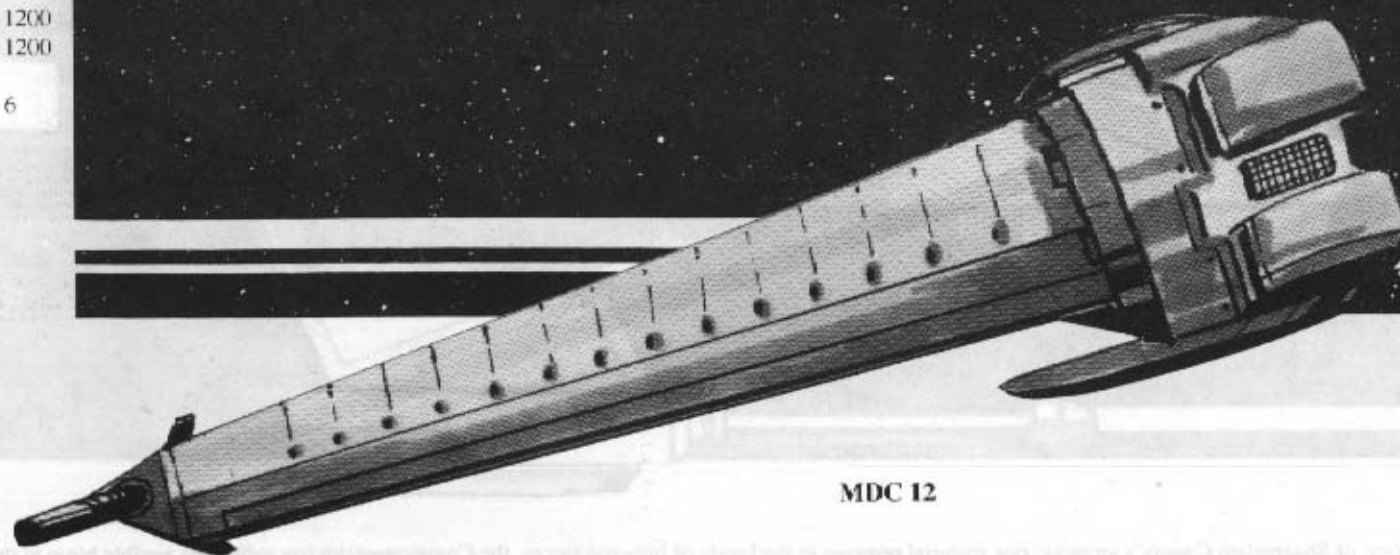
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Right 70

Stem 80

Weapons:

Type	Location	Range				
		1	2-3	4-6	7-10	11-15
5/2 Laser	R/Wing	5	4	3	2	0
5/2 Laser	L/Wing	5	4	3	2	0
MDC 12	Bow	12	12	12	12	0
MDC 12	Bow	12	12	12	12	0
Hard Point	Bow	0	0	0	0	0



MDC 12

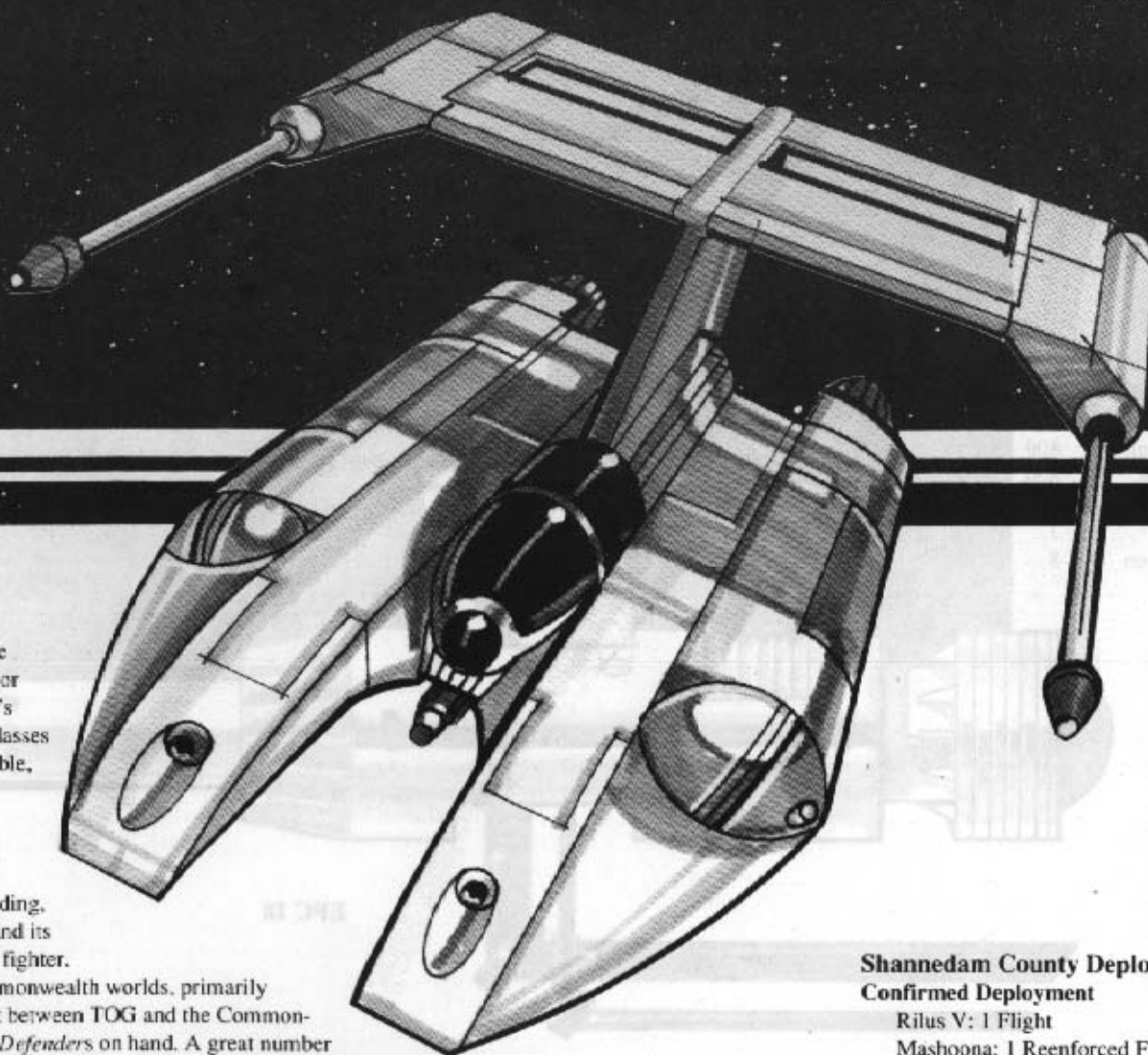
Briefing:

First introduced in 6720, the *Defender* is one of the oldest heavy fighters still in active use by either TOG or the Commonwealth. In arming the craft, the *Defender's* designers had bypassed the then-new EPC and NPC classes of heavy weapons in favor of the older, but more reliable, mass driver cannons.

Mounting the two largest mass driver cannons available, and backed up with two 5/2 medium lasers, the *Defender* packs a considerable punch. That much firepower would normally result in less armor or shielding, but the *Defender* has considerable armor on all sides and its shielding remains some of the best ever mounted on a fighter.

This rugged design found its way onto many Commonwealth worlds, primarily in a planetary-defense role. When hostilities broke out between TOG and the Commonwealth in 6723, the Royal Navy had a large supply of *Defenders* on hand. A great number have been lost over the years, but the Commonwealth has decided to keep this ancient fighter in production.

Within the past six months, however, there has been a move to discontinue production of the *Defender*. The Imperial Navy's missile tactics and the newly introduced *Spiculum* have exploited the *Defender's* inherent weakness. Because its acceleration is too low to allow the craft to maneuver effectively against the *Spiculum*, the *Defender's* mass driver cannons cannot do the damage necessary to quickly disable its TOG opponent. The *Spiculum*, however, is easily able to overcome the *Defender's* armor with missile and heavy laser fire. It is open to speculation whether or not this fighter will finally be retired, but if the Commonwealth military wishes to delay the inevitable, they would be well advised to do so.



Shannedam County Deployment: Confirmed Deployment

Rilus V: 1 Flight

Mashoona: 1 Reenforced Flight

345th Carrier Wing: 1 Squadron

Unconfirmed Deployment

Ope' Diar: 1 Squadron in Defense of VLCA

Defiance: 314th Heavy Reserve Squadron
(possibly detached from the 345th)

DEFIANT

Type: Heavy Fighter
Mass: 174
Cost: 4,234,450

Engines:
 Center Engine Rating 900
 Right Engine Rating 800
 Left Engine Rating 800

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

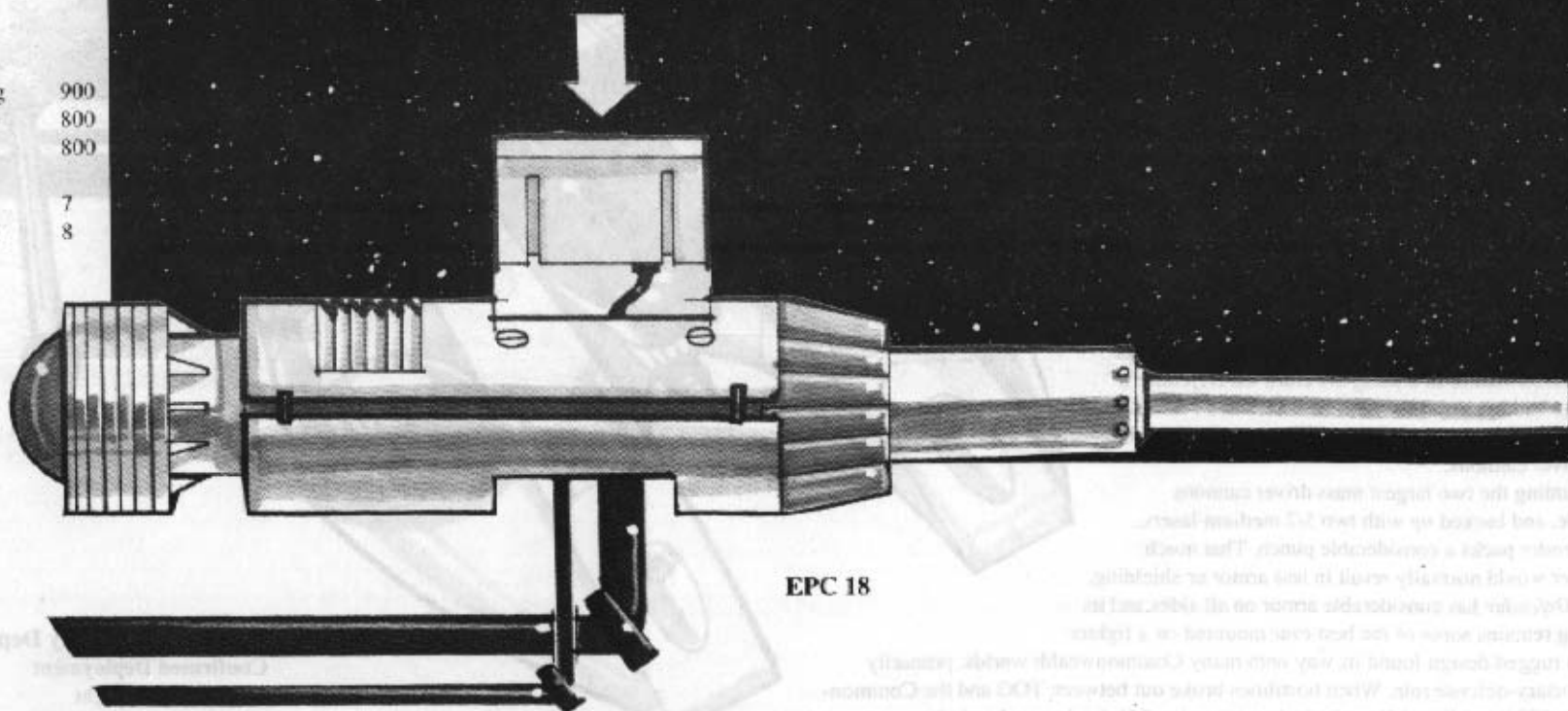
Streamlining: Yes
AntiGrav: No

Shields:
 Bow 60
 Right 50
 Left 50
 Stern 60

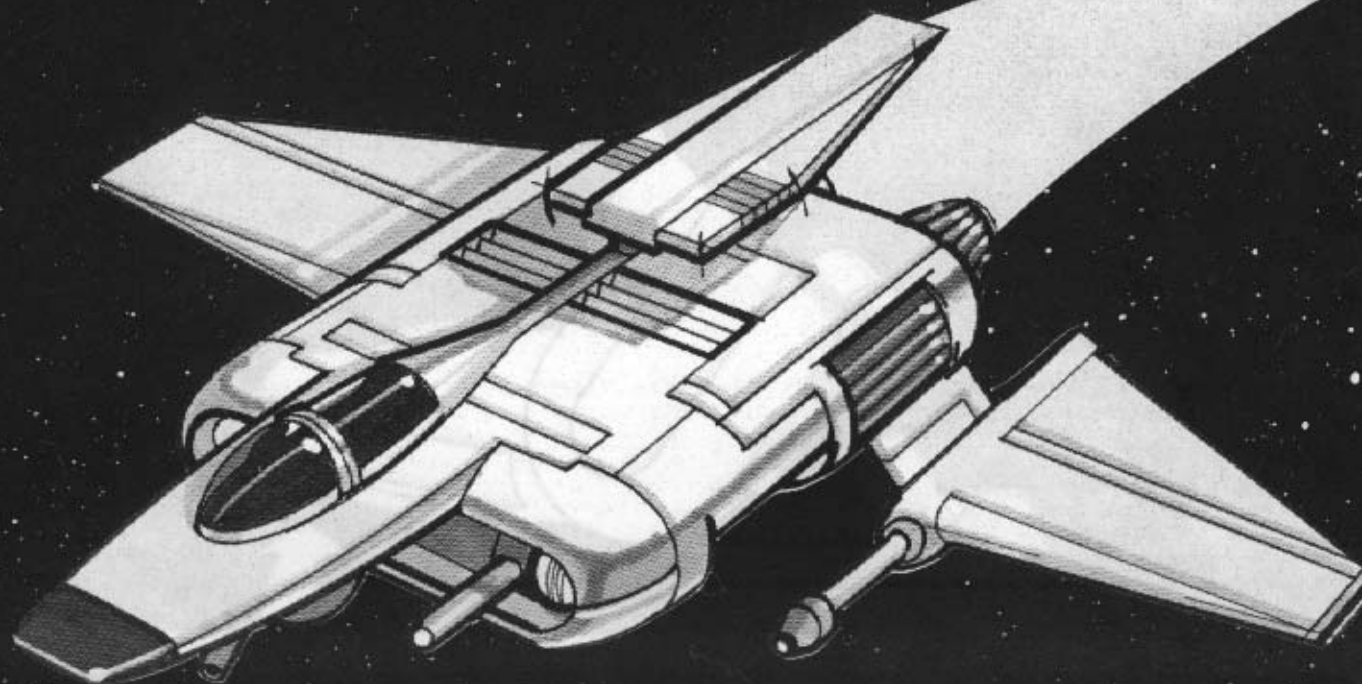
Armor:
 Bow 100
 Left 70
 Right 70
 Stern 90

Weapons:

Type	Location	1	2 - 3	Range 4 - 6	7 - 10	11 - 15
7.5/5 Laser	R/Wing	9	8	7	6	5
7.5/5 Laser	L/Wing	9	8	7	6	5
Safeguard-3	Bow	0	0	0	0	0
EPC 18	Bow	18	9	3	3	0
EPC 18	Bow	18	9	3	3	0
Hard Point	Bow	0	0	0	0	0



EPC 18



Briefing:

The *Defiant* was the result of a call by the JCRFOB for a fighter to counter the deployment of the large numbers of TOG missile-armed fighters. Designed by Reliant Industries, the *Defiant* carries the new Safeguard anti-missile system. The Safeguard is a navalized version of a ground vehicle-mounted anti-missile system. Besides having the new Safeguard system, the *Defiant* also carries two EPC 18 heavy weapons and two 7.5/5 heavy lasers.

In its combat debut in 6828 against the TOG Imperial Navy, the *Defiant* performed very well. Single missiles launched at the enemy fighter resulted in the the majority of the TOG missiles being destroyed by the Safeguard system. Based on this initial, but fleeting, success the *Defiant* was rushed up to front line fighter squadrons. Initially, Commonwealth fighter losses due to missiles were very low. However, by simply changing tactics the TOG Imperial Navy has redressed the balance.

The Safeguard system, unlike the MDC-G, is incapable of being used against targets other than missiles, and so the *Defiant* is underarmed for its class. Additionally, the Safeguard targeting computer is incapable of effectively handling multiple incoming missiles, and attempts to do so lead to the total shutting down of all offensive weapons, as the Safeguard pre-empts the targeting computer for its own needs. *Gladius* squadrons are now ordered to launch four or five missiles at one *Defiant*. *Martiobarbulus* squadrons are to engage *Defiant* targets at 105 + kilometers with laser and MDC fire. These tactics insure the success of Imperial forces over the *Defiant*.

Shannedam County Deployment:

Confirmed Deployment

369th Naram Fighter Wing: 1 Flight

672nd: 3 Squadrons

Unconfirmed Deployment

Kukulak: 5 to 6 Squadrons

Defiance: 2 Squadrons

Caralis: 1 Squadron

GAUL

Type: Heavy Fighter

Mass: 215

Cost: 3,724,500

Engines:

Right Engine Rating 1250

Left Engine Rating 1250

Thrust:

6

Streamlining: No

AntiGrav: Yes

Shields:

Bow 60

Right 40

Left 40

Stern 60

Armor:

Bow 80

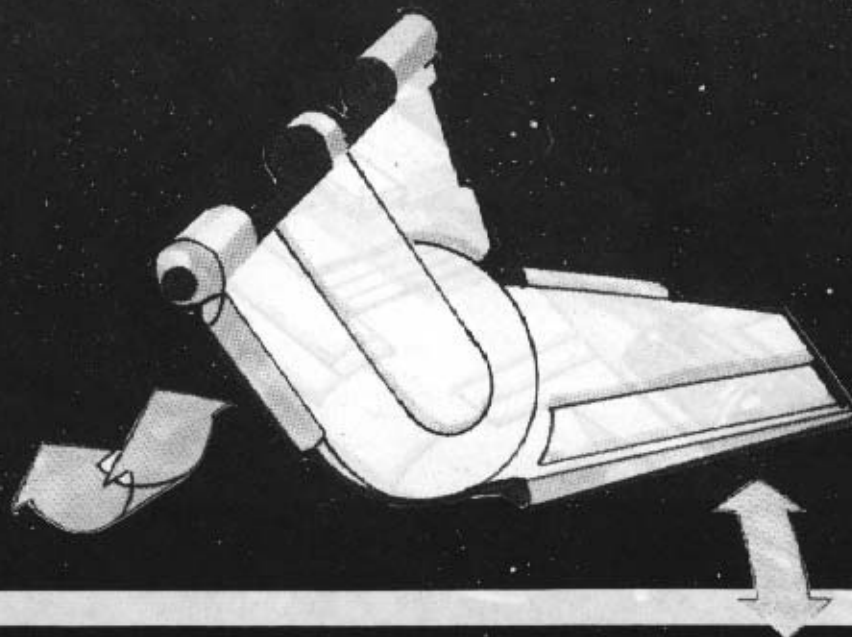
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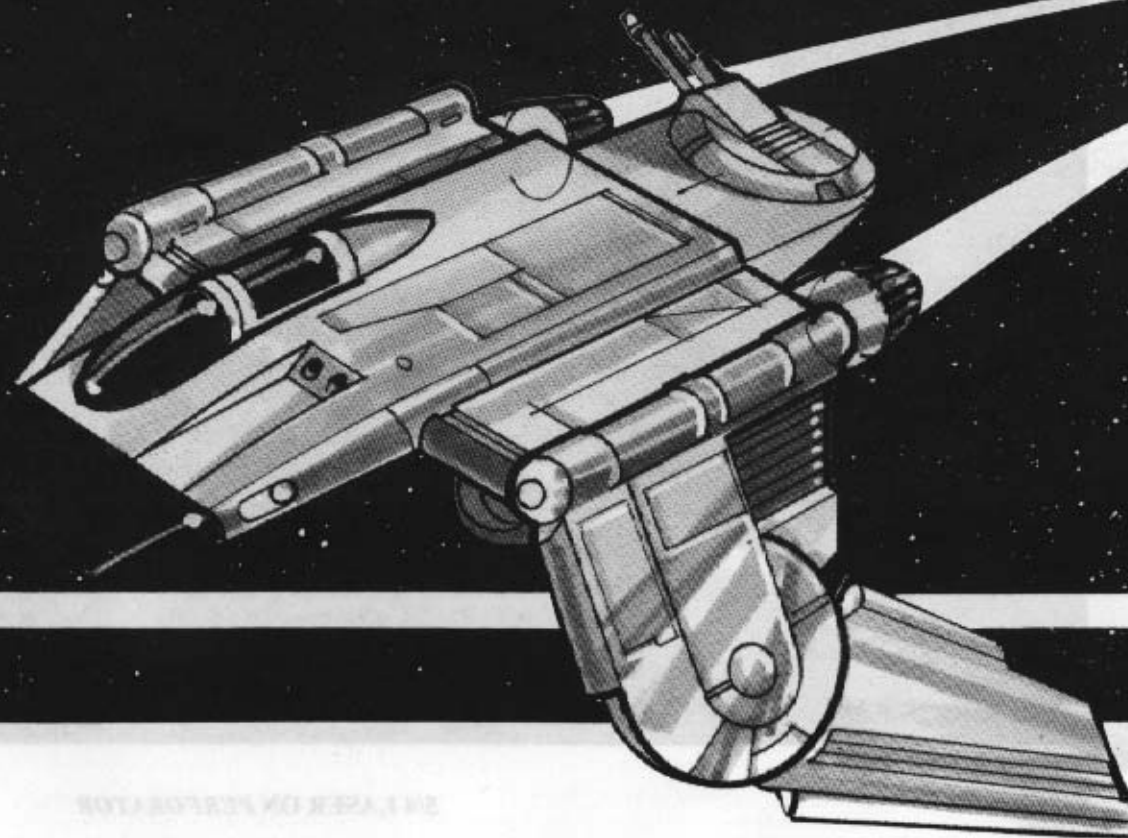
Stern 80

Weapons:

Type	Location/ Turret #	1	2 - 3	Range 4 - 6	7 - 10	11 - 15
3/6 Laser	1	8	7	6	0	0
NPC 16	1	1	4	9	16	0
MDC 10	R/Wing	10	10	10	10	0
MDC 10	L/Wing	10	10	10	10	0
Hard Point	Bow	0	0	0	0	0



GAUL WING MECHANISM



Briefing:

The *Gaul* heavy fighter is a favorite among the interceptor pilots of the traitorous Renegade Legions and the Commonwealth Navy. It is named after the barbaric tribe that fought against the original Roman Empire for years before being subdued, and its name is a calculated insult hurled at Caesar.

The folding/variable wing design of the *Gaul* provides it excellent atmospheric handling capabilities and minimizes its overall dimension for ease of transportation. TOG pilots often refer to it as "The Vulture" because of the traditional flapping of these wings that the Renegade Legion pilots perform after a successful engagement. The variable wings are often used to reconfigure the ship's profile to cause it to register on TOG long range scanning equipment as a *Space Gull*. Many experienced TOG fighters have closed in to engage what they thought was a *Space Gull* only to discover the more heavily armed and armored Gaul waiting in ambush. Starting in 6832, all fighters will have their scanners reprogrammed to foil this tactic.

The *Gaul* is most commonly found among the carrier attack groups, operating as Combat Air Patrol or in a system patrol capacity.

Shannedam County Deployments:

Confirmed Deployment

Kukulak: 1 Flight

Unconfirmed Deployment

369th Naram Fighter Wing: 2 to 3 Squadrons

Type **PERFORATOR**

7.5/5 Las

7.5/5 Las

5/4 Laser

5/4 Laser

36

PE

Type: H

Mass: 1

Cost: 3

Engines

Rig

Lef

Thrust:

High Th

(w/ 5/4)

Streaml

AntiGr

Shields:

Bo

Rig

Le

Ste

Armor:

Bo

Le

Rig

Ste

avy Fighter

17,050

Engine Rating 1200

Engine Rating 1200

8

9

ing: no

yes

60

50

50

60

90

70

70

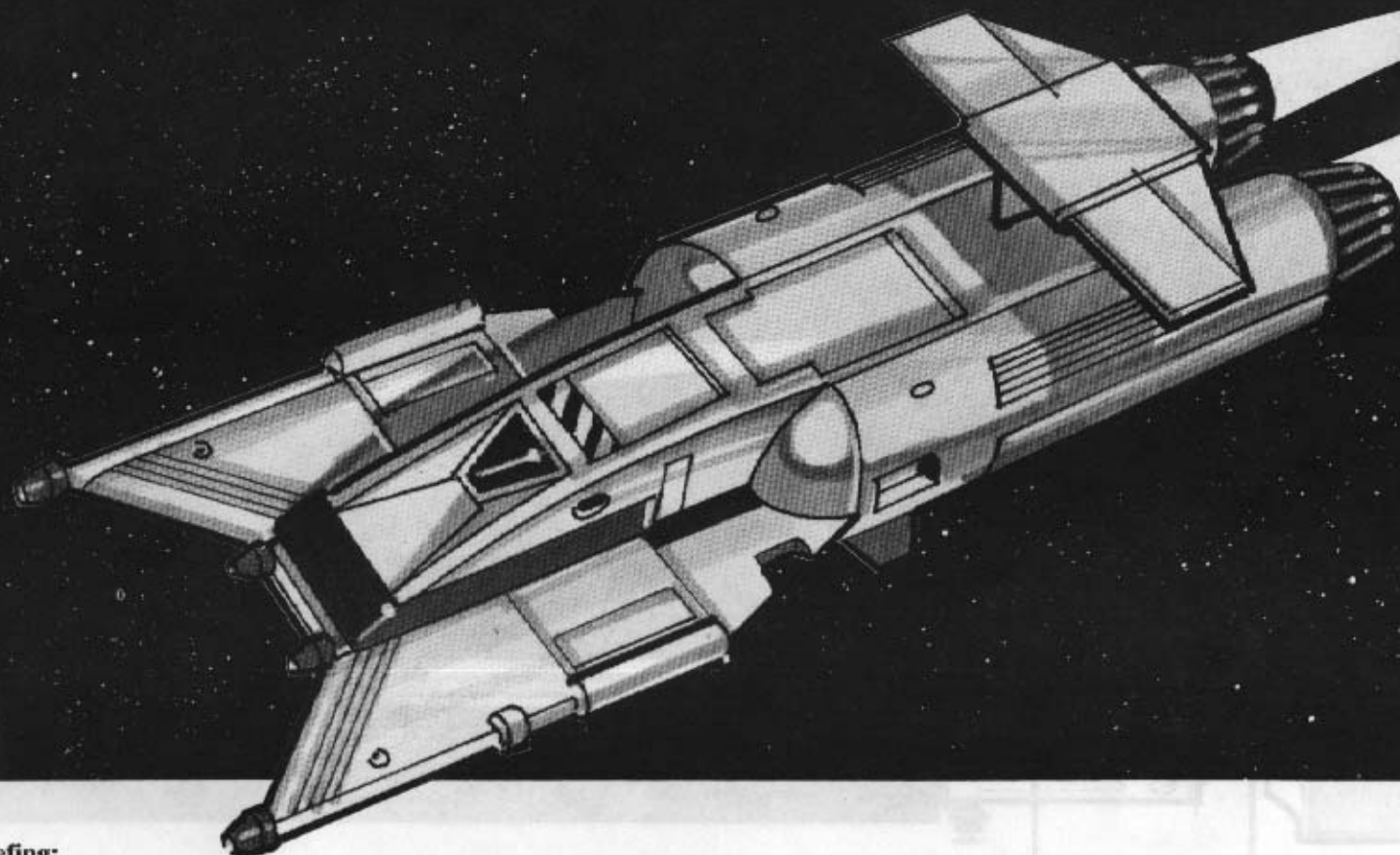
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5/4 LASER ON PERFORATOR

Location		Range				
		1	2 - 3	4 - 6	7 - 10	11 - 15
R/Wing	er	9	8	7	6	5
L/Wing	er	9	8	7	6	5
Bow		7	6	5	4	0
Bow		7	6	5	4	0

The 5/4 Laser is a powerful weapon that is used by the Perforator. It is a long-range weapon that can be used to destroy enemy ships. The laser is mounted on the Perforator's main body and is used to destroy enemy ships. The laser is a powerful weapon that is used by the Perforator. It is a long-range weapon that can be used to destroy enemy ships. The laser is mounted on the Perforator's main body and is used to destroy enemy ships.



Briefing:

In 6820 two Commonwealth tacticians brought a study before the Joint Commonwealth/ Renegade Fighter Operations Board (JCRFOB). They had analyzed numerous fighter engagements over the past four years and had found a disturbing trend. In 6820 it took approximately three minutes for Commonwealth fighters to score appreciable internal damage on the TOG fighters. By 6827, this time limit had risen to five minutes. They supposed that the reason for this degradation was not that the Imperial Navy had upgraded the defensive systems of its fighters, or that the Imperial pilots were better, but rather that with the introduction of the *Spiculum* overall maneuverability of TOG fighters had increased. The JCRFOB was very disturbed by this trend. In order to counter it, the Board issued a Specification that called for a new fighter that could damage the internal components of a TOG fighter with one, or at most two, passes.

The new fighter's name is the *Perforator*. Its acceleration is very high for a heavy fighter and its defensive systems are good, but it appears to be somewhat underarmed. The *Perforator* is armed exclusively with lasers, two 7.5/5 heavy lasers and two 5/4 medium lasers. This weapons mix insures that internal hits are achieved rapidly, but without another weapons system, it is unlikely that a single killing blow can be quickly achieved.

The JCRFOB has deployed several squadrons of *Perforators*, one of which is operating in the Shannadam County area. These squadrons are to test the ship's effectiveness and to develop new tactics that can maximize the effectiveness of the ship's non-traditional weapons mix. This experiment is doomed to fail since the premise that led to the *Perforator's* construction is false. The increase in engagement times is the result of Imperial Navy pilots being vastly superior to the Commonwealth or Renegade cannon fodder.

Shannadam County Deployment:

Confirmed Deployment

2031st Strike Legion: 1 Squadron attached

Unconfirmed Deployment

None

PUNISHER

Type: Heavy Fighter

Mass: 186

Cost: 4,108,600

Engines:

Right Engine Rating 1200

Left Engine Rating 1200

Thrust:

6

High Thrust Modification

7

(w/Lasers Replaced)

Streamlining: Yes

AntiGrav: No

Shields:

Bow 70

Right 50

Left 50

Stern 60

Armor:

Bow 90

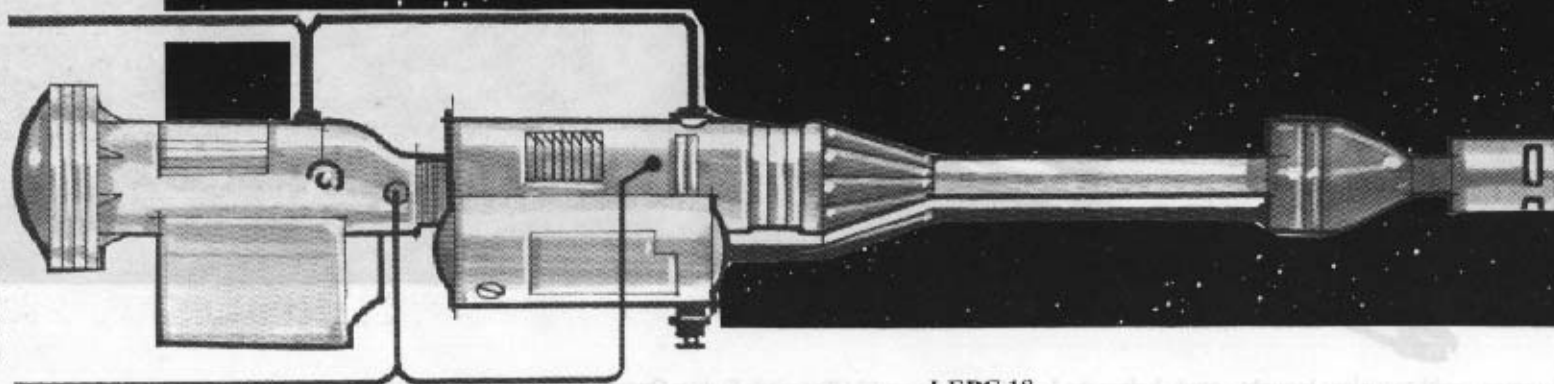
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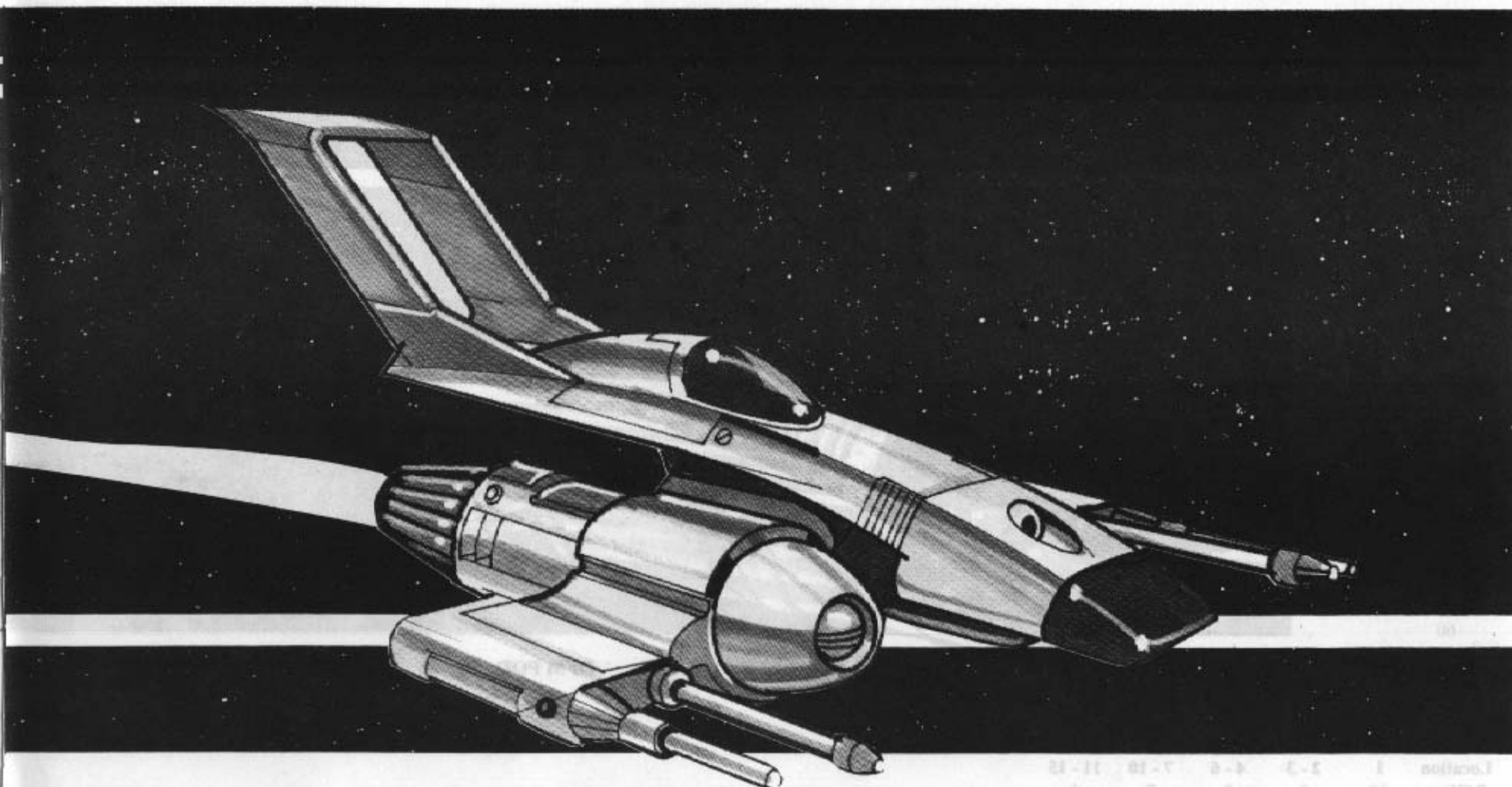
Stern 90

Weapons:

Type	Location	1	2 - 3	Range	4 - 6	7 - 10	11 - 15
7.5/6 Laser	R/Wing	10	9	8	7	6	6
7.5/6 Laser	L/Wing	10	9	8	7	6	6
EPC 18	R/Wing	18	9	3	3	0	0
EPC 18	L/Wing	18	9	3	3	0	0
Hard Point	Bow	0	0	0	0	0	0
LEPC 18	Bow	4/18	3/9	2/3	1/3	0	0



LEPC 18



Briefing:

The *Punisher*, so named due to its supposed ability to deal out heavy damage, was designed especially to carry the LEPC. The LEPC is a merger of 5/1 light laser and an EPC heavy weapons system. The LEPC fires intermixed laser and EPC pulses out of a common barrel. The laser pulse penetrates into the target's armor and then the EPC bolt enters the cavity just created by the laser, blowing out large segments of armor. While the design is fine in theory, often the timing between the laser and EPC pulses is off and the EPC bolt is stopped by the flickering shields, resulting in a very inefficient weapons system.

Secondary armament consist of two 7.5/6 heavy lasers along with two Krytac-designed EPC 18s. The *Punisher* also carries average armor for its weight and mounts good shielding, especially to the front. The *Punisher's* acceleration is a little lower than most Commonwealth heavy fighters, but not enough to seriously affect the combat performance of the craft.

After the *Punisher* had been deployed in combat for a few months, it was reported that the fighter would mysteriously break off engagements for no apparent reason. Intelligence sources also reported that many *Punisher* squadrons had been grounded. An investigation by the EA was started to determine the reason for these occurrences. Imperial agents discovered that the Krytac EPCs had a tendency to overheat and fuse into useless slag during periods of sustained firing. All the *Punishers* had been grounded to be refitted with a more reliable EPC 18 weapons system. The agent's report was not disseminated to Wing commanders in time to be of military use to them, but this incident underscores the superiority of the TOG military-industrial complex, a superiority that will overwhelm all opposition.

Shannadam County Deployment: Confirmed Deployment

1151st Interceptor Wing: 1 Flight
2031st Strike Legion: 2 Squadrons

Unconfirmed Deployment

Tiven: 1 Squadron
Mala: 1 to 2 Squadrons

SLINGSHOT

Type: Heavy Fighter

Mass: 156

Cost: 3,382,300

Engines:

Right Engine Rating 1200

Left Engine Rating 1200

Thrust:

7

Streamlining: Yes

AntiGrav: No

Shields:

Bow 70

Right 60

Left 60

Stern 70

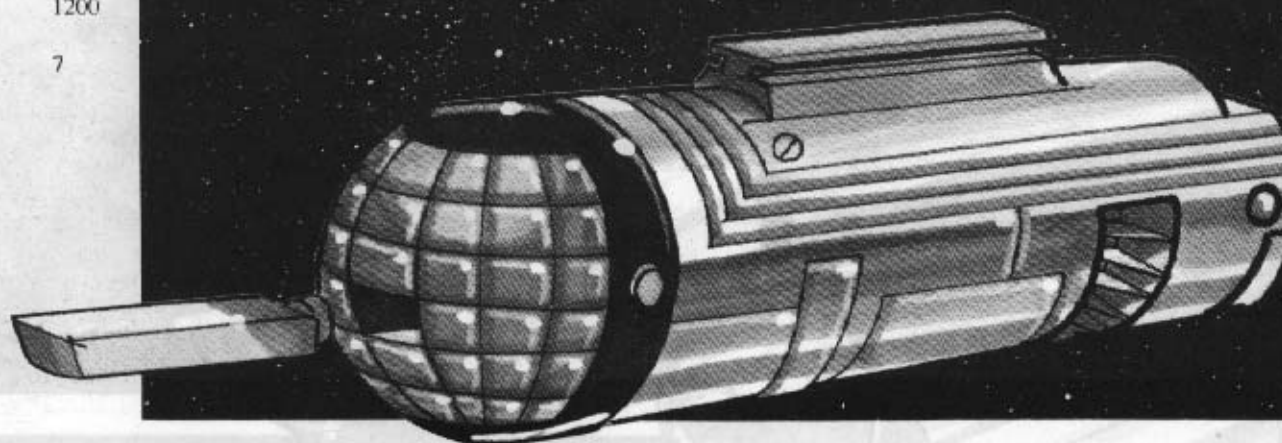
Armor:

Bow 100

Left 60

Right 60

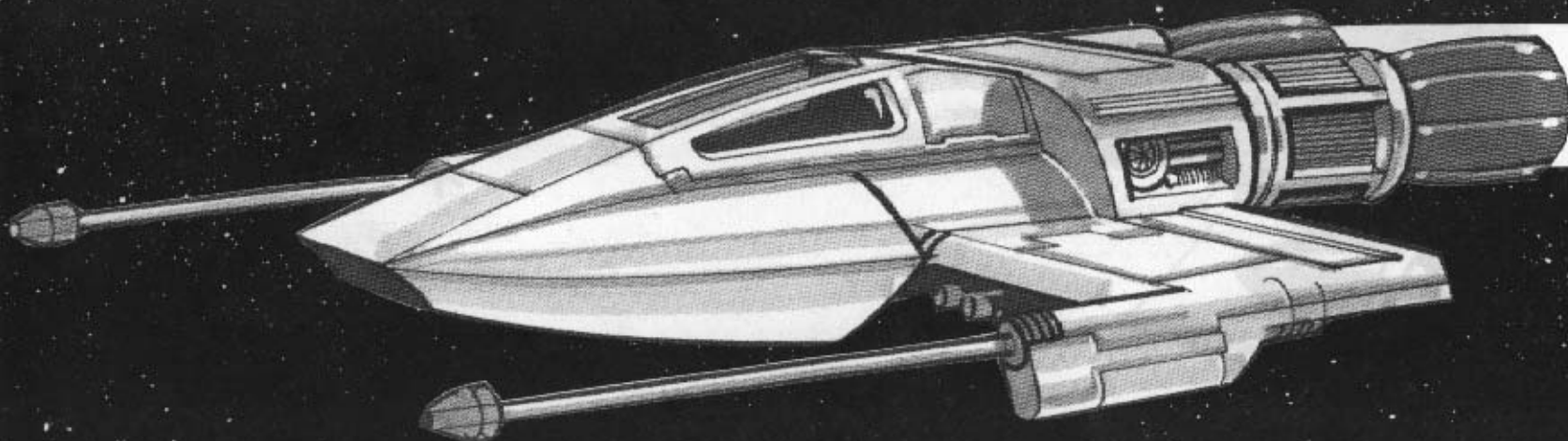
Stern 100



DFM POD

Weapons:

Type	Location	1	2 - 3	4 - 6	7 - 10	11 - 15
7.5/6 Laser	R/Wing	10	9	8	7	6
7.5/6 Laser	L/Wing	10	9	8	7	6
Hard Point	L/Wing	0	0	0	0	0
Hard Point	L/Wing	0	0	0	0	0
Hard Point	L/Wing	0	0	0	0	0
Hard Point	L/Wing	0	0	0	0	0
Hard Point	R/Wing	0	0	0	0	0
Hard Point	R/Wing	0	0	0	0	0
Hard Point	R/Wing	0	0	0	0	0
Hard Point	R/Wing	0	0	0	0	0



Briefing:

The first reported use of the *Slingshot* was in 6827, by the 721st Interceptor Wing. The TOG Imperial Navy had deployed three new squadrons of *Gladius* fighters to their sector and the 721st was taking heavy losses due to missile fire. After losing three wingmen to TOG missiles, Flight Sergeant Jonatha Jenkins made an unauthorized field modification to her *Avenger*. With the help of her ground crew, she stripped out the *Avenger*'s Mass Drivers and EPCs and jury-rigged it to carry eight missiles. Excess power was shunted to the shields. She also replaced her 5/4 lasers with a pair of 7.5/6s, stolen from a *Pegasus* Corvette that was in dry dock. On her next mission, Flight Sergeant Jenkins was credited with three *Gladius* kills.

Rather than being disciplined for her unauthorized modifications or her thefts, Flight Sergeant Jenkins was commended and the *Slingshot* design forwarded to the Joint Commonwealth/Renegade Fighter Operations Board (JCRFOB). The JCRFOB evaluated the new modification and has placed it into general production.

The *Slingshot* mounts eight hard points, one more than the *Gladius*. It also carries two 7.5/6 heavy lasers as secondary weapons. The *Slingshot* is as well-armored as an *Avenger* and has an increased shield flicker rate. While the *Slingshot* cannot quite match the acceleration of the *Spiculum*, it can exceed the acceleration of the *Gladius*. The *Slingshot* has a disadvantage, however. Once the missiles are expended, the *Slingshot* can only defend itself with its two heavy lasers. Like the Imperial Navy, the Commonwealth has deemed that this disadvantage is more than compensated for by the increased short term firepower. It is doubtful that the Commonwealth Navy will be able to tactically deploy the *Slingshot* in an effective manner. Commonwealth missile doctrine is tactically unsound and in all likelihood *Slingshot* squadrons will be poorly used by their Commonwealth and Renegade commanders.

Shannedam County Deployment:

Confirmed Deployment

Henders: 1 Flight (attached to the 721st Interceptor Wing)

Wuj: 2 Squadrons

Unconfirmed Deployment

Tubanos: 1 Group

New Janos: 1 to 3 Squadrons

Mashoona: 1 Squadron

WARSPITE

Type: Heavy fighter

Mass: 153

Cost: 3,507,600

Engines:

Right Engine Rating 1250

Left Engine Rating 1250

Thrust:

8

Streamlining: Yes

AntiGrav: No

Shields:

Bow 70

Right 50

Left 50

Stern 60

Armor :

Bow 100

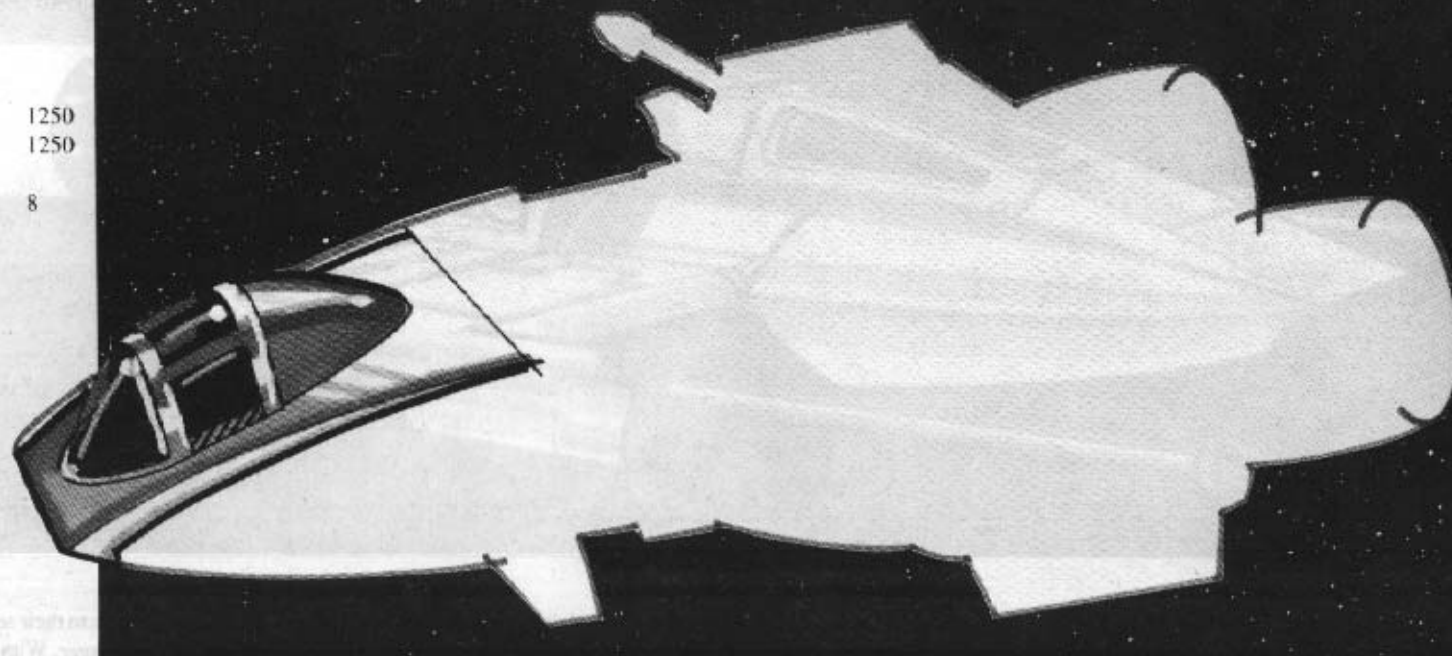
Left 90

Right 90

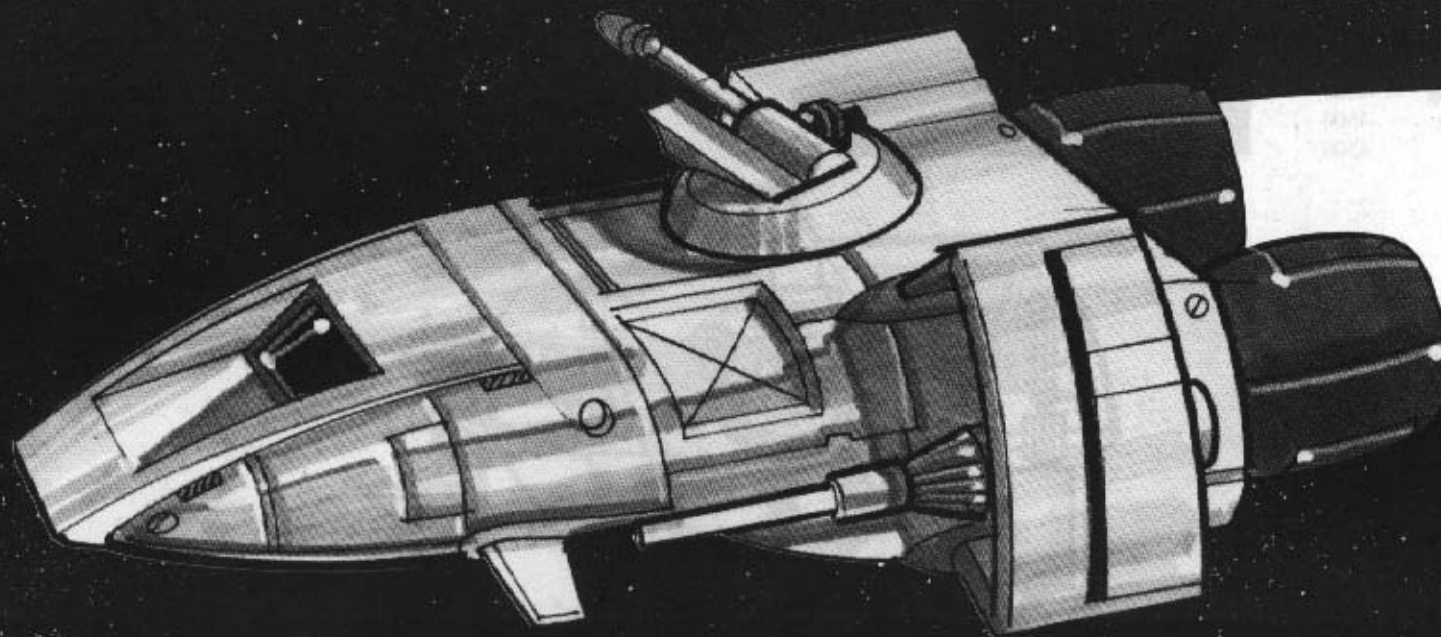
Stern 100

Weapons:

Type	Location/	Turret #	1	2 - 3	Range	4 - 6	7 - 10	11 - 15
1.5/6 Laser	Bow	7	6	0	0	0	0	0
EPC 9	R/Wing	9	5	3	0	0	0	0
EPC 9	L/Wing	9	5	3	0	0	0	0
7.5/5 Laser	1	9	8	7	6	5	5	5
Hard Point	1	0	0	0	0	0	0	0
Hard Point	Bow	0	0	0	0	0	0	0
Hard Point	Bow	0	0	0	0	0	0	0



KESSRITH COCKPIT MODULE



Briefing:

Introduced in 6801, the *Warspite* heavy fighter gained its notoriety not because of its combat ability, but due to its then-new engine linking system. The *Warspite*'s designers came up with a vast improvement over the standard linking systems of the day, and the TOG military wanted to examine a functional copy, i.e. capture an intact *Warspite* Fighter.

Numerous raids were led on several key installations by ground forces in an effort to capture a *Warspite*. While the raids were a success, they did not achieve their objective. The secrets of the *Warspite* remained just that for nearly eight years, until the Lictor was able to bribe a Commonwealth pilot into surrendering his fighter intact. Now the linking system is standard on all fighters of both sides.

There was another innovation introduced with the *Warspite* that has become standard in Commonwealth fighters. The *Warspite*'s cockpit comes in module form so that the ship can be quickly reconfigured to allow it to be operated by various races. These modules take less than two hours to exchange and make the *Warspite* a popular fighter with multi-racial units. Imperial Navy doctrine is such that multi-racial units are not found below the Flight level, and so no such expensive modification needs to be made.

Many veterans on both sides consider the *Warspite*'s day passed. Many attack squadrons have replaced their *Warspites* with *Na'Ctka Moquka* or *Avenger* class fighters. But at least one Renegade Legion unit, the 199th Fighter Wing, still utilizes the *Warspite* as their primary attack weapon. Combined with fast moving *Cheetahs* and *Falcons*, their wing maintains a higher kill ratio than comparable units stationed in the same area, kill ratios almost approaching that of the average TOG fighter wing.

Shannedam County Deployment:

Confirmed Deployment

199th Strike Legion: 5 Squadrons Attached to Fighter Wing

Unconfirmed Deployment

Gustaviv's Regret: 3 to 4 Squadrons

SOLSTICE

Type: Corvette

Mass: 2877

Cost: 24,111,950

Engines:

Center Engine Rating	4000
Right Engine Rating	4500
Left Engine Rating	4500

Thrust:

2

Allocatable Power:

940

Streamlining: No

AntiGrav: Yes

Crew: 6

Fighter Bay: 6 175-ton fighters

Passengers: 12 (6 pilots and 6 technicians)

FTL Capable: Yes

Cargo: 50

Turret Hex: Rear

Shields:

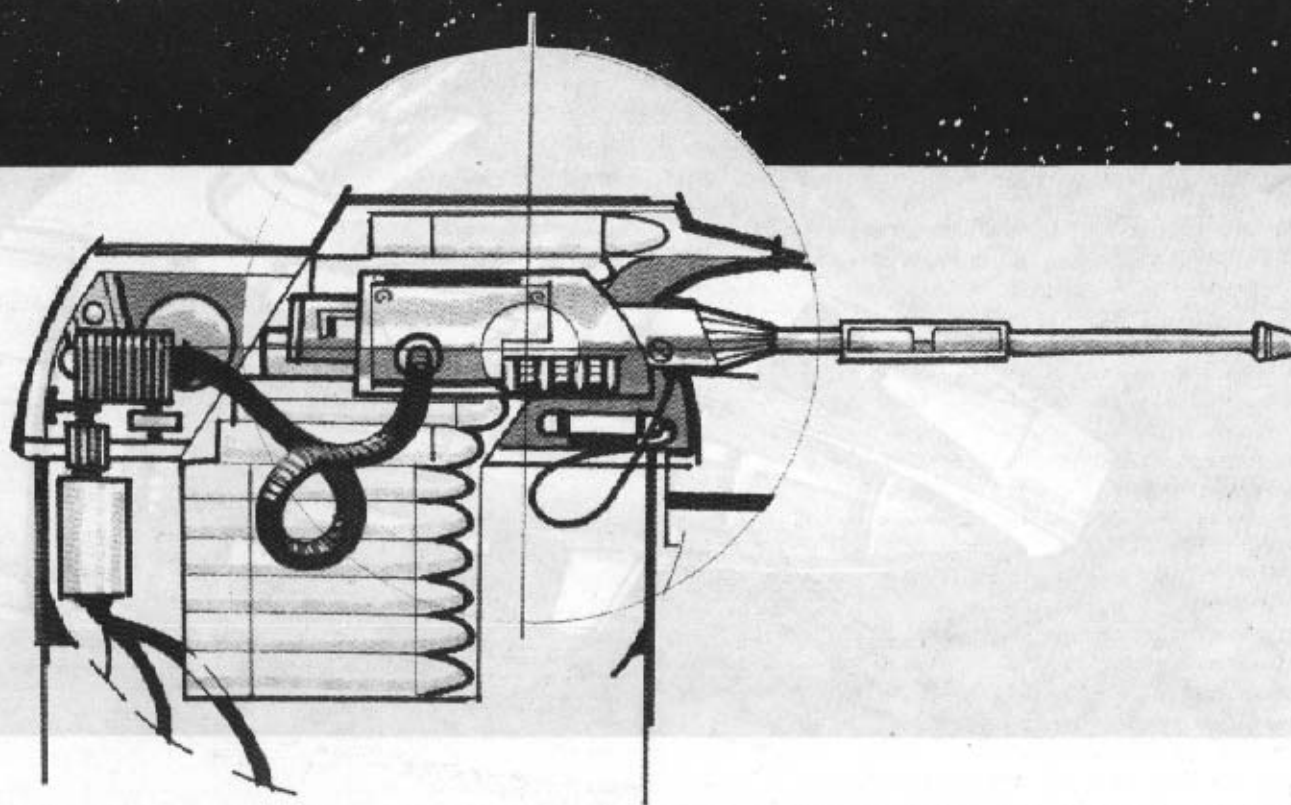
Bow	Variable
Right Front	Variable
Right Rear	Variable
Left Front	Variable
Left Rear	Variable
Stern	Variable

Armor:

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

Weapons:

Type	Power Usage	Location/ Turret #	1	2 - 3	4 - 6	7 - 12	11 - 15
MDC 10	10	1	10	10	10	10	0
MDC 10	10	1	10	10	10	10	0
Automatic Hard Point	0	1	0	0	0	0	0
Safeguard-3	25	bow	0	0	0	0	0



AUTOLOADING HARD POINT

Briefing:

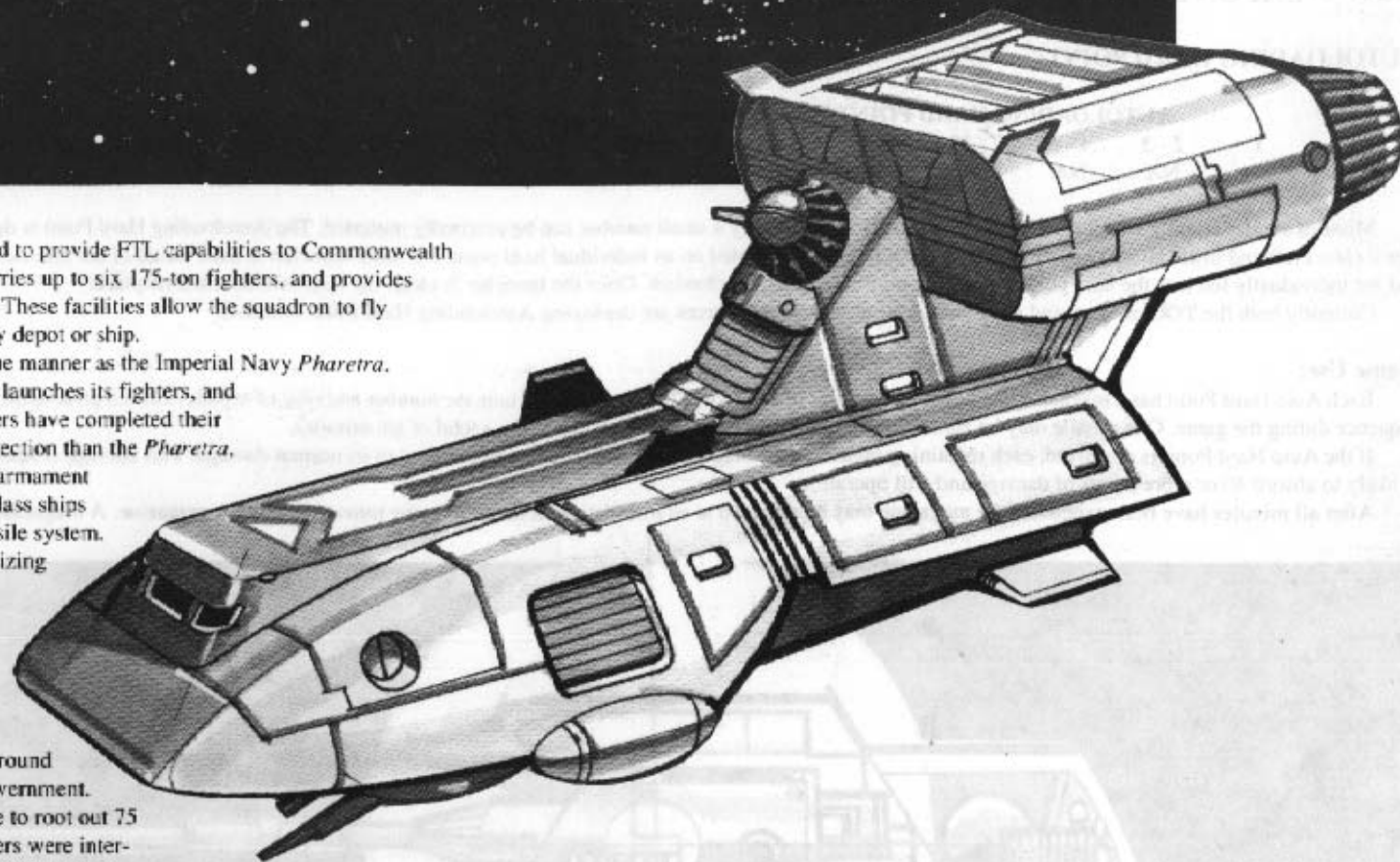
The *Solstice* is a Corvette Class ship assigned to provide FTL capabilities to Commonwealth and Renegade raiding squadrons. The *Solstice* carries up to six 175-ton fighters, and provides limited maintenance and replenishment facilities. These facilities allow the squadron to fly up to three full sorties 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.

There has been one Commonwealth raid utilizing the *Solstice* that did not follow this pattern. Because of the level of Commonwealth propaganda about this incident the following authorized briefing is given.

When Ancona fell to the Imperial Forces in 5811, many Renegade terrorist and political agitators attempted to formulate an active underground movement against the newly installed civilian government. Exercising extreme diligence, IS agents were able to root out 75 of these so-called freedom fighters. These prisoners were interrogated and held on an orbiting station for transshipment to re-education centers. These centers would provide the prisoners an opportunity to learn first-hand about TOG justice.

The prisoners never were able to get that experience. Two *Solstice* class corvettes and one assault escort came jumping out of T-Space only two standard diameters away from the planet. The corvettes launched two squadrons of *Avengers*, while the escort launched six assault boats. They then skimmed the atmosphere to reduce their velocity. One *Solstice* lost control while bouncing off the atmosphere. As the crew abandoned their doomed ship, the most unfortunate occurrence in the action happened. The abandoned ship tumbled into the orbiting facility and ruptured the station's outer hull. The fighter squadron based on the station was destroyed in their bays. The assault boats full of Renegade pirates landed and murdered the stunned station crew. The remaining Commonwealth fighters covered the transfer of the prisoners to the escort. By this time, the vengeful TOG Navy came sweeping down on the pitifully small raiding party. In the fierce action that followed, the Imperial fighters were able to drive off the invaders, and quickly recaptured the station before the pirates could destroy it. The Commonwealth lost three fighters and one *Solstice* in the action, while the TOG Imperial Fleet lost only twelve fighters, only six of which were shot down directly by Commonwealth forces. This is hardly the victory that the Commonwealth has claimed that it was.



Shannedam County Deployment: Confirmed Deployment

2031st Strike Legion: 1 Squadron

369th Naram Fighter Wing: 1 Squadron

1151st Interceptor Wing: 2 Squadrons

Unconfirmed Deployment

672nd: 1 to 2 Squadrons

WEAPON SYSTEMS

NEW WEAPON SYSTEMS UTILIZED IN SHANNEDAM COUNTY

AUTOLOADING HARD POINT:

AUTOLOADING HARD POINT WEAPONS TABLE

1	2 - 3	4 - 6	7 - 10	11 - 15	Power	Tonnage	Cost
NA	NA	NA	NA	NA	0	100	300,000

Missiles are devastating weapons. Their major limitation is that only a small number can be externally mounted. The Autoloading Hard Point is designed to mitigate this problem, at least in larger patrol class craft and installations. Rather than having each missile mounted on an individual hard point, the same launcher is used for all of the missiles. The missiles are stored in an internal ammo bay and are individually fed into the hard point through a complex loading mechanism. Once the launcher is clear, the next missile takes its place.

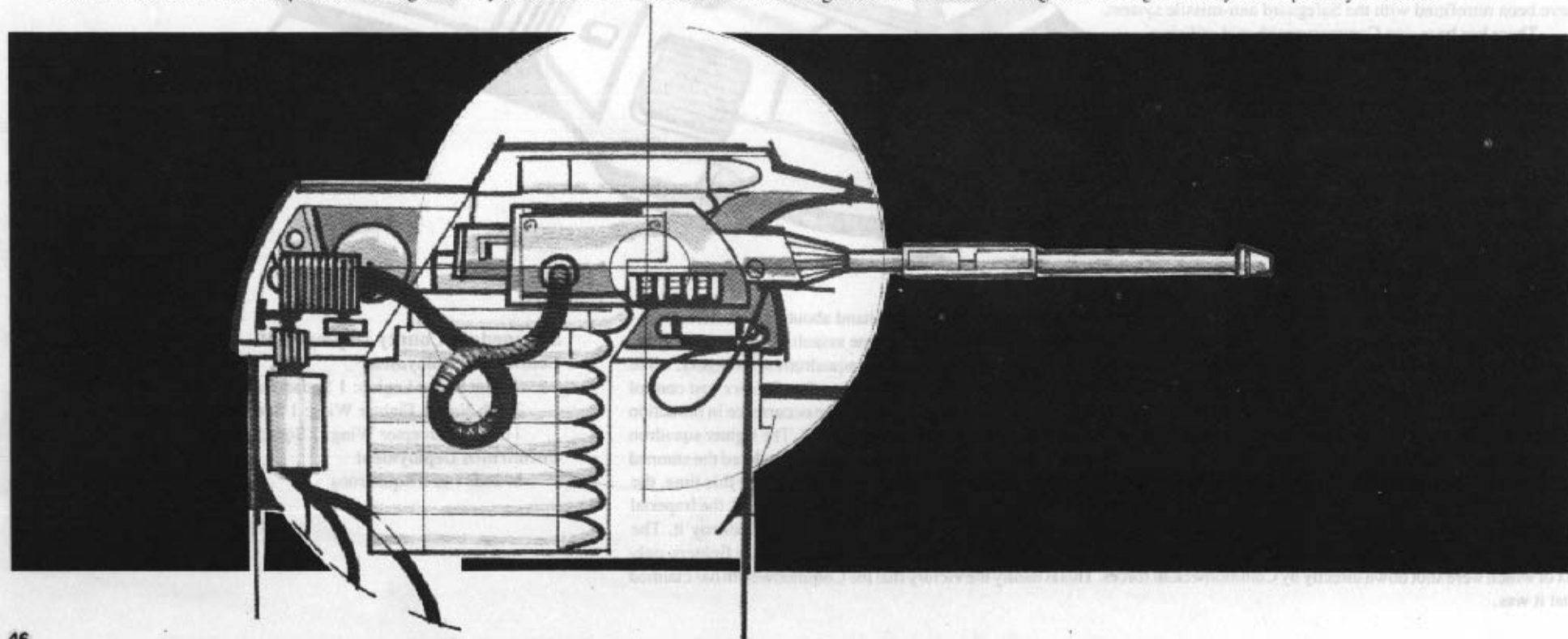
Currently both the TOG military and the Commonwealth/Renegade forces are deploying Autoloading Hard Point systems.

Game Use:

Each Auto Hard Point has a magazine that holds ten missiles of any type. The player should note the number and type of missiles carried prior to the start of the game. The missiles can be fired in any sequence during the game. One missile may be launched from the Auto Hard Point per turn, up to a total of ten missiles.

If the Auto Hard Point is destroyed, each remaining missile in the magazine explodes with a force equal to its normal damage. This damage is resolved as normal internal damage (note that no ship is likely to absorb 40 or more points of damage and still operate).

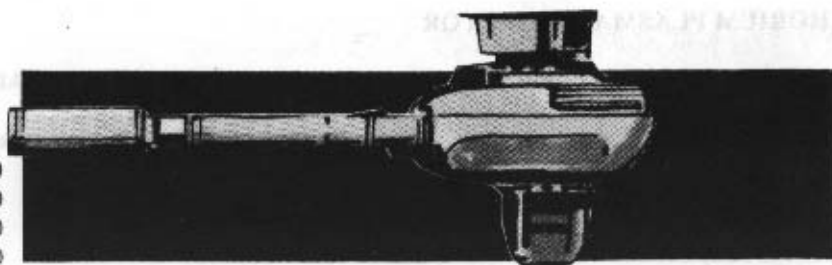
After all missiles have been expended, the magazine may be reloaded at an installation. It takes 20 game turns to reload the magazine. A magazine may not be partially reloaded.



SAFEGUARD ANTI-MISSILE SYSTEM:

SAFEGUARD ANTI-MISSILE SYSTEM WEAPONS TABLE

	Range					Power	Tonnage	Cost
	1	2 - 3	4 - 6	7 - 10	11 - 15			
Safeguard -1	NA	NA	NA	NA	NA	10	10	100,000
Safeguard -2	NA	NA	NA	NA	NA	16	16	160,000
Safeguard -3	NA	NA	NA	NA	NA	24	24	240,000
Safeguard -4	NA	NA	NA	NA	NA	30	30	300,000



The Safeguard anti-missile system is the Commonwealth's answer to the ever-increasing deployment of missiles in the TOG military. Based on a ground-point defense system, the Safeguard is an autonomous weapon system that continuously scans the immediate area around the ship or fighter. If a missile is detected, a mini-laser is automatically brought to bear and engages the incoming threat. Because the system is totally under computer guidance, it can engage multiple targets with varying degrees of success.

There are problems with the Safeguard system. Safeguard ties directly into the ship's own fire control computer and overrides the normal weapon targeting process. Thus, for every missile that the system engages, the pilot is unable to activate a like number of offensive systems. Secondly, the Safeguard system cannot operate in an active ECM environment, so more traditional ECM measures cannot be used in conjunction with an active system, nor can multiple systems be used because of signal interference. Finally, the laser is so low-powered it can only puncture the thin skin of a missile, not the massive armor of a fighter. Thus, the system is purely defensive in nature.

However, the Safeguard is a flexible and effective system. Manufactured with module components, the Safeguard comes in four standard configurations of increasing effectiveness, each with higher weight and power requirements. This allows all fighters and patrol craft to be retrofitted with some form of close-in protection.

Only Renegade and Commonwealth forces have deployed the Safeguard anti-missile system.

Game Use:

SAFEGUARD TO-HIT NUMBER

Type	Number of Incoming Missiles Engaged				
	1	2	3	4	5
Safeguard -1	5	2	1	-	-
Safeguard -2	8	4	2	1	-
Safeguard -3	9	5	3	2	1
Safeguard -4	9	6	4	3	2

After all missiles have moved, but before their attacks are resolved, a ship with a Safeguard system may engage any missiles attacking it. The above chart gives the To-Hit number for a successful attack against each missile based on the type of Safeguard system it has. The player may always choose to engage fewer than the maximum number of missiles attacking him. He may even decide not to use the system at all. Each targeted missile is rolled for separately. If the To-Hit number or less is rolled, the missile is destroyed. Surviving missiles may make a normal attack. (This is the only time that damage is not taken simultaneously)

For each missile engaged in a turn, the player loses the ability to fire one weapon system during the combat segment of the turn. Thus, if the Safeguard system engaged two targets, the pilot could only fire three weapons that turn, not five.

No ECM missiles or ECM pods may be used by the ship during the turn that the Safeguard system was used.

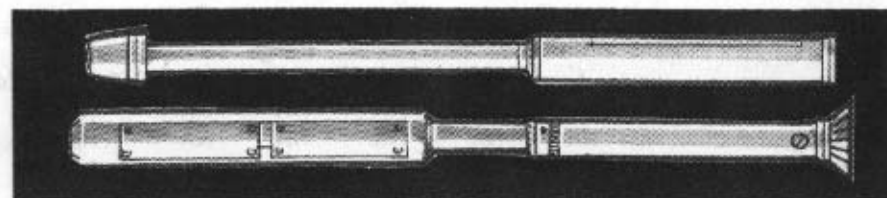
The Safeguard system cannot be used to attack any other targets. Only one Safeguard System may be carried per ship. Installations may have one system per hex, but it defends only that hex.

THORIUM PLASMA PROJECTOR

THORIUM PLASMA PROJECTOR WEAPONS TABLE

	Range							
	1	2-3	4-6	7-10	11-15	Power	Tonnage	Cost
TPP-9	9	6	1	0	0	30	8	120,000
TPP-16	16	9	4	1	0	55	15	219,000
TPP-20	20	16	9	3	0	85	23	338,000

(Damage Template is a reversed NPC template)



Recent experiments in EPC technologies have resulted in the development of the Thorium Plasma Projector (or TPP). The new weapon superheats thorium to a plasma and then accelerates the plasma to high speeds before firing it at a target. Like an EPC bolt, the plasma boils off armor in large sections. Unlike an EPC, the Thorium plasma penetrates the armor before dispersing, causing conical cavities inside of the armor plating. The plasma disperses and cools over relatively short distances, so the TPP is exclusively a short range weapon.

The TPP is a very light-weight weapon, compared to the damage that it does. However, its energy consumption is quite high, restricting its use to larger, better powered craft.

Both the Commonwealth/Renegade forces and the TOG military deploy the TPP system.

LASER/EPC COMBINATION

LASER/EPC WEAPONS TABLE

	Range							
	1	2-3	4-6	7-10	11-15	Power	Tonnage	Cost
LEPC-9	4/9	3/5	2/3	1/0	0	40	17	120,000
LEPC-14	4/14	3/7	2/3	1/1	0	55	20	219,000
LEPC-18	4/18	3/9	2/3	1/3	0	66	24	338,000

(Damage Template: First number is laser damage, second number is EPC damage, which is resolved only if the laser hit)

Most weapons do not possess sufficient power to penetrate armor with one shot. Multiple weapon hits tear away patches of armor and finally expose the delicate inner structure of the spacecraft to attack. If a pilot is very lucky, all of his follow-up shots will hit in the same area and penetration is quickly achieved. Unlucky pilots have their shots scatter all over the surface of the target.

A Laser/EPC Combo attempts to combine the high penetrating abilities of the laser with the lateral damage profiles of the EPC. The mechanism is quite simple in concept. The laser bolt is fired first and immediately behind it an EPC beam is projected. The laser drives a passage through the armor, which the EPC beam enters. The EPC then strikes the bottom of the column and undercuts all of the armor above it. In this manner, large chunks of a ship's armor are detached and float off into space.

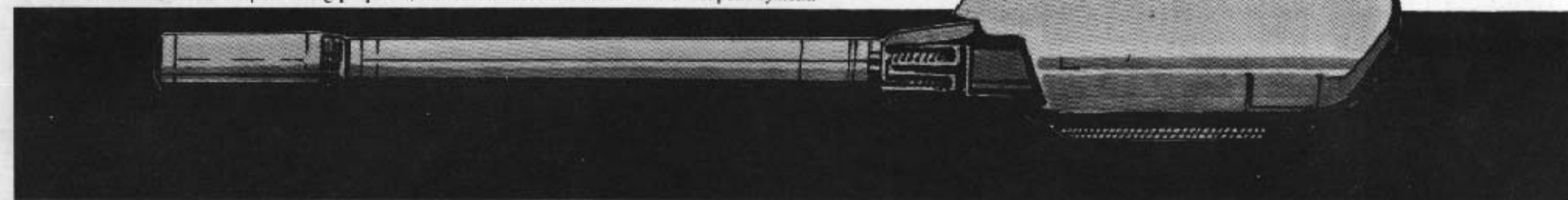
There are problems with the Laser/EPC. The first is that in the face of active shields the EPC bolt might be blocked even though the laser gets through. Secondly, the targeting and synchronization mechanisms are complex and require a great deal of power, and so the system weighs more and consumes more power than the two systems separately. Finally, because of engineering constraints, designers have only been able to meld the three standard EPCs with a 5/1 laser.

Only Commonwealth/Renegade forces have deployed the Laser/EPC weapons system.

Game Use:

To use a LEPC, the player must make two To-Hit Rolls for the weapon. If the first roll is equal to or greater than the modified To-Hit number, the laser hits and does damage normally. The second To-Hit roll determines whether the EPC bolt successfully followed up the laser. If the roll is successful, the EPC will automatically hit the same column of the armor diagram as the laser did. If the roll is unsuccessful, the EPC portion of the weapon missed. If the laser shot missed, the EPC shot automatically misses.

For construction and weapons firing purposes, the LEPC is considered to be one weapons system.



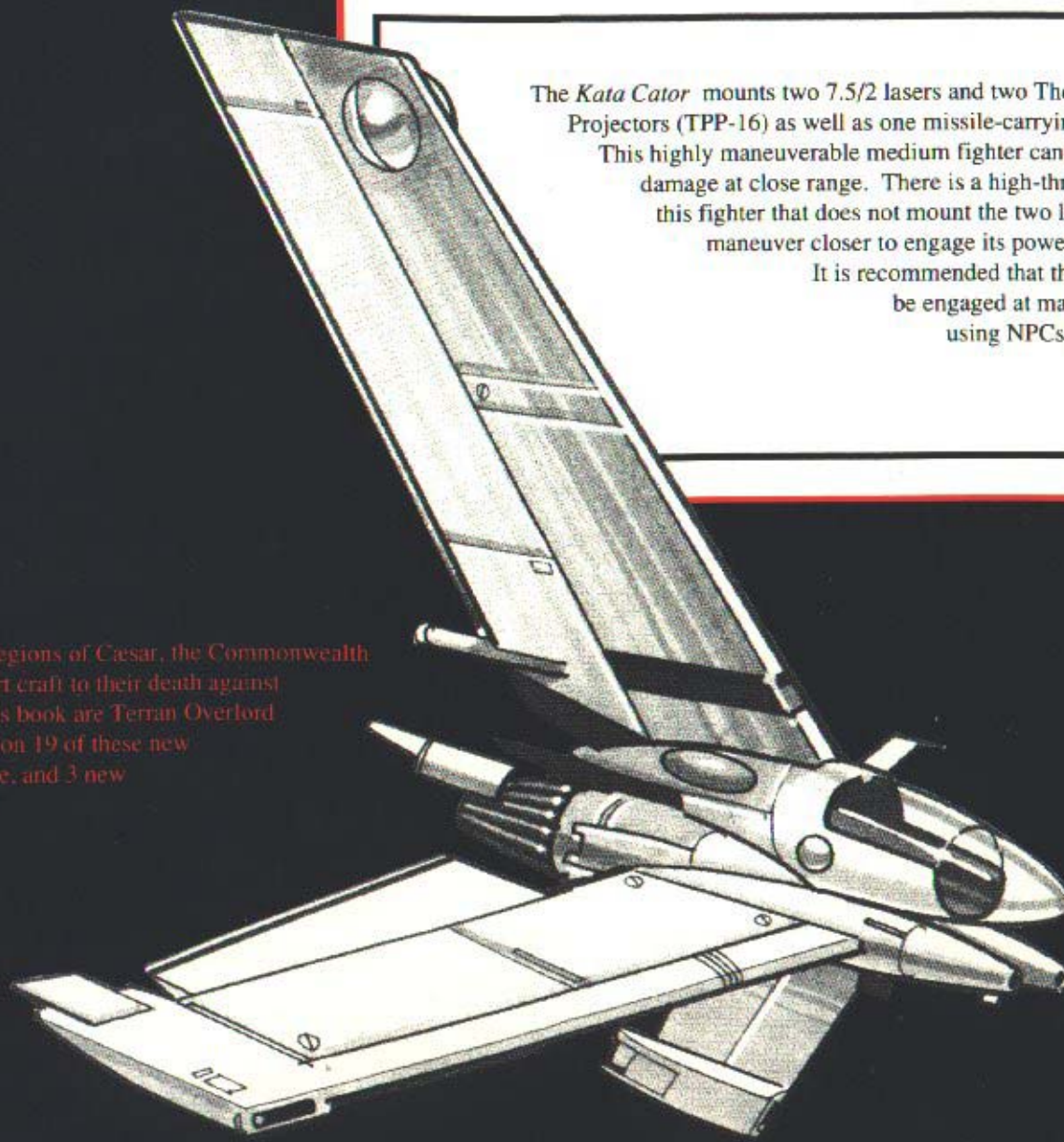
ATTENTION IMPERIAL PILOTS!

The *Kata Cator* mounts two 7.5/2 lasers and two Thorium Plasma Projectors (TPP-16) as well as one missile-carrying hard point.

This highly maneuverable medium fighter can do enormous damage at close range. There is a high-thrust variant of this fighter that does not mount the two lasers, but can maneuver closer to engage its powerful TPP-16s.

It is recommended that the *Kata Cator* be engaged at maximum range using NPCs and missiles.

In its futile attempts to hinder the legions of Caesar, the Commonwealth hurls numerous fighters and support craft to their death against skilled TOG pilots. Included in this book are Terran Overlord Government Intelligence briefings on 19 of these new Commonwealth fighters, 1 Corvette, and 3 new Commonwealth weapons systems.



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