5301

RENEGADE LEGION™

FASA CORPORATION

TOG

FIGHTER BRIEFING

TOG FIGHTER BRIEFING

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PREFACE

This manual is designed to familiarize newly assigned Commonwealth and Renegade naval personnel with unique TOG fighter classes that they will be engaging in the Shannedam County theater of operations. Background Information and a Combat Evaluation is given for each of the craft described. One TOG Corvette is described. This Corvette is commonly used to transport a squadron of Imperial fighters.

Additional information on new weapons systems recently introduced into the TOG inventory is also given.

Fighters are classified in the following manner, as per QSTAG 255:

Light: Power plant rated at 0 – 1500
Medium: Power plant rated at 1501 – 2000
Heavy: Power plant rated at 2001 – 2500

Deployment figures are for the Shannedam County theater of operations only, as per ISA 2088.

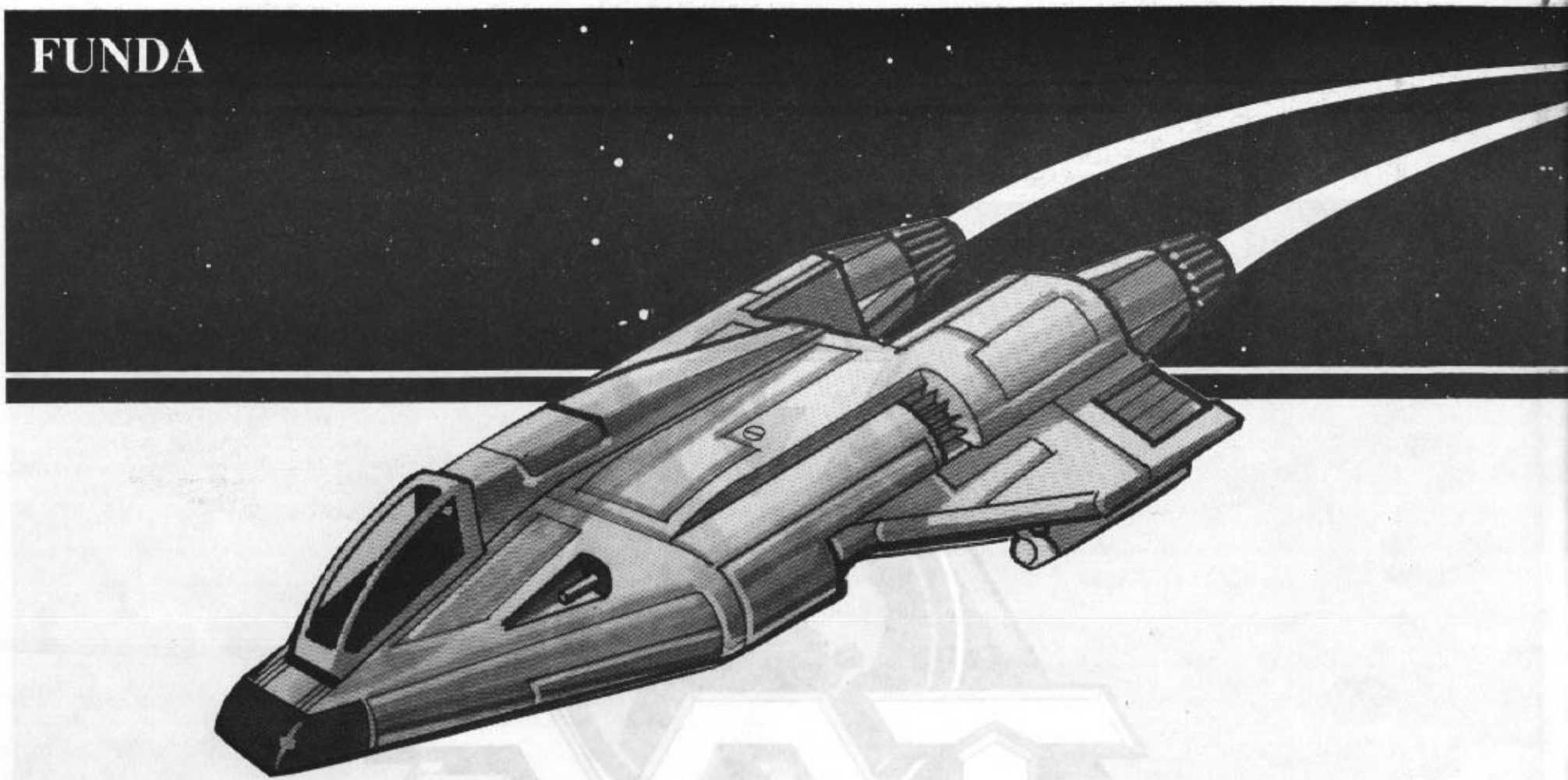
Provisions of this publication are the subject of Interstellar Standardization Agreements 2002, 2003, 2014, 2029, 2099, 2112, 2036, 2044, 2144, 2088 (QSTAG 182), and QSTAG 255.

Changes to this manual should be keyed to the page and line of text in which the changes are recommended. Give reasons for each suggested revision.

This publication supersedes RM 7-8-7 6829.


TOG

FUNDA



Type: Light Fighter
Mass: 74
Cost: 2,106,200

Engines:

Right Engine Rating	750
Left Engine Rating	750

Thrust: 10
High Thrust Modification: None

StreamLining: Yes
AntiGrav: No

Shields:

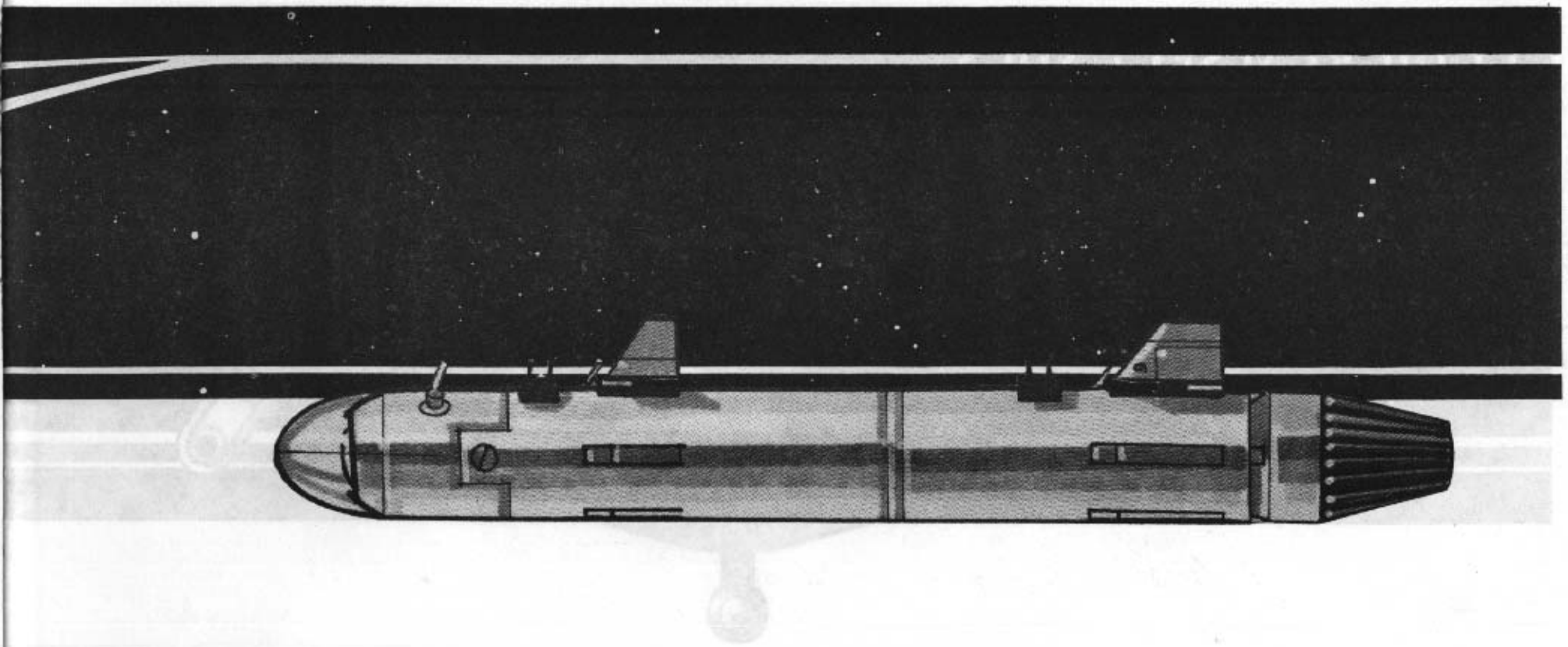
Bow	50
Right	40
Left	40
Stern	40

Armor :

Bow	50
Left	30
Right	30
Stern	50

Weapons:

			Range			
Type	**Location**	**1**	**2 – 3**	**4 – 6**	**7 – 10**	**11 – 15**
1.5/5 Laser	Bow	6	5	0	0	0
EPC 14	Bow	14	7	3	1	0
Hard Point	R/Wing	0	0	0	0	0
Hard Point	L/Wing	0	0	0	0	0



Background:

The *Funda* is the result of the Aquilo Corporation's attempt to develop a ship to replace the *Lancea*. Aquilo began this project in 6824, on its own initiative and without any TOG R&D financing.

Three years and over 5 billion talents later, Aquilo submitted a prototype *Funda* to the Imperial Navy for review. By this time, however, the review board was also evaluating the *Arcubalista*, another proposed replacement for the *Lancea*. The *Arcubalista* had been a Navy project from its inception, and Navy development teams had been working closely with Nitor Aerospace for over six years on the project. Furthermore, the Imperial Navy needed the *Arcubalista*, and did not want to see some inexpensive, privately designed ship muddying up the normal procurement process. Aquilo was politely told "no."

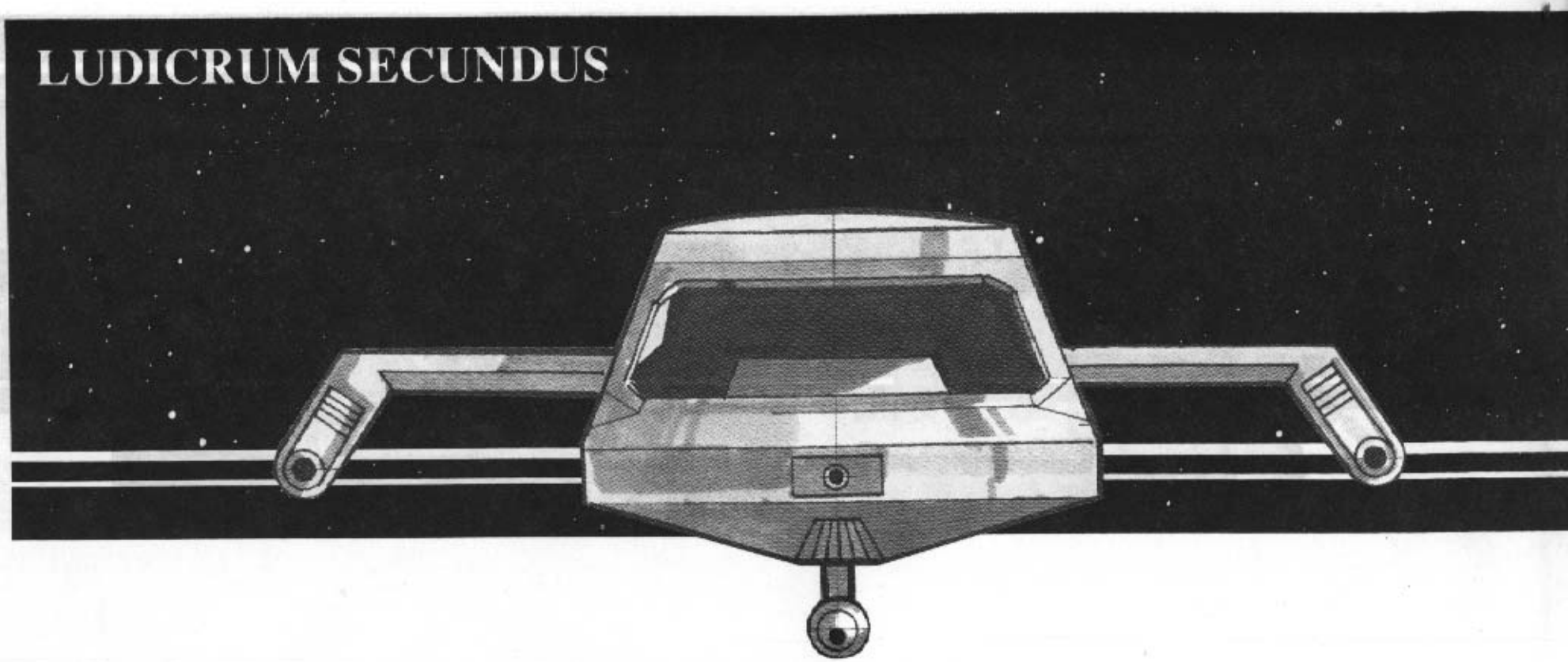
Though the Aquilo directors admitted that the *Arcubalista* was marginally superior to the *Funda*, the *Funda* was vastly less expensive and thus fit in with the TOG's new high-low design philosophy quite well. For every *Arcubalista* purchased, TOG could procure one-and-a-half *Fundas*. As total rejection of the *Funda* would mean bankruptcy for Aquilo, the company's directors called in every political favor they had. With the support of Spectabiles Senator Sunmee Lee, Aquilo was able to persuade the Imperial Navy to order a small quantity of *Fundas* for combat evaluation.

Currently, Commonwealth Royal Navy Intelligence reports one *Funda* flight operating in the Yols system. Renegade Intelligence has not been able to confirm this report.

Combat Evaluation:

The *Funda* is a good light fighter whose speed and survivability are similar to the *Cheetah*'s. To save weight and to reduce production costs, the designers have mounted it with short-range, but powerful weapons. The craft's design makes no provision for high-thrust modifications, and so its maximum acceleration is 10 Gs. When confronting *Fundas*, it is recommended that pilots keep the engagement range at 60+ kilometers.

LUDICRUM SECUNDUS



Type: Light Fighter
Mass: 86
Cost: 1,810,400

Engines:
Center Engine Rating 1400

Thrust: 8
High Thrust Modification 9
(w/Lasers Replaced)

Streamlining: No
AntiGrav: Yes

Shields:

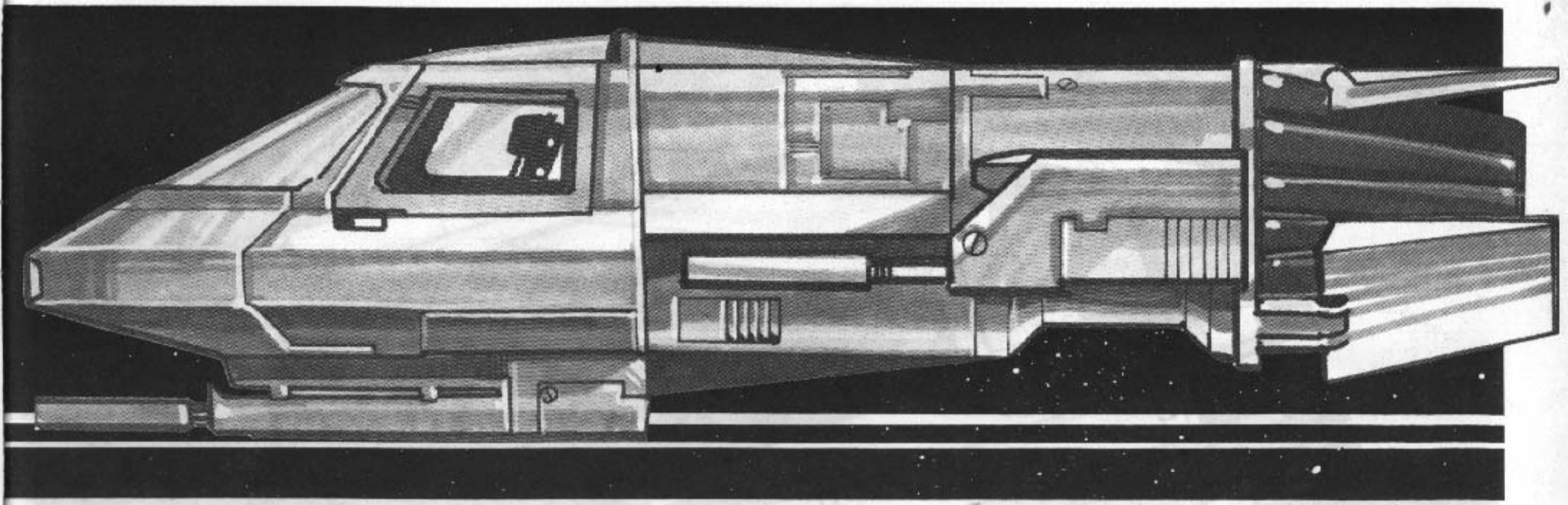
Bow	50
Right	30
Left	30
Stern	50

Armor:

Bow	50
Left	40
Right	40
Stern	50

Weapons:

Laser Type	Location	1	Range 2 – 3	4 – 6	7 – 10	11 – 15
5/2 Laser	Bow	5	4	3	2	0
1.5/5 Laser	L/Wing	6	5	0	0	0
1.5/5 Laser	R/Wing	6	5	0	0	0
Hard Point	Bow	0	0	0	0	0



Background:

The *Ludicrum Secundus* is a derivative of the TOG Navy's high-acceleration trainer known as the *Ludicrum Primus*. The training version has no shields or offensive armament, and can achieve accelerations in excess of 13 Gs. The *Primus* is known as a forgiving craft—highly stable, easily maintained, and an excellent platform for training pilots in High-G maneuvers. The *Secundus* adds shields and replaces the low-power training lasers with a powerful array of short-range lasers.

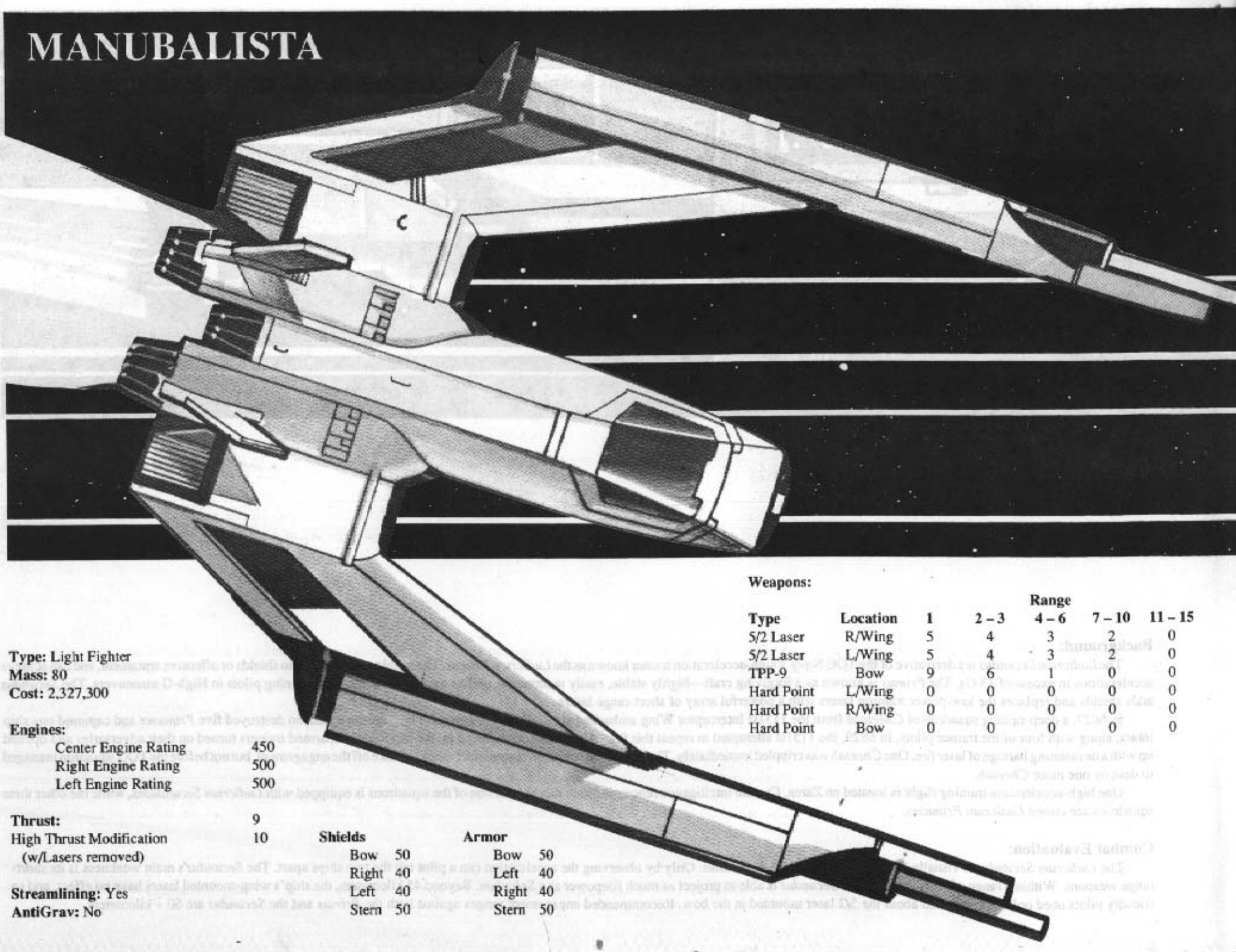
In 6827, a deep-raiding squadron of *Cheetah*s from the 1151st Interceptor Wing ambushed six *Ludicrum Primuses*. The *Cheetah* squadron destroyed five *Primuses* and captured one ship intact, along with four of the trainee pilots. In 6829, the 1151st attempted to repeat this feat. As the *Cheetah*s closed in, the supposedly unarmed trainers turned on their adversaries and opened up with a devastating barrage of laser fire. One *Cheetah* was crippled immediately. The Renegade squadron commander quickly broke off the engagement, but not before the TOG squadron managed to destroy one more *Cheetah*.

One high-acceleration training flight is located on Zama. Current intelligence reports indicate that at least one of the squadrons is equipped with *Ludicrum Secunduses*, while the other three squadrons are issued *Ludicrum Primuses*.

Combat Evaluation:

The *Ludicrum Secundus* is visually indistinguishable from the *Primus*. Only by observing the acceleration can a pilot tell the two ships apart. The *Secundus*'s main weakness is its short-range weapons. Within a range of 45 kilometers, the *Secundus* is able to project as much firepower as a *Spiculum*. Beyond 45 kilometers, the ship's wing-mounted lasers have no effect, and so friendly pilots need only be concerned about the 5/2 laser mounted in the bow. Recommended engagement ranges against both the *Primus* and the *Secundus* are 60 + kilometers.

MANUBALISTA



Type: Light Fighter
Mass: 80
Cost: 2,327,300

Engines:

Center Engine Rating	450
Right Engine Rating	500
Left Engine Rating	500

Thrust:	9
High Thrust Modification (w/Lasers removed)	10

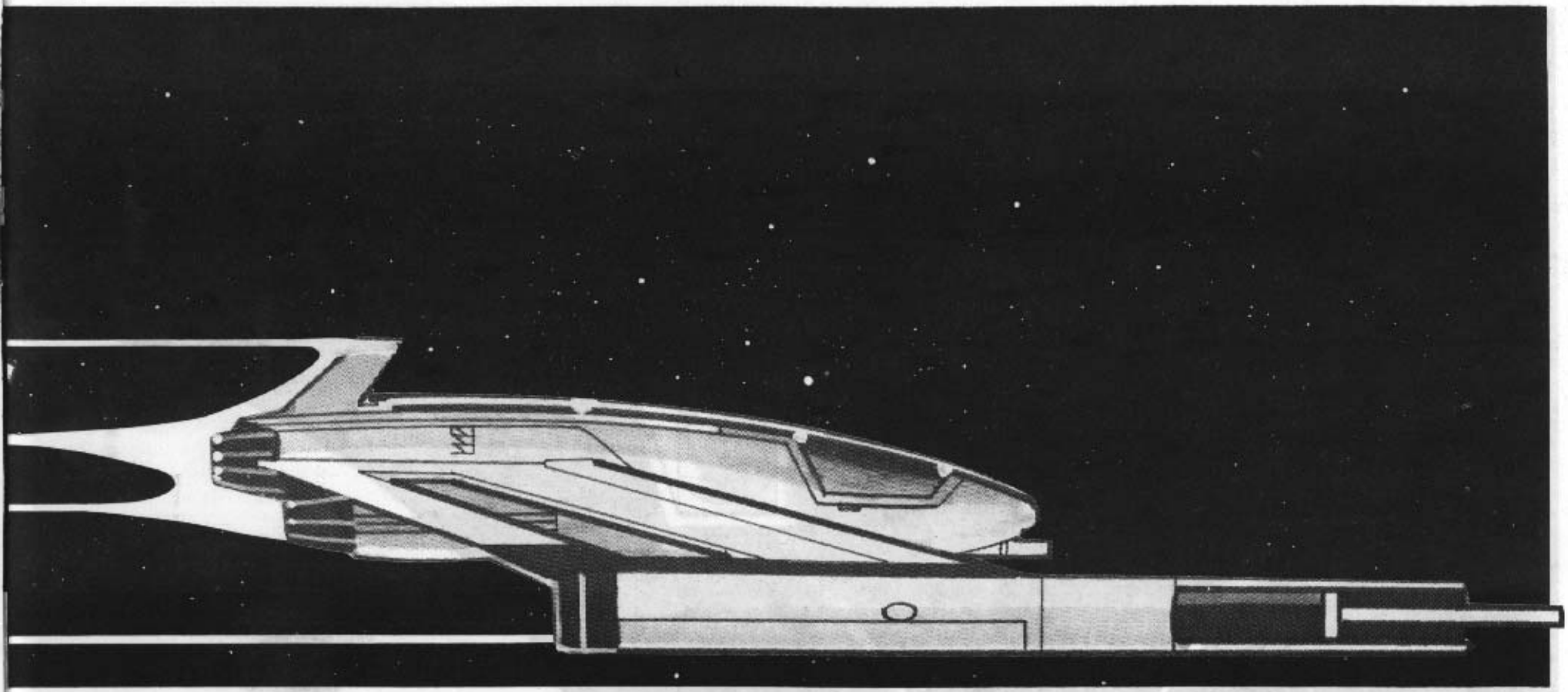
Streamlining: Yes
AntiGrav: No

Shields	
Bow	50
Right	40
Left	40
Stern	50

Armor	
Bow	50
Left	40
Right	40
Stern	50

Weapons:

		Range				
Type	**Location**	**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
TPP-9	Bow	9	6	1	0	0
Hard Point	L/Wing	0	0	0	0	0
Hard Point	R/Wing	0	0	0	0	0
Hard Point	Bow	0	0	0	0	0



Background:

The *Manubalista* was placed into production as a result of the delays in the *Telum* project. Because those delays were preventing construction of a test platform for the Thorium Plasma Projector, and the Mass Driver Gatling system, the TOG military began to cast about for another suitable test bed for these new weapon systems. Most of the major aeronautic firms could not design a ship within the year time-limit that the Board needed. Standard procedure called for at least two years of design and computer-simulation testing before the first prototype could be delivered. However, there was one small firm, founded by Retired Commodore Frazer Graf, that promised delivery of a prototype light fighter armed with a small TPP, within six months of a signed contract. TOG was desperate enough to try anything. Besides, Commodore Graf had a reputation for achieving the impossible. On Saguntum III, he had led the 3241st Strike Legion fighter wing to a singlehanded defeat of the 121st Commonwealth Legion.

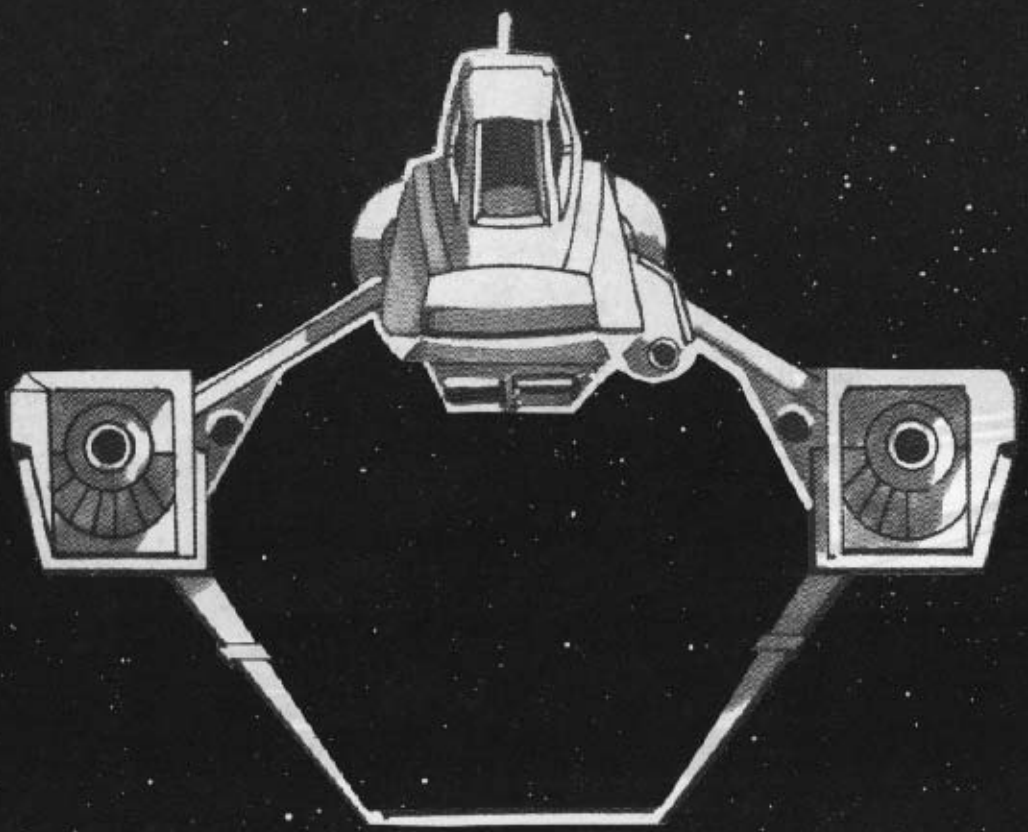
Foregoing computer-generated solutions and accepted design procedures, Commodore Graf designed a totally new fighter based solely on his 40 years' experience as a combat pilot. As promised, the *Manubalista* prototype was ready within six months. To the amazement of everyone except Commodore Graf, the *Manubalista* was free of the minor flaws and glitches that plague most prototypes. Testing was accelerated, and in 6827, the *Manubalista*, virtually unchanged from the prototype, was issued to various Imperial Navy light squadrons.

Friendly forces have encountered squadrons equipped with *Manubalistas* at Wuj and Rolunitu. Pairs of *Manubalistas* are also reportedly assigned to protect small installations on Yols and Ve'Fros.

Combat Evaluation:

The *Manubalista* is a good light fighter. Its armor protection is superior to most light fighters, while its weapon and ordnance load is more than adequate to successfully perform a typical mission. Engagement at long range (105+ kilometers) is the preferred form of attack.

SAXUM



Type: Light Fighter
Mass: 75
Cost: 2,081,300

Engines:

Center Engine Rating	450
Right Engine Rating	450
Left Engine Rating	450

Thrust:	9
High Thrust Modification	None

Streamlining: Yes
AntiGrav: No

Shields:

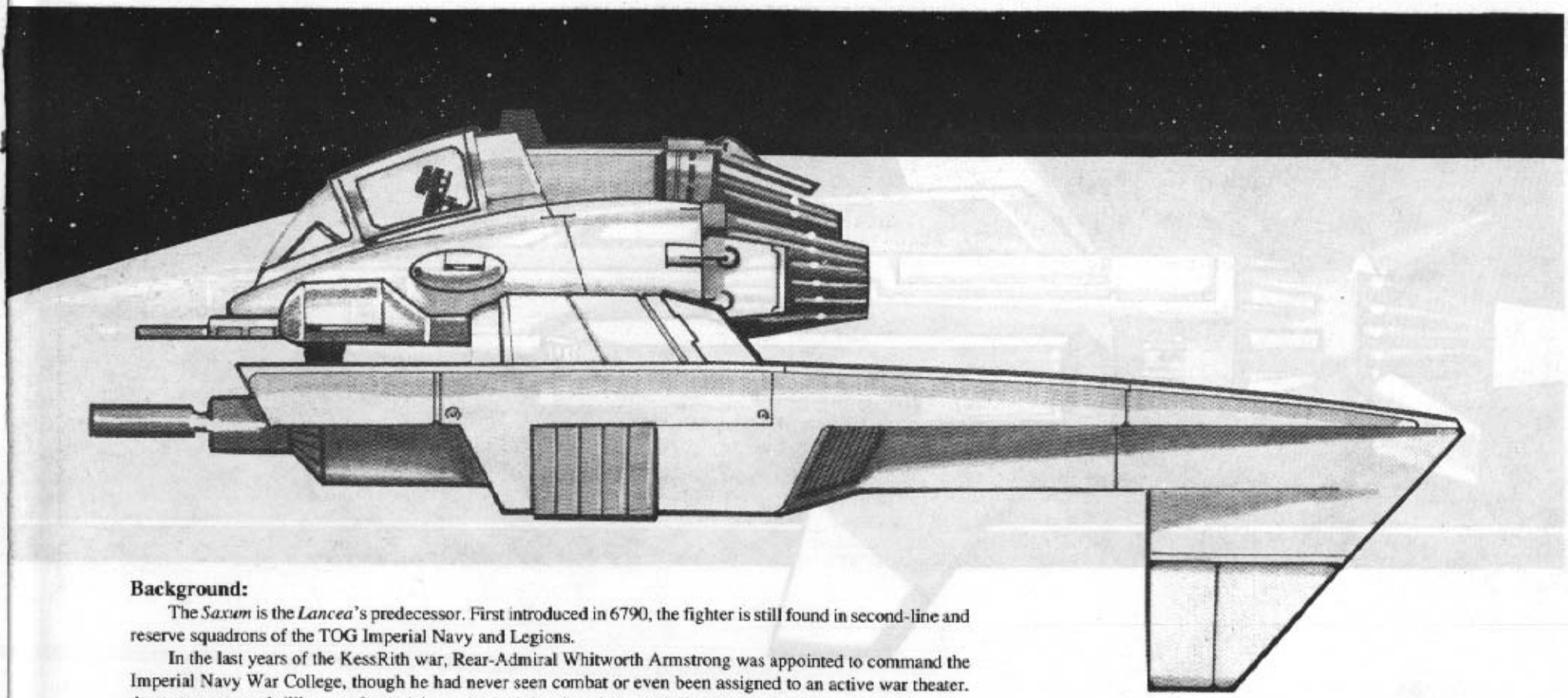
Bow	50
Right	30
Left	30
Stern	50

Armor:

Bow	60
Left	30
Right	30
Stern	60

Weapons:

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



Background:

The *Saxum* is the *Lancea*'s predecessor. First introduced in 6790, the fighter is still found in second-line and reserve squadrons of the TOG Imperial Navy and Legions.

In the last years of the KessRith war, Rear-Admiral Whitworth Armstrong was appointed to command the Imperial Navy War College, though he had never seen combat or even been assigned to an active war theater. Armstrong was a brilliant mathematician, who had developed a superb linear programming model that vastly improved the TOG logistical distribution system early in his career. Later, he was instrumental in developing an Artificial Intelligence (AI) strategic-level simulation model for optimizing TOG attack plans against the KessRith Empire. This model was unique in addressing the normal military and economic aspects of the campaign as well as racial and sociological characteristics of the KessRith. Through use of this program, TOG strategists were able to correctly predict the KessRith's use of suicide tactics, and thus allowed TOG to plan and implement proper defensive measures months before the actual start of the campaign.

Rear-Admiral Armstrong believed fervently in the superiority of computer modeling to solve all problems. When the Imperial Navy asked the War College to study and recommend specifications for a new light fighter, Armstrong immediately began to program his beloved computer. He analyzed tens of thousands of battles and thousands of current designs and mission profiles. When he submitted his findings to the Procurement Board, it was not the 100-page report they had expected, but a detailed plan for the fighter, plus a flight manual, a complete dissertation on its proper tactical use, and the programming needed to recode three existing robotic manufacturing facilities to begin immediate production. Those facilities were converted in short order, and soon *Saxum*s were rolling off the line.

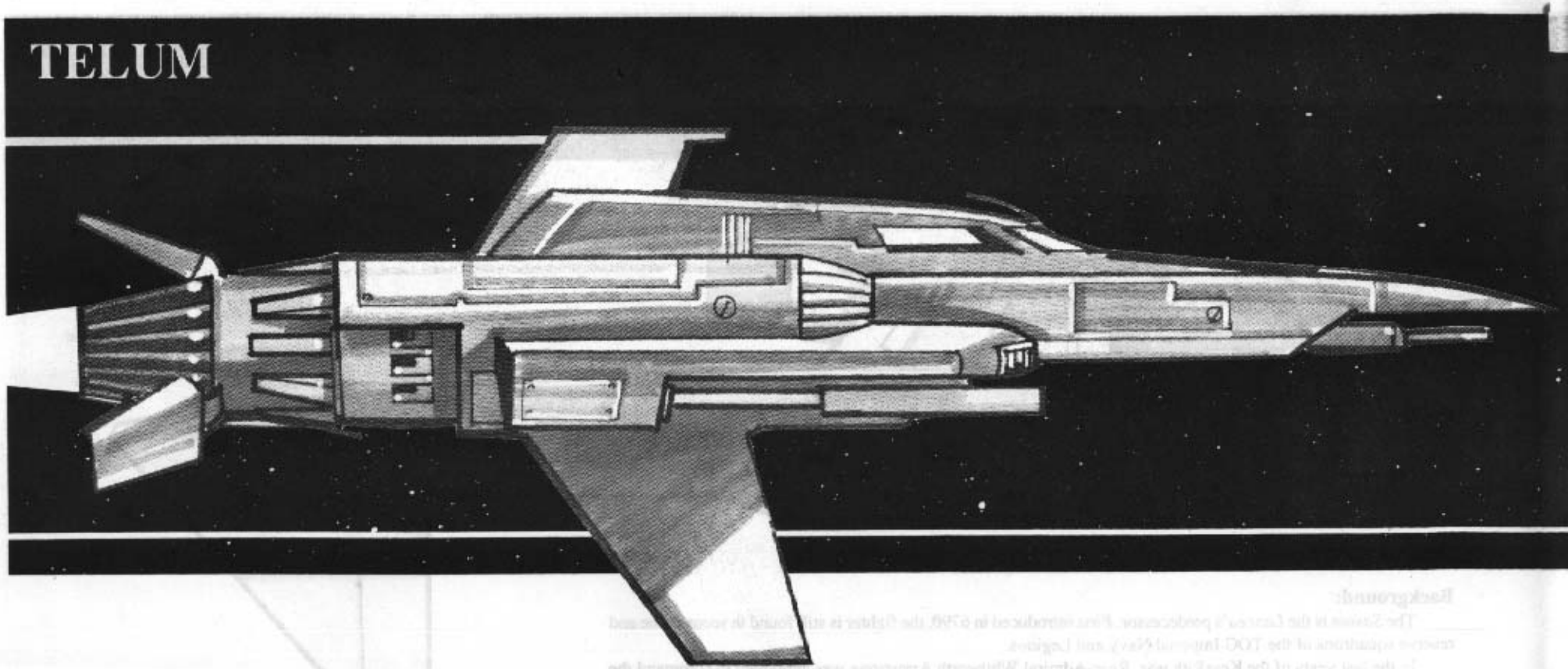
Despite Armstrong's brilliance, the *Saxum* proved to be a disappointment. First, minor problems in construction quality began to crop up. Also, its acceleration was low for a light fighter, especially in comparison to its relatively light armament. Removing the lasers did not significantly increase its thrust, and pilots complained that it "flew like a rock" in atmosphere. Within three years of the *Saxum*'s introduction, the Imperial Navy began to look for a new light fighter.

Three *Saxum* squadrons are reported operating as part of a reserve replenishment group near Pisae. This group is responsible for protecting convoys traveling to and from Trader's Paradise, along with providing emergency logistical support.

Combat Evaluation:

The *Saxum*'s armor and shielding is slightly superior to that of the *Lancea*, but its offensive weaponry and acceleration are inferior. Pilots are advised to close in as quickly as possible. One or two hits should be enough to penetrate the thin armor and to cripple the *Saxum*.

TELUM



Type: Light Fighter
Mass: 121
Cost: 2,396,800

Engines:

Right Engine Rating	750
Left Engine Rating	750

Thrust: 6
High Thrust Modification None

Streamlining: Yes
AntiGrav: No

Shields:

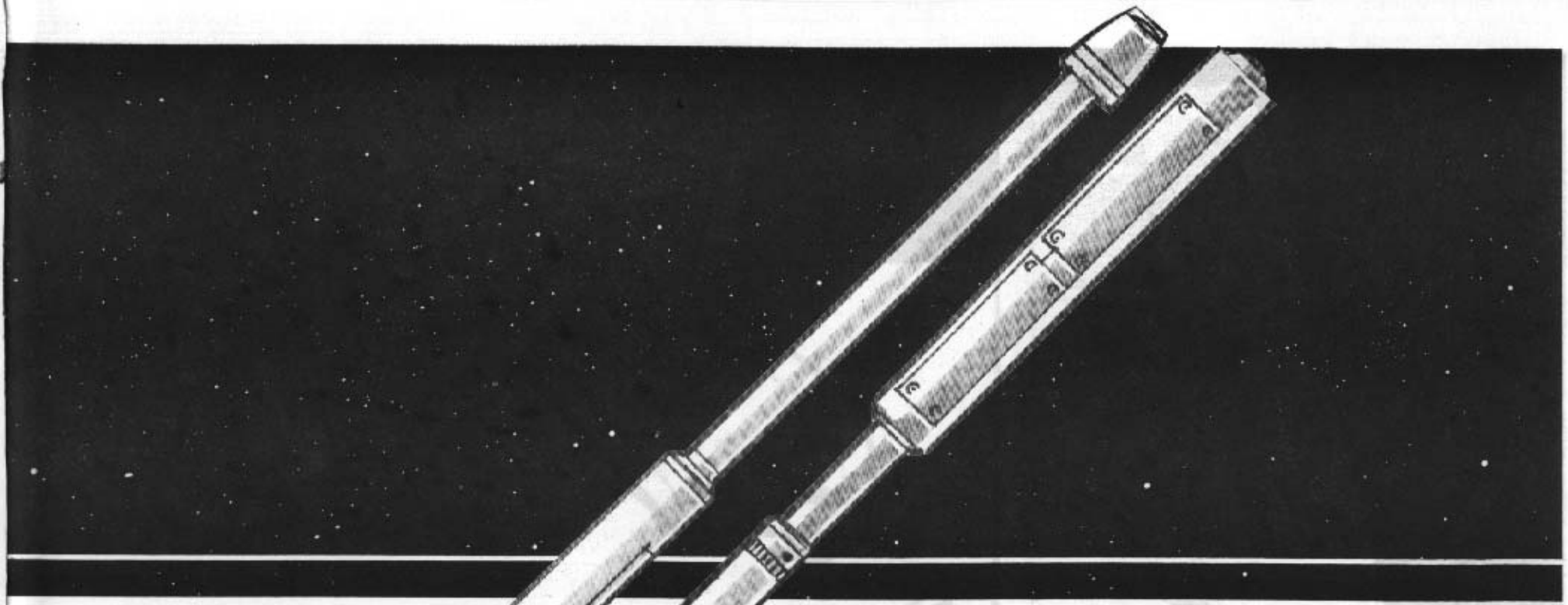
Bow	50
Right	40
Left	40
Stern	50

Armor:

Bow	70
Left	50
Right	50
Stern	70

Weapons:

			Range			
Type	**Location**	**1**	**2 – 3**	**4 – 6**	**7 – 10**	**11 – 15**
MDC–G	Bow	8	8	0	0	0
TPP–16	R/Wing	16	9	4	1	0
TPP–16	L/Wing	16	9	4	1	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



Background:

Globetech Weapon Systems had been producing replacement parts for the *Verutum* for 50 years, as a result of acquiring a small production facility for those parts at the time of Almach Shipyards' liquidation. The *Telum* project began in 6824 when the TOG Procurement Board needed a combat testing platform (a fully operational fighter to test new weapons in actual combat) to test Globetech's Thorium Plasma Projector and the Mass-Driver Gatling for the *Verutum*. Having developed these two new weapons, however, Globetech wished to vertically integrate its operations to produce entire fighters rather than just sub-components.

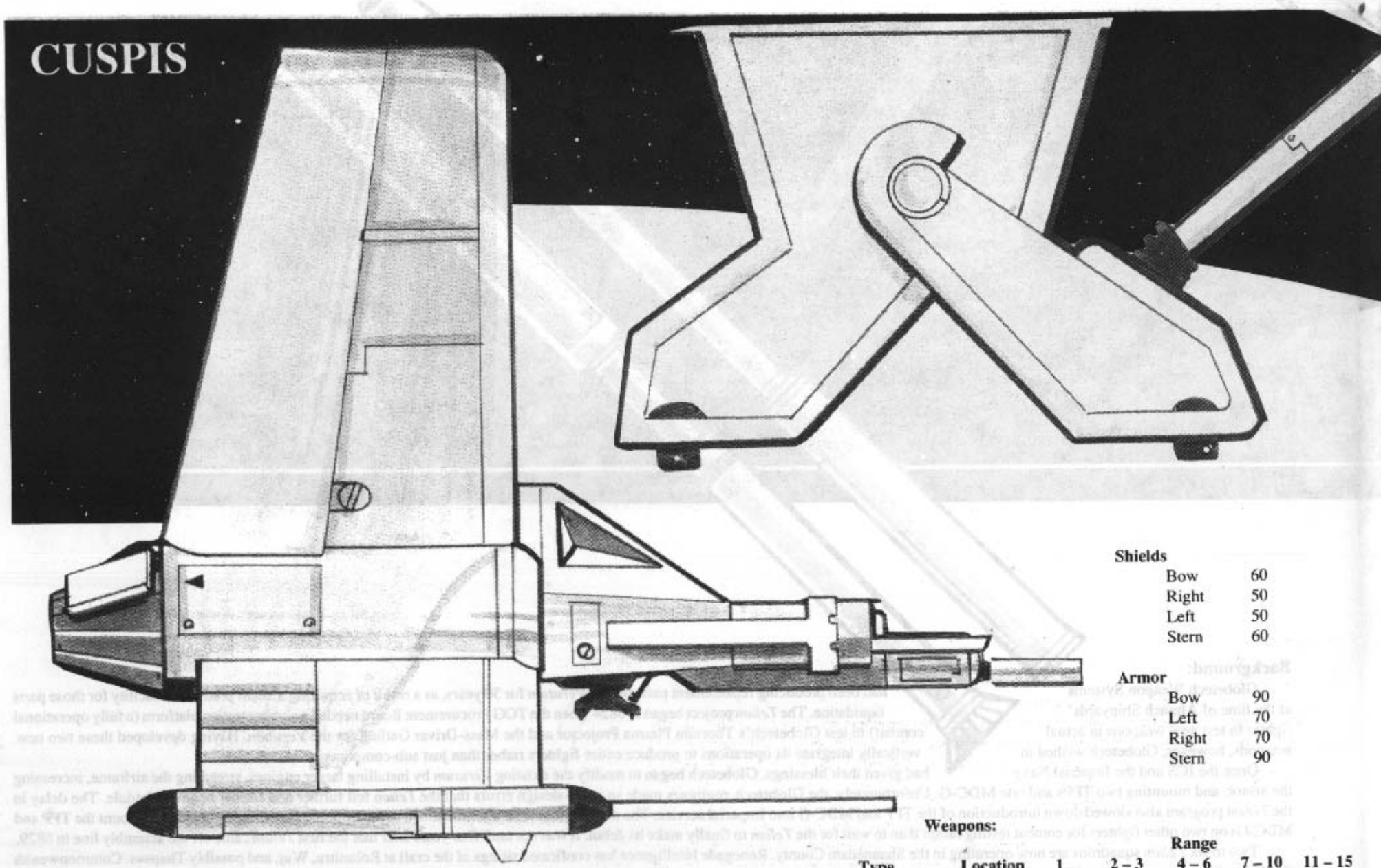
Once the ICS and the Imperial Navy had given their blessings, Globetech began to modify the existing *Verutum* by installing larger engines, stretching the airframe, increasing the armor, and mounting two TPPs and one MDC-G. Unfortunately, the Globetech engineers made so many design errors that the *Telum* fell further and further behind schedule. The delay in the *Telum* program also slowed down introduction of the TPP and MDC-G into Imperial service. The delays became so interminable that the Imperial Navy finally decided to mount the TPP and MDC-Gs on two other fighters for combat testing rather than to wait for the *Telum* to finally make its debut. It was not until five years later that the first *Telum* came off the assembly line in 6829.

Two to six *Telum* squadrons are now operating in the Shannedam County. Renegade Intelligence has confirmed sitings of the craft at Rolunitru, Wuj, and possibly Thapsus. Commonwealth Royal Intelligence reports an additional siting at Iol.

Combat Evaluation:

Even medium fighters will find the *Telum* to be a dangerous opponent. Though its acceleration is relatively low, it is well within the minimum necessary for combat effectiveness. The craft's armor and shielding protection are roughly equivalent to that of the *Space Gull*. The TPP has a limited effective range, but can easily undercut large segments of armor at close range. The MDC-G provides additional close-in firepower, while at the same time giving effective anti-missile protection. It is possible to negate the MDC- G's effectiveness by swarming the fighter with multiple missiles or by launching missiles in such a manner that the *Telum* cannot bring the MDC-G to bear in time.

CUSPIS



Type: Medium Fighter
Mass: 141
Cost: 3,033,100

Engines:

Right Engine Rating	1000
Left Engine Rating	1000

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

Streamlining: No
AntiGrav: Yes

Shields

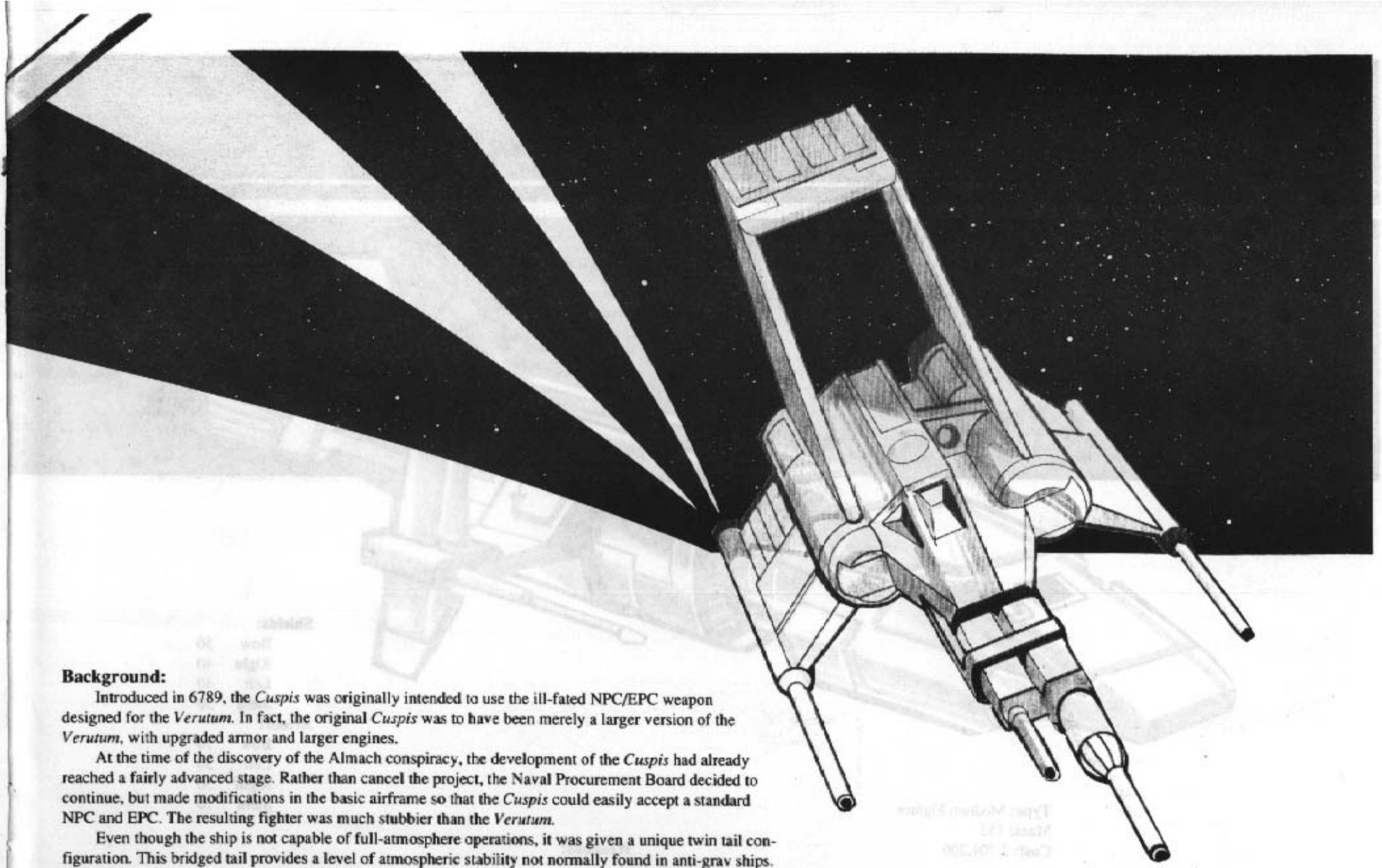
Bow	60
Right	50
Left	50
Stern	60

Armor

Bow	90
Left	70
Right	70
Stern	90

Weapons:

			Range			
Type	**Location**	**1**	**2 – 3**	**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
NPC 16	Bow	1	4	9	16	0
EPC 14	Bow	14	7	3	1	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



Background:

Introduced in 6789, the *Cuspis* was originally intended to use the ill-fated NPC/EPC weapon designed for the *Verutum*. In fact, the original *Cuspis* was to have been merely a larger version of the *Verutum*, with upgraded armor and larger engines.

At the time of the discovery of the Almach conspiracy, the development of the *Cuspis* had already reached a fairly advanced stage. Rather than cancel the project, the Naval Procurement Board decided to continue, but made modifications in the basic airframe so that the *Cuspis* could easily accept a standard NPC and EPC. The resulting fighter was much stubbier than the *Verutum*.

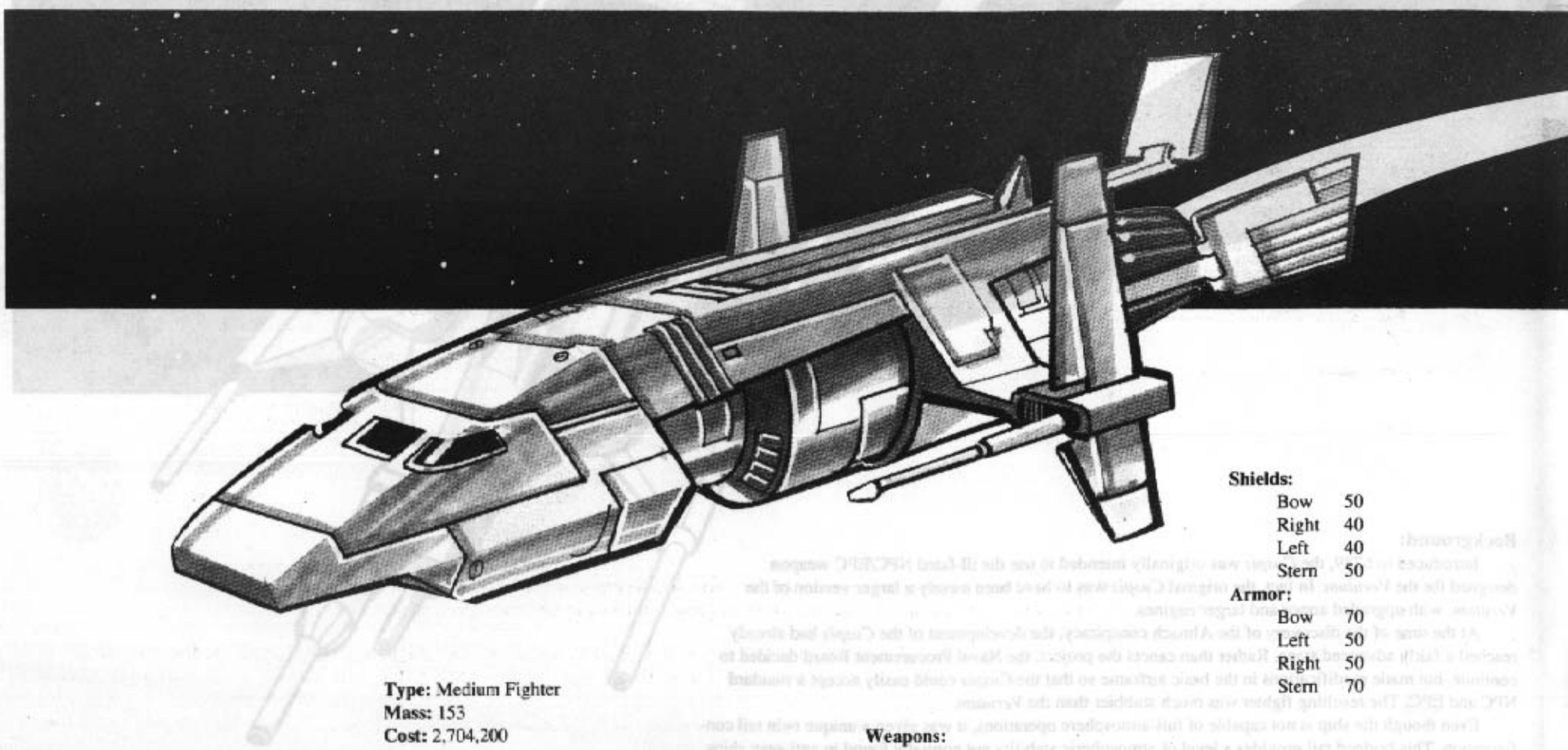
Even though the ship is not capable of full-atmosphere operations, it was given a unique twin tail configuration. This bridged tail provides a level of atmospheric stability not normally found in anti-grav ships. Another interesting feature is its recessed bow hard point. When the bow missile is to be fired, it is lowered to clear fuselage, locked onto its target, and then released. Though early reports indicated this mechanism's tendency to jam, current modifications seem to have corrected the shortcoming.

At last report, the 3021st Interceptor Wing is the only unit operating the *Cuspis* in any numbers. Current estimates suggest that at least 36 and no more than 72 of the class are attached to the 3021st.

Combat Evaluation:

Despite being a dated fighter, the *Cuspis* has not outlived its usefulness. Its weapons pack a powerful punch at all ranges, and its armor is heavy for a fighter of its class. Many TOG pilots compare it quite favorably to the *Spiculum*. Engagement ranges for this class should be at 90+ kilometers. Friendly pilots should also utilize trans-atmosphere engagement tactics against this class.

CWTP



Type: Medium Fighter
Mass: 153
Cost: 2,704,200

Engines:

Center Engine Rating	1800
Thrust:	6
High Thrust Modification (w/Lasers replaced)	7

Streamlining: No
AntiGrav: No

Shields:

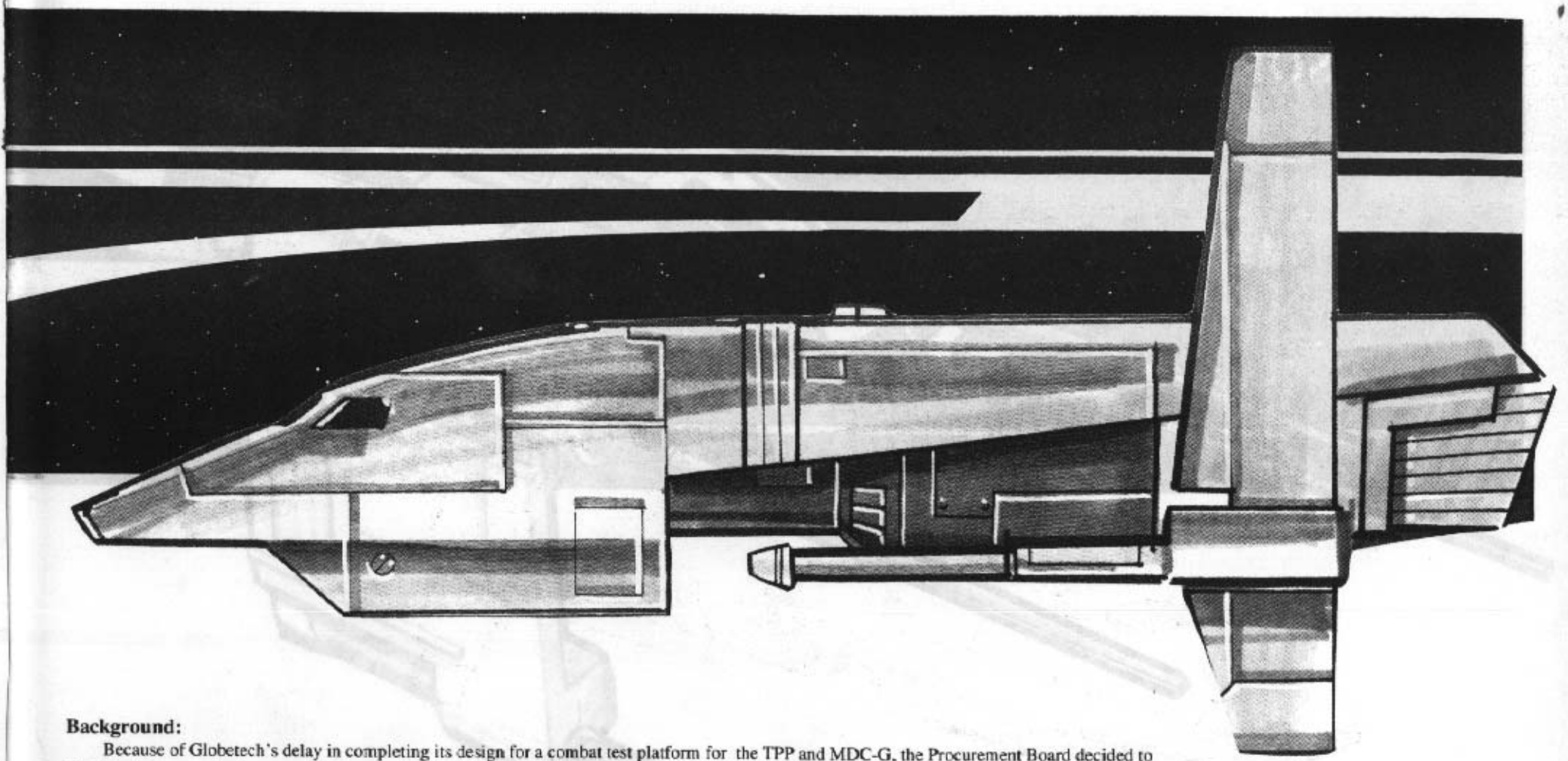
Bow	50
Right	40
Left	40
Stern	50

Armor:

Bow	70
Left	50
Right	50
Stern	70

Weapons:

		Range				
Type	**Location**	**1**	**2 – 3**	**4 – 6**	**7 – 10**	**11 – 15**
5/4 Laser	L/Wing	7	6	5	4	0
5/4 Laser	R/Wing	7	6	5	4	0
Cone Laser	Bow	16	12	8	0	0
Hard Point	L/Wing	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	R/Wing	0	0	0	0	0



Background:

Because of Globetech's delay in completing its design for a combat test platform for the TPP and MDC-G, the Procurement Board decided to develop its own combat weapons testing platform (CWTP). Rather than building a totally new fighter or using a currently operational fighter, the Board looked to a class that had been mothballed for 40 years.

In 6750, the original *CWTP* had been a TOG Imperial Navy standard medium fighter. At that time, it carried an array of 7.5/5 lasers and a centrally mounted mass-driver cannon. By the end of the KessRith campaign, the *CWTP* became totally phased out of service, replaced by the more modern twin- and triple-engine fighters. Though many of the fighters were broken up for scrap, a significant number still remained in reserve storage depots throughout the galaxy.

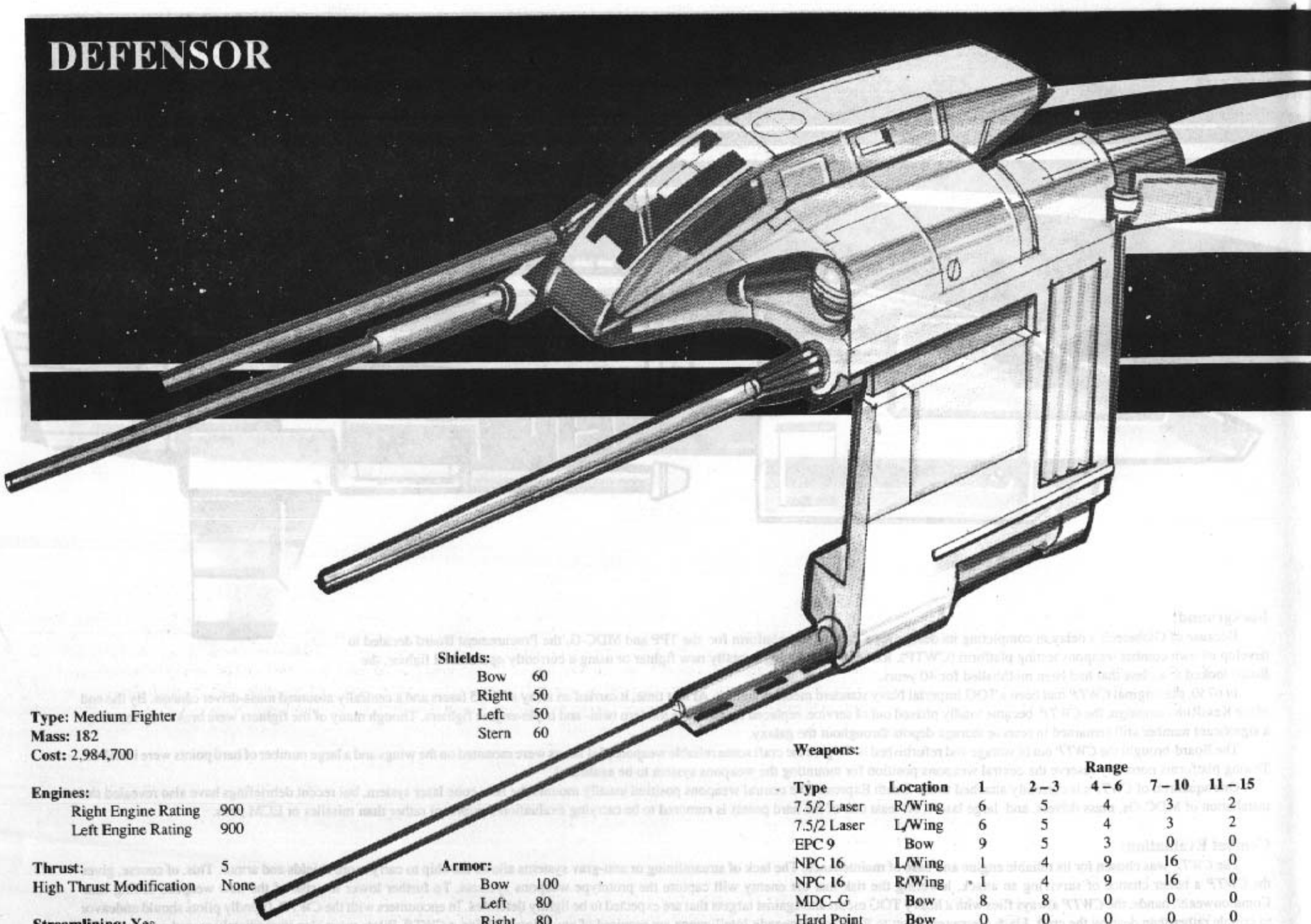
The Board brought the *CWTP* out of storage and refurbished it. To give the craft some reliable weapons, 5/4 lasers were mounted on the wings and a large number of hard points were installed. Testing platforms normally reserve the central weapons position for mounting the weapons system to be evaluated.

One squadron of *CWTP*s is currently attached to the Death Express. The central weapons position usually mounts the new cone laser system, but recent debriefings have also revealed the installation of MDC-Gs, mass drivers, and large lasers. At least one of the hard points is rumored to be carrying evaluation equipment rather than missiles or ECM pods.

Combat Evaluation:

The *CWTP* was chosen for its reliable engine and ease of maintenance. The lack of streamlining or anti-grav systems allows the ship to carry more shields and armor. This, of course, gives the *CWTP* a better chance of surviving an attack, lowering the risk that the enemy will capture the prototype weapons systems. To further lower the risk of the new weapons falling into Commonwealth hands, the *CWTP* always flies with a heavy TOG escort and against targets that are expected to be lightly defended. In encounters with the *CWTP*, friendly pilots should endeavor to cripple rather than destroy the craft. Flash messages direct to Royal or Renegade Intelligence are required of any pilots sighting a *CWTP*. Pilots must also immediately record and report the velocity and vectors of all crippled *CWTP*s.

DEFENSOR



Type: Medium Fighter
Mass: 182
Cost: 2,984,700

Engines:

Right Engine Rating	900
Left Engine Rating	900

Thrust: 5
High Thrust Modification None

Streamlining: Yes
AntiGrav: No

Shields:

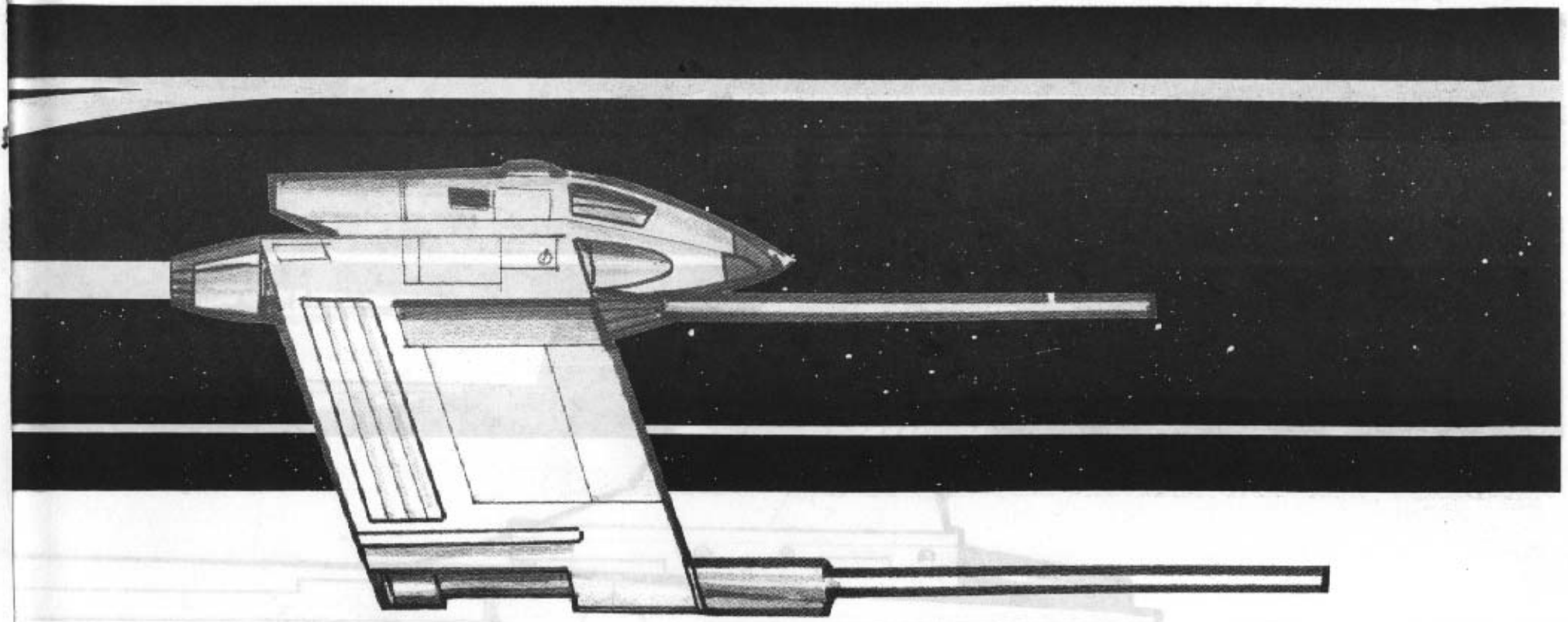
Bow	60
Right	50
Left	50
Stern	60

Armor:

Bow	100
Left	80
Right	80
Stern	100

Weapons:

Type	Location	1	Range 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 9	Bow	9	5	3	0	0
NPC 16	L/Wing	1	4	9	16	0
NPC 16	R/Wing	1	4	9	16	0
MDC–G	Bow	8	8	0	0	0
Hard Point	Bow	0	0	0	0	0
Hard Point	Bow	0	0	0	0	0



Background:

The *Defensor* is the oldest fighter in active TOG service. First produced in 6650, the ship's basic design has changed little in the past 175 years.

One reason why the Imperial Navy has not taken the ship out of service is because a squadron of such ships is credited with saving the life of Caesar Ivanolo Buntari. During the Terran riots that occurred after the bombing of the Senate in 6680, many military units refused orders to fire into the crowds of unarmed civilians demanding a return to the old Republic. Units that refused their orders were, in turn, gunned down by loyalist units. One of those rebellious units was the 182nd Heavy Infantry Legion. Instead of trying to suppress the rioters, the 182nd marched on New Rome with the intention of capturing Buntari and restoring the Republic. In a pitched battle against a loyalist Praetorian Guard Legion, the 182nd was able to break through the hasty defenses and to send a cohort of heavy armor toward the ruined capital. Reserve Praetorian units were on their way, but the 182nd's armor would reach the capital well before any help could arrive.

One loyalist squadron of *Defensor*s were scrambled. They came screaming in on the lead rebel column and shattered it. Ground fire destroyed two of the craft, but the *Defensor*s managed to slow the rebel advance enough that the rest of the squadron could land in New Rome before the column reorganized. Caesar Buntari crammed himself into the cockpit of one of the ships, and they rocketed away. A squadron of ground support fighters from the 182nd intercepted them, however. In the ensuing dogfight, three *Defensor*s were shot down, but the fourth ship, carrying the cowering Caesar, made orbit and docked with a loyalist warship.

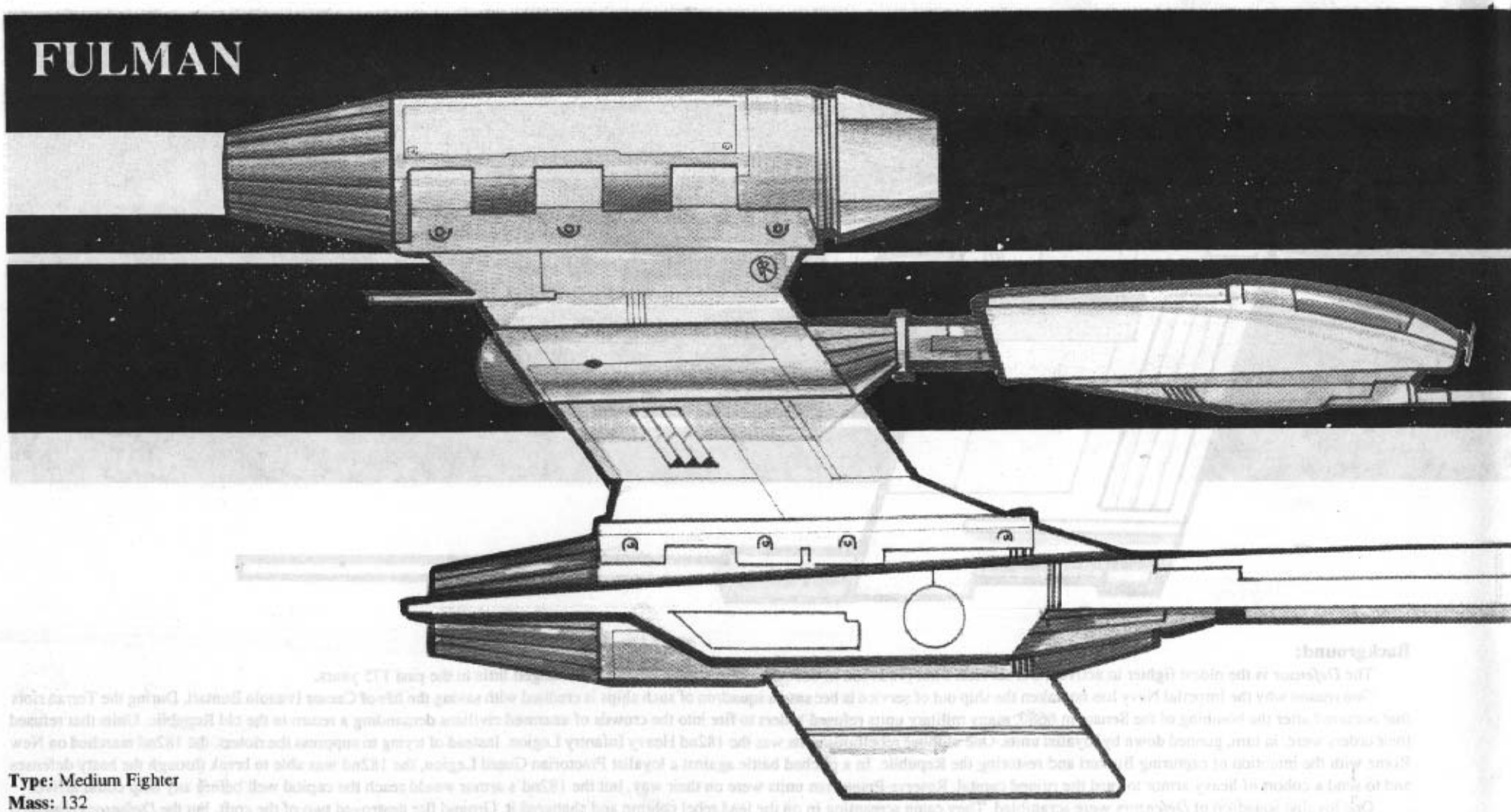
The loyalists defeated the 182nd later in the day, summarily beheading all survivors and publicly executing Prefect Simon Constantin, the unit's commander. The pilots of the *Defensor* squadron were decorated, and all Praetorian units were thereafter issued *Defensor*s as their primary fighter. Though Praetorian units eventually exchanged their *Defensor*s for more modern craft, each Praetorian fighter wing still retains an extra squadron of *Defensors* to commemorate the ship's role in the formation of the Terran Overlord Government.

The only *Defensor*s now operating in Shannedam County are attached to the 149th Praetorian Guard Legion on Thapsus. The 149th serves as the TOG theater reserve for the county. The *Defensor*s in Shannedam County have recently replaced their MDC 8s for MDC-Gs.

Combat Evaluation:

The *Defensor* is a fair medium fighter, well-suited to either an attack or a point defense role. Its shielding and armor are heavier than normal, resulting in lower acceleration. Overall, its weaponry is not as powerful as a *Space Gull*''s, but it has superior long-range capabilities. Tactics recommended for engaging *Defensor*s are rear approaches resulting in flank and stern attacks at close range, or frontal engagements at 15 kilometers.

FULMAN



Type: Medium Fighter
Mass: 132
Cost: 2,596,100

Engines:

Right Engine Rating	900
Left Engine Rating	900

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

StreamLining: Yes
AntiGrav: No

Shields:

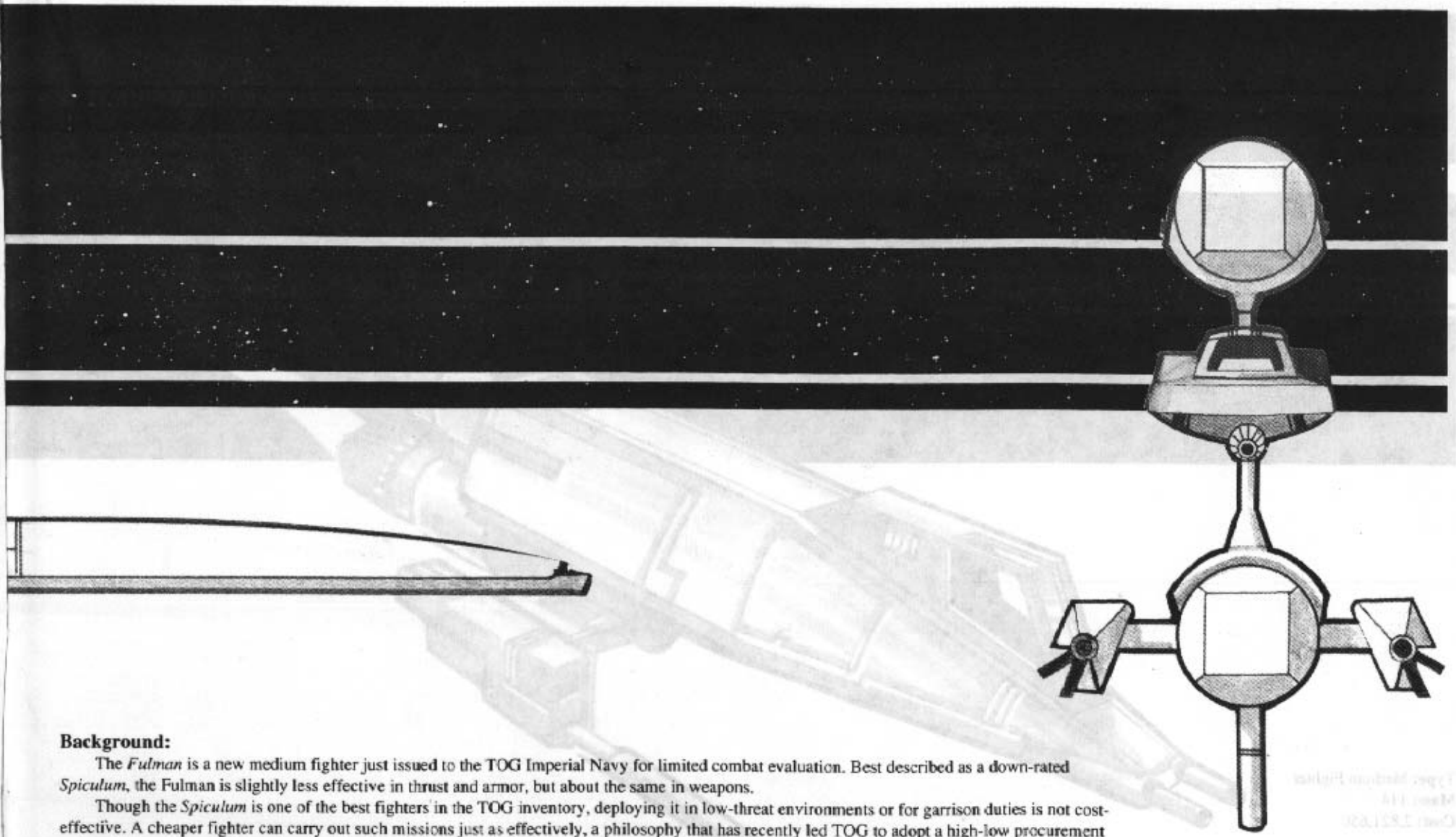
Bow	50
Right	40
Left	40
Stern	50

Armor:

Bow	90
Left	60
Right	60
Stern	90

Weapons:

Type	Location	Range 1	2-3	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
MDC–G	Bow	8	8	0	0	0
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



Background:

The *Fulman* is a new medium fighter just issued to the TOG Imperial Navy for limited combat evaluation. Best described as a down-rated *Spiculum*, the Fulman is slightly less effective in thrust and armor, but about the same in weapons.

Though the *Spiculum* is one of the best fighters in the TOG inventory, deploying it in low-threat environments or for garrison duties is not cost-effective. A cheaper fighter can carry out such missions just as effectively, a philosophy that has recently led TOG to adopt a high-low procurement policy. This policy calls for units scheduled exclusively for garrison duty to be issued the less expensive equipment, while units destined for active combat zones would receive the more expensive, more effective high-tech equipment. The *Fulman* was to be the first of the low-side medium fighters.

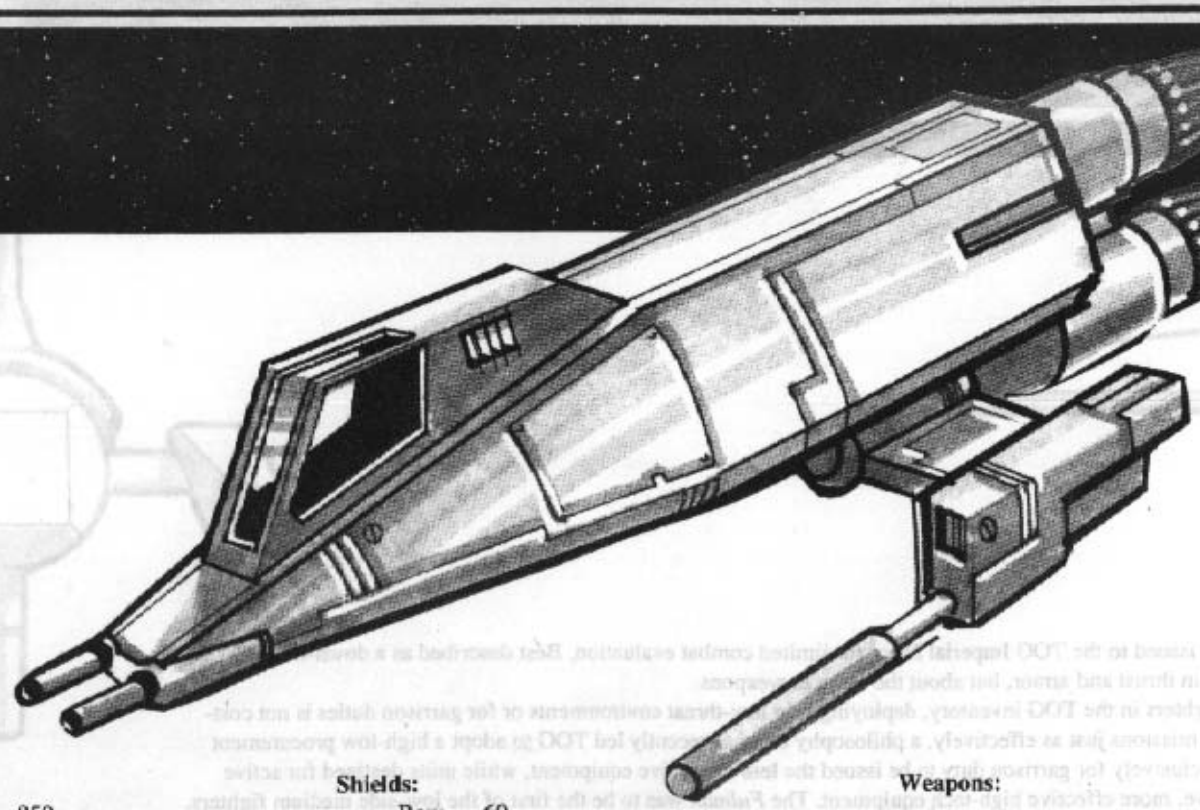
The *Fulman* was still under development when the Procurement Board was trying to find a test platform for the MDC-G, which was originally to have been tested on the *Telum*. Because the *Telum* program was beset with delays, the MDC-G was mounted in the *Fulman*'s bow, and the fighter's engines upgraded from 800 to 900. These modifications have driven the *Fulman*'s cost back up to the *Spiculum*'s range, totally invalidating the high-low philosophy that had originally spurred the *Fulman*'s development.

Fulmans are currently reported operating in flight strength in the 3021st Interceptor Wing.

Combat Evaluation:

From a defensive viewpoint, the *Fulman* is roughly equivalent to the *Penetrator*. Its offensive firepower falls roughly between that of a *Space Gull* and a *Penetrator*. Short-range firepower is impressive, as is its anti-missile ability. Recommended engagement range is 60+ kilometers.

IDIS



Type: Medium Fighter
Mass: 114
Cost: 2,821,650

Engines:

Right Engine Rating	850
Left Engine Rating	850

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

Streamlining: No
AntiGrav: Yes

Shields:

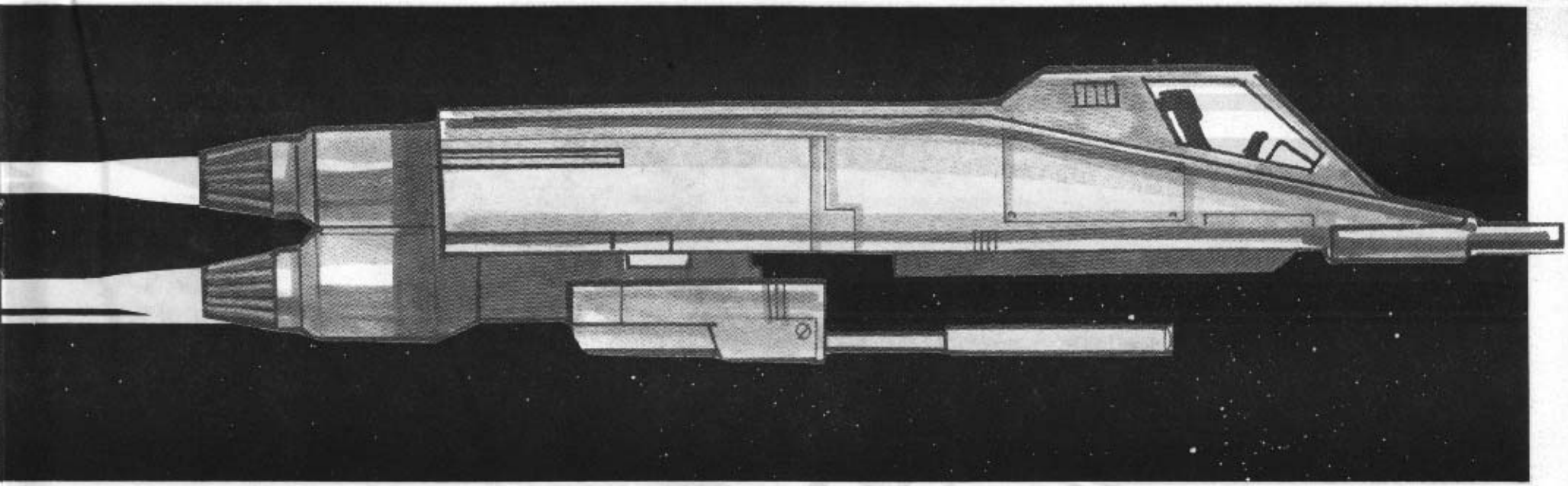
Bow	60
Right	50
Left	50
Stern	60

Armor:

Bow	70
Left	50
Right	50
Stern	60

Weapons:

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



Background:

The *Idis* is a medium fighter assigned to perform fleet strike missions, and it was produced in the wake of Imperial Navy studies of the *Penetrator*. In reviewing the *Penetrator*'s performance, the Imperial Navy concluded that the ship's lack of lasers significantly reduced its combat effectiveness. They recommended construction of a new fighter to be equipped with lasers and EPCs to increase the chances of undercutting large segments of armor. Combined with a large missile load, this weapons mix would make the *Idis* more effective than the *Penetrator*.

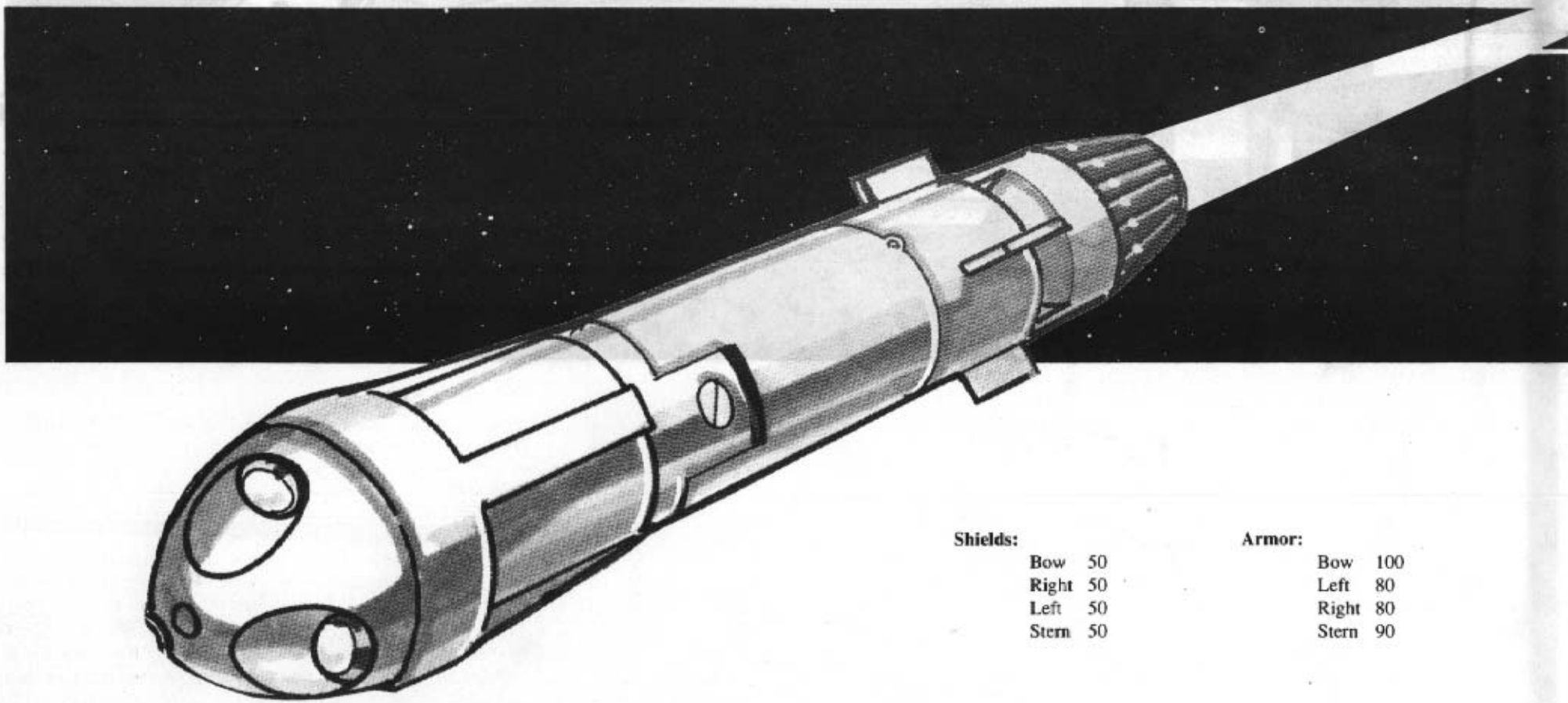
The *Idis* entered service in 6812, and has been a moderately effective strike fighter. Its weapons mix is very powerful, but its EPCs are effective only at short range. This means that the *Idis* must expose itself to more accurate defensive fire from its target than does the *Penetrator*. Against well-defended sites, the *Idis* is at a disadvantage in encounters with its Commonwealth counterpart.

Idis squadrons operate with 1027th Carrier Fighter Wing and have been assigned patrol duties on Olisipio.

Combat Evaluation:

The *Idis* is not as effective as the *Penetrator*. Its shielding and armor are lighter, and cannot operate effectively in atmosphere. Its heavy missile load reflects current TOG tactical doctrine, making the fighter effective against lightly defended installations. Recent advances in anti-missile technology will reduce the *Idis*'s effectivenes, however. Recommended engagement ranges against the *Idis* are 105+ kilometers.

ONAGRI



Type: Medium Fighter
Mass: 140
Cost: 2,344,450

Engines:
Center Engine Rating 1900

Thrust: 7
High Thrust Modification None

Streamlining: Yes
AntiGrav: No

Shields:

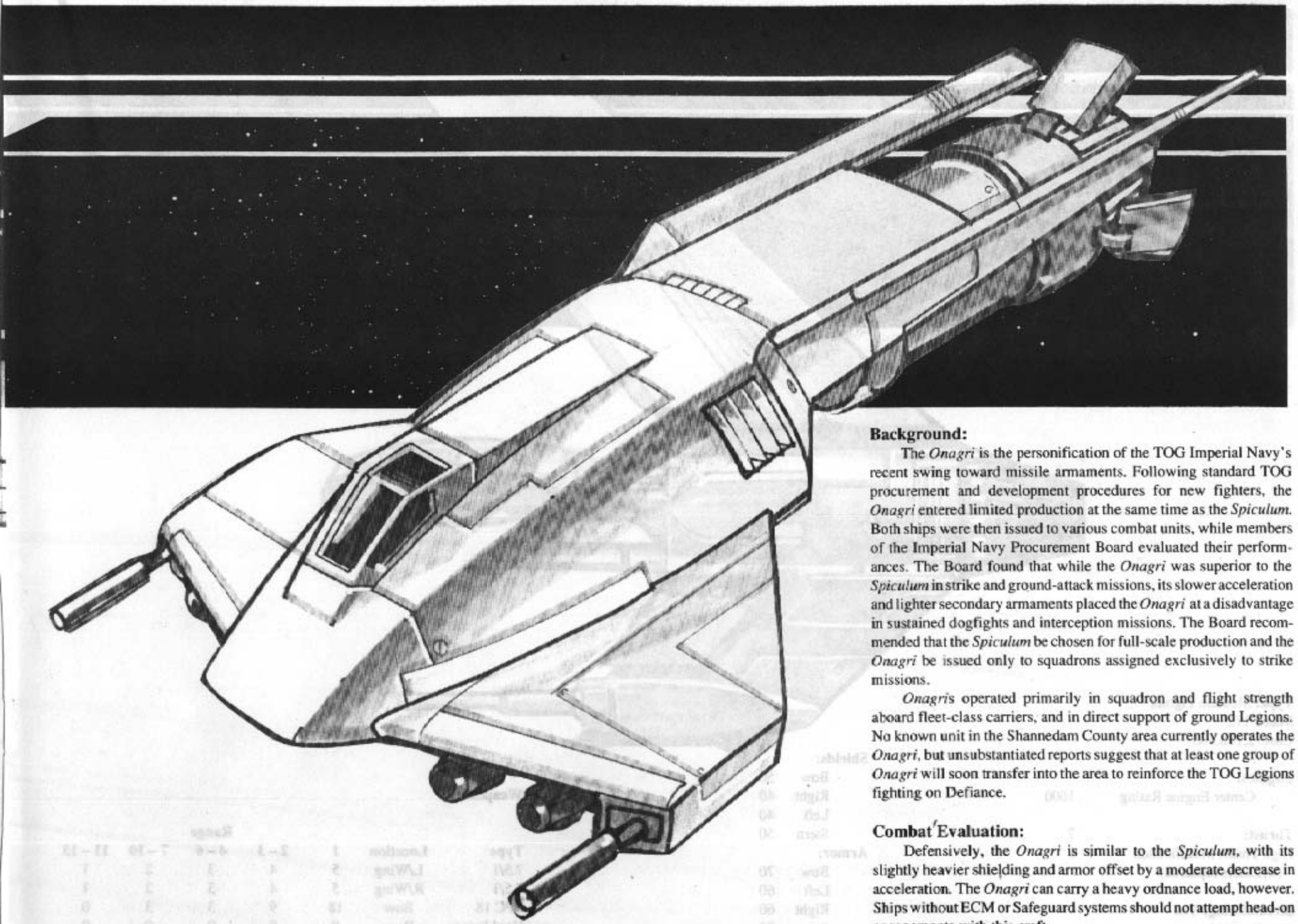
Bow	50
Right	50
Left	50
Stern	50

Armor:

Bow	100
Left	80
Right	80
Stern	90

Weapons:

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



Background:

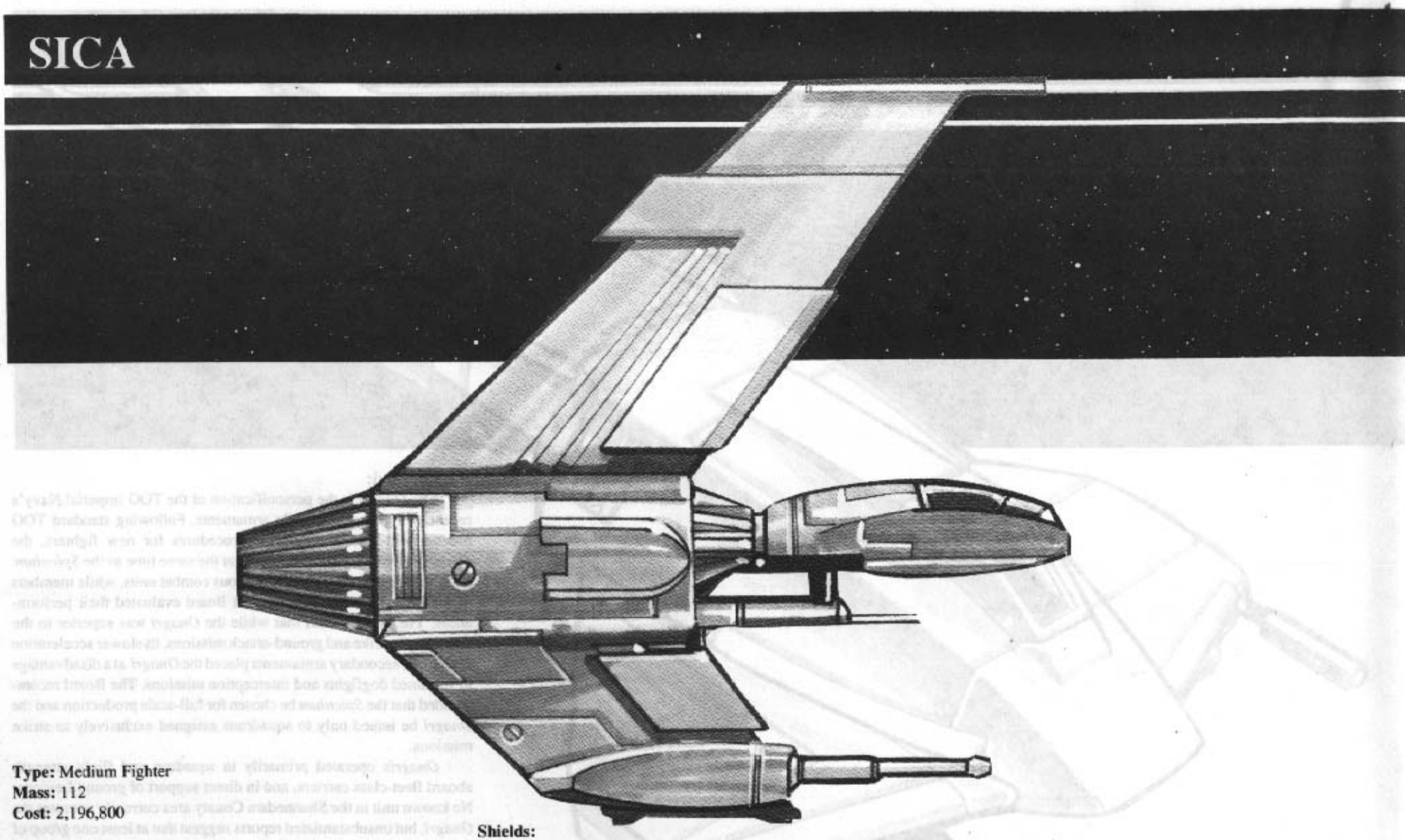
The *Onagri* is the personification of the TOG Imperial Navy's recent swing toward missile armaments. Following standard TOG procurement and development procedures for new fighters, the *Onagri* entered limited production at the same time as the *Spiculum*. Both ships were then issued to various combat units, while members of the Imperial Navy Procurement Board evaluated their performances. The Board found that while the *Onagri* was superior to the *Spiculum* in strike and ground-attack missions, its slower acceleration and lighter secondary armaments placed the *Onagri* at a disadvantage in sustained dogfights and interception missions. The Board recommended that the *Spiculum* be chosen for full-scale production and the *Onagri* be issued only to squadrons assigned exclusively to strike missions.

*Onagri*s operated primarily in squadron and flight strength aboard fleet-class carriers, and in direct support of ground Legions. No known unit in the Shannedam County area currently operates the *Onagri*, but unsubstantiated reports suggest that at least one group of *Onagri* will soon transfer into the area to reinforce the TOG Legions fighting on Defiance.

Combat Evaluation:

Defensively, the *Onagri* is similar to the *Spiculum*, with its slightly heavier shielding and armor offset by a moderate decrease in acceleration. The *Onagri* can carry a heavy ordnance load, however. Ships without ECM or Safeguard systems should not attempt head-on engagements with this craft.

SICA



Type: Medium Fighter
Mass: 112
Cost: 2,196,800

Engines:
Center Engine Rating 1600

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

Streamlining: Yes
AntiGrav: No

Shields:

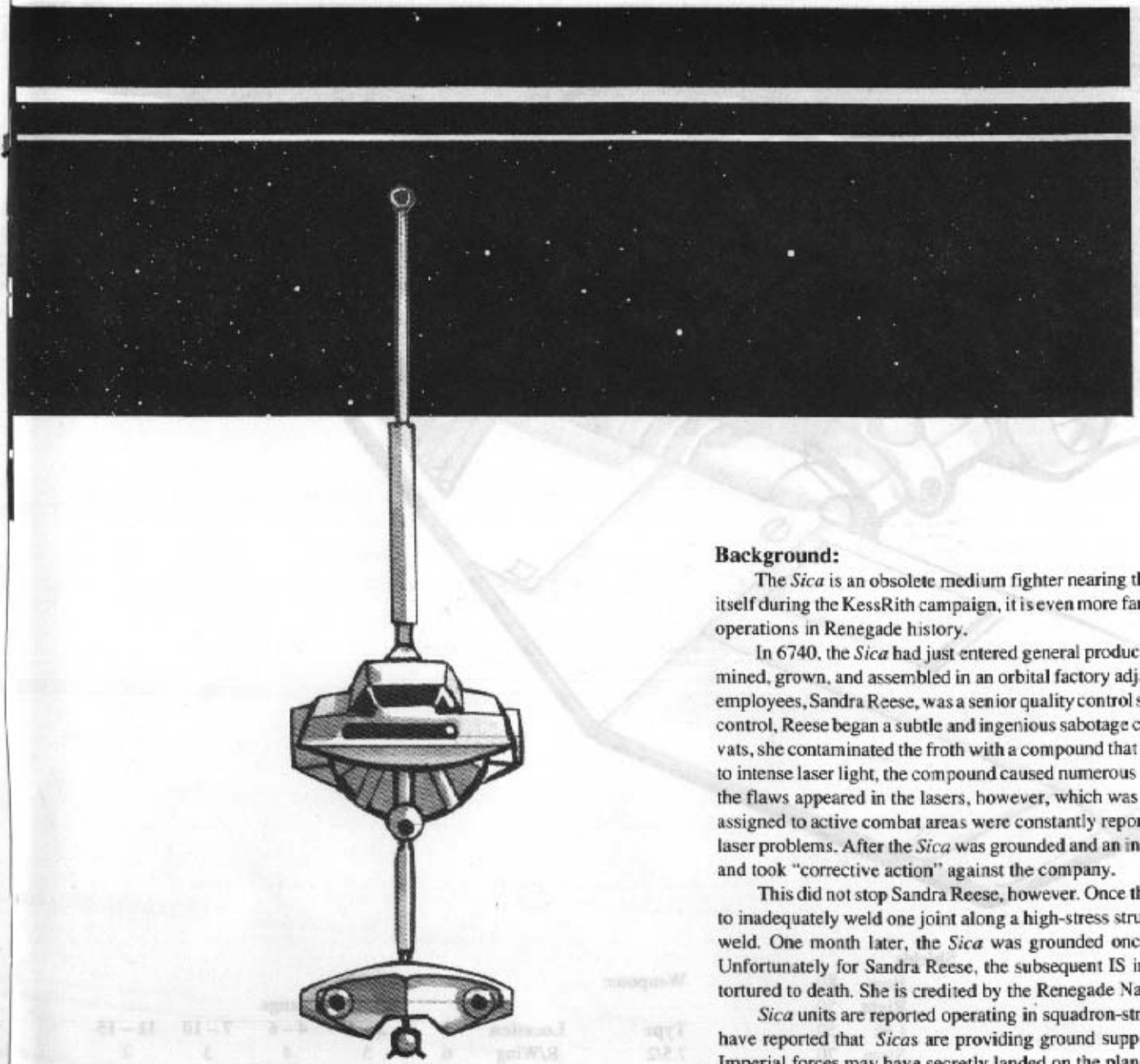
Bow	50
Right	40
Left	40
Stern	50

Armor:

Bow	70
Left	60
Right	60
Stern	70

Weapons:

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



Background:

The *Sica* is an obsolete medium fighter nearing the end of its operational usefulness. Though the ship distinguished itself during the KessRith campaign, it is even more famous as the victim of one of the most successful industrial sabotage operations in Renegade history.

In 6740, the *Sica* had just entered general production. To eliminate transport problems, the 7.5/1 laser crystals were mined, grown, and assembled in an orbital factory adjacent to the fighter assembly complex. One of the fighter company employees, Sandra Reese, was a senior quality control supervisor and a Renegade agent. Assigned to supervise *Sica* quality control, Reese began a subtle and ingenious sabotage campaign. During one of her inspections of the laser crystal growing vats, she contaminated the froth with a compound that became part of the finished laser crystal. When subjected over time to intense laser light, the compound caused numerous flaws and fractures in the crystal. It took multiple exposures before the flaws appeared in the lasers, however, which was often months after the fighters were delivered to their units. Units assigned to active combat areas were constantly reporting laser failures, while units in non-combat areas had little or no laser problems. After the *Sica* was grounded and an investigation begun, Imperial Security discovered the contamination and took "corrective action" against the company.

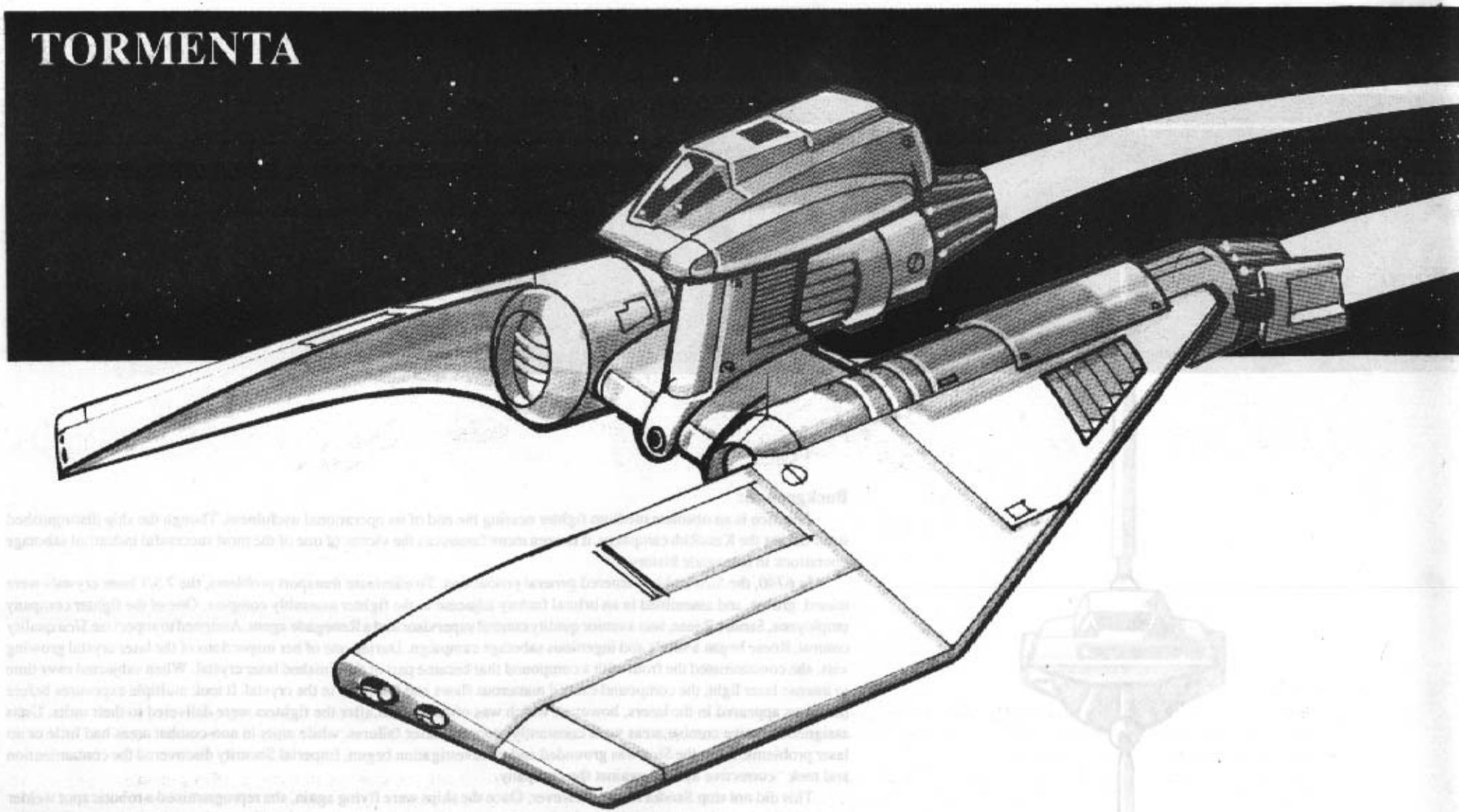
This did not stop Sandra Reese, however. Once the ships were flying again, she reprogrammed a robotic spot welder to inadequately weld one joint along a high-stress strut, and then reprogrammed the inspection robot to ignore the faulty weld. One month later, the *Sica* was grounded once more, this time for unexplained structural failures in combat. Unfortunately for Sandra Reese, the subsequent IS investigation revealed her activities. She was captured and slowly tortured to death. She is credited by the Renegade Navy with more fighter kills than any other person.

Sica units are reported operating in squadron-strength on Ciria and Mavinav. Ground forces on Gustaviv's Regret have reported that *Sicas* are providing ground support for Imperial forces. If these reports are true, then second-line Imperial forces may have secretly landed on the planet.

Combat Effectiveness:

The *Sica* is an under-armed and under-powered fighter. Its offensive armament is inferior to most ships of its class, and its relatively high acceleration does not sufficiently compensate for this disadvantage. Recommended engagement range is 30+ kilometers.

TORMENTA



Type: Medium Fighter
Mass: 159
Cost: 3,144,700

Engine:

Right Engine Rating	1000
Left Engine Rating	1000

Thrust:	6
High Thrust Modification	None

Streamlining: No
AntiGrav: No

Shields

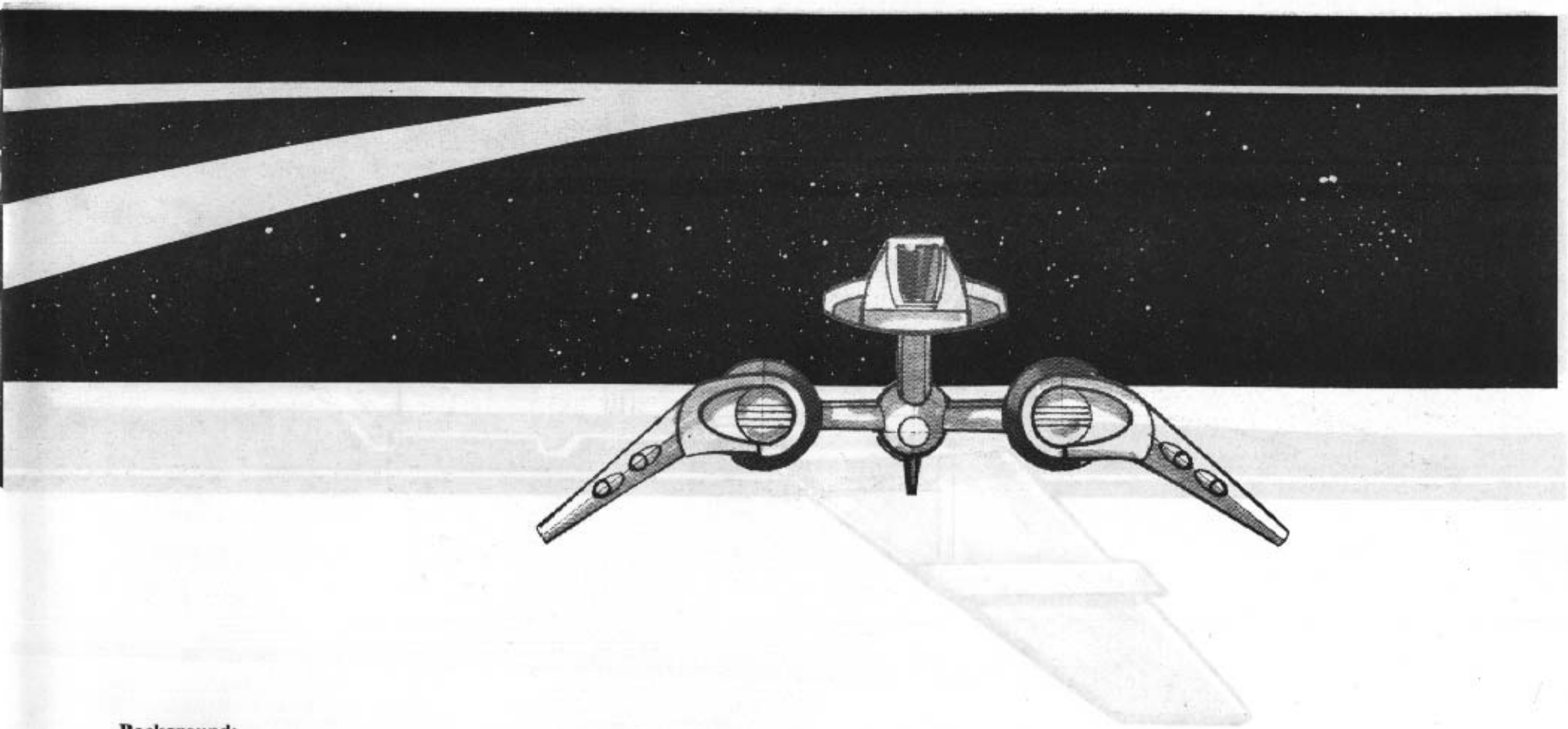
Bow	80
Right	50
Left	50
Stern	70

Armor

Bow	100
Left	70
Right	70
Stern	100

Weapons:

			Range			
Type	**Location**	**1**	**2 – 3**	**4 – 6**	**7 – 10**	**11 – 15**
7.5/2	R/Wing	6	5	4	3	2
7.5/2	L/Wing	6	5	4	3	2
7.5/1	R/Wing	5	4	3	2	1
7.5/1	L/Wing	5	4	3	2	1
NPC 20	Bow	3	9	16	20	0
Hard Point	Bow	0	0	0	0	0



Background:

When the corporate conglomerate LeBaron Manufacturing began to face serious economic difficulties, the TOG government had to step in. LeBaron employed over ten million people throughout the Mochov District, and the survival of many smaller companies and planets would also have been threatened. If LeBaron were forced to liquidate, the whole district could have been plunged into an economic chaos lasting for decades.

To prevent such a disaster, several Illustrus Senators succeeded in replacing LeBaron's president with Leo Blackdon, a tough-minded businessman who would do whatever necessary to save the company. Almost immediately, Blackdon fired all of LeBaron's top executives, closed down inefficient plants, and cut employee wages and benefits by 25 percent. Though this created a mild recession in some areas of the District, total economic collapse had been averted.

Having tightened the company's belt, Blackdon turned next to improving the profitability of each operating division, starting with LeBaron AeroSpace, manufacturers of fighter aircraft. By lobbying his friends in the Imperial Senate, Blackdon managed to secure from the Imperial Navy a single source contract for a heavy fighter, without going through the normal procurement process.

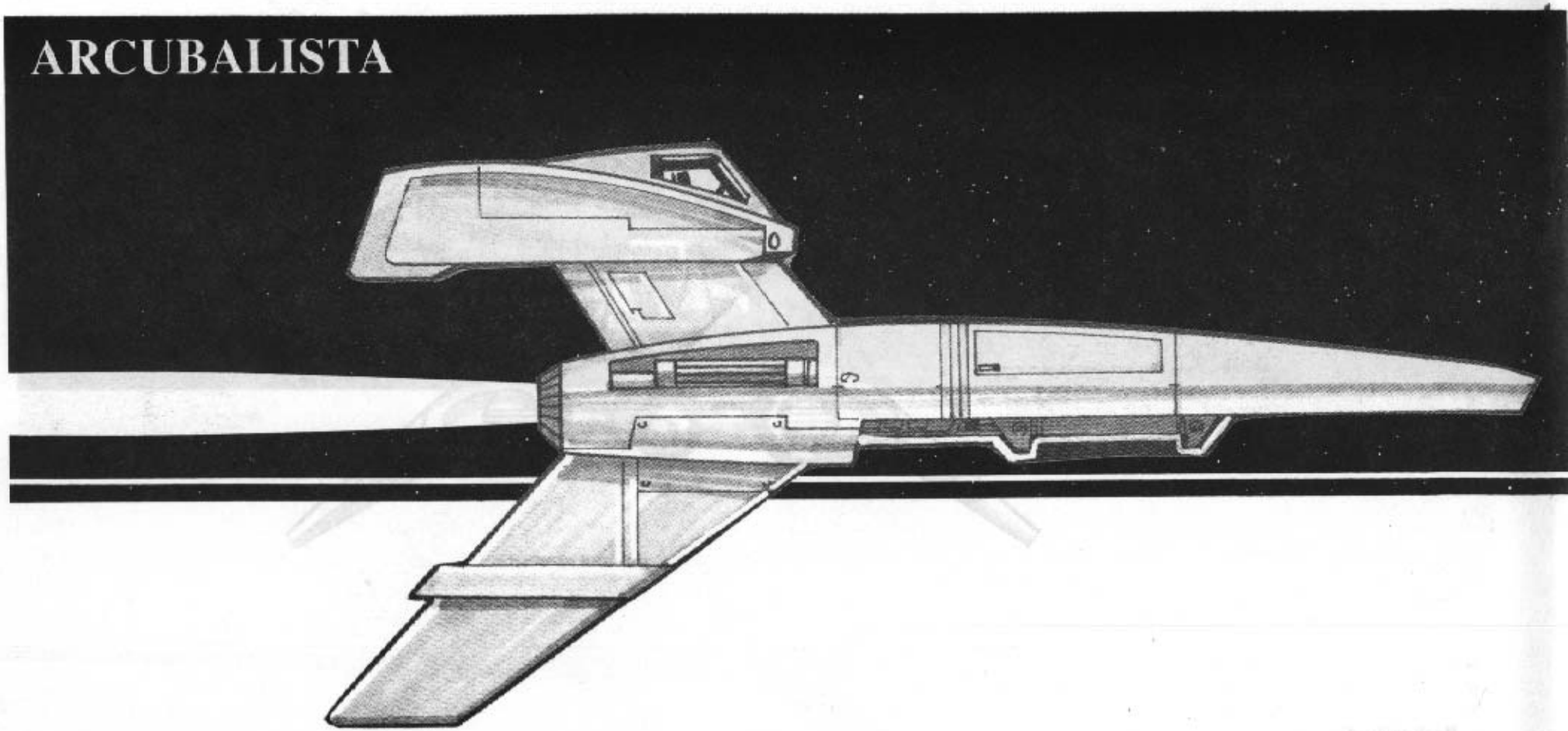
Once LeBaron's new and inexperienced design department came up with a fighter that required a minimum of retooling, the assembly lines geared up and began to turn out the *Tormenta*, a mediocre fighter with average capabilities.

The *Tormenta* is assigned to fleet operations exclusively. The 991st Carrier Fighter Wing includes at least one, and possibly two, *Tormenta* squadrons.

Combat Evaluation:

The *Tormenta* is a poor-to-average heavy fighter. Because it is under-powered for its class, the acceleration is low in comparison to its weaponry. From a defensive viewpoint, its armor is moderately better than an *Avenger*'s, while its shields are roughly equivalent to a *Fluttering Petal*'s. To its disadvantage, the *Tormenta* is incapable of atmospheric operations, though its deployment rarely brings it close to an atmosphere. Optimal engagement range is 15 to 45 kilometers. The bow-mounted NPC is very powerful and should be respected.

ARCUBALISTA



Type: Heavy Fighter
Mass: 96
Cost: 3,266,550

Engines:

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

Thrust: 13
High Thrust Modification (w/ Lasers Replaced) 14
Streamlining: Yes
AntiGrav: No

Shields:

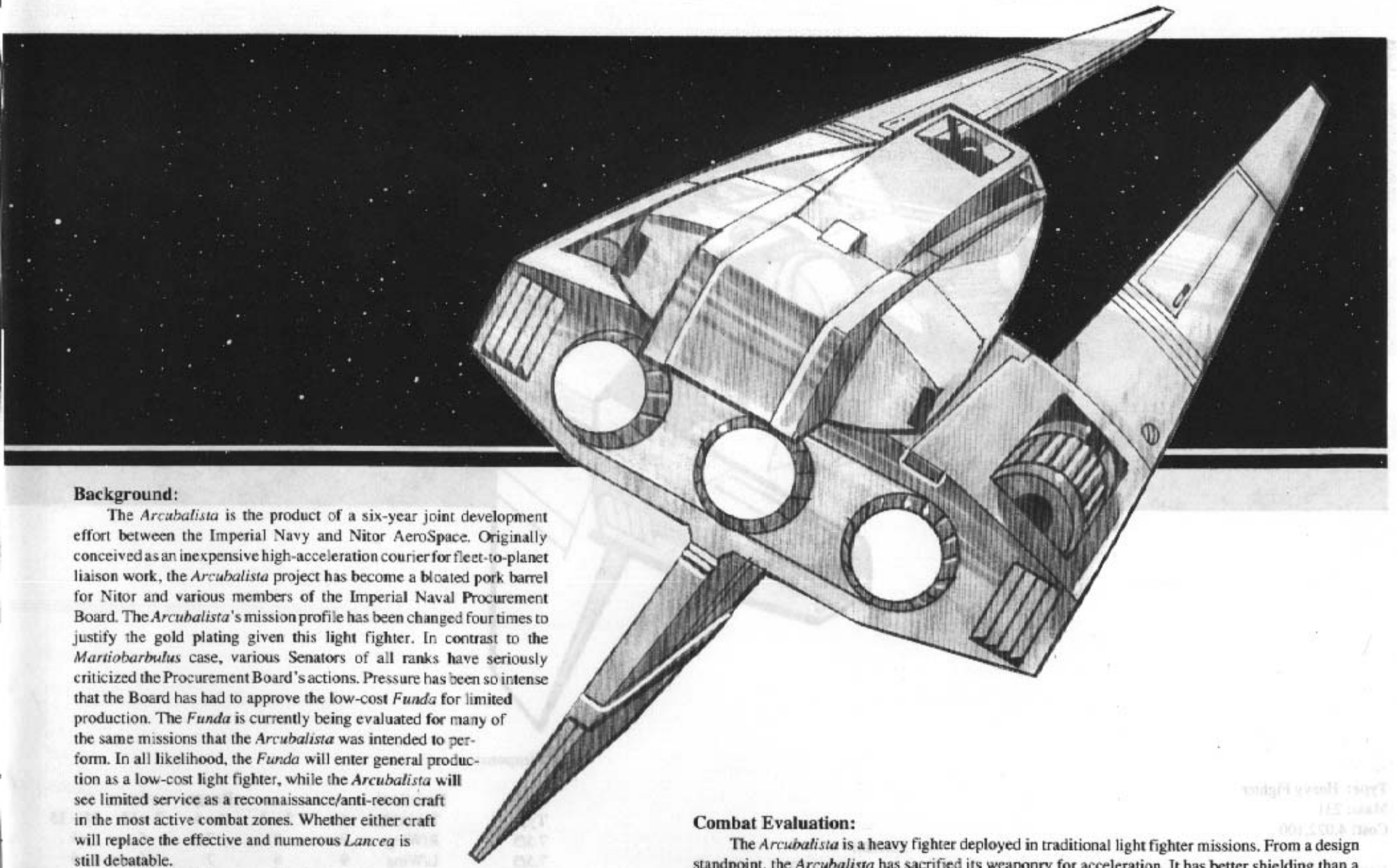
Bow	60
Right	50
Left	50
Stern	50

Armor:

Bow	60
Left	50
Right	50
Stern	50

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
Hard Point	Bow	0	0	0	0	0
Hard Point	Bow	0	0	0	0	0



Background:

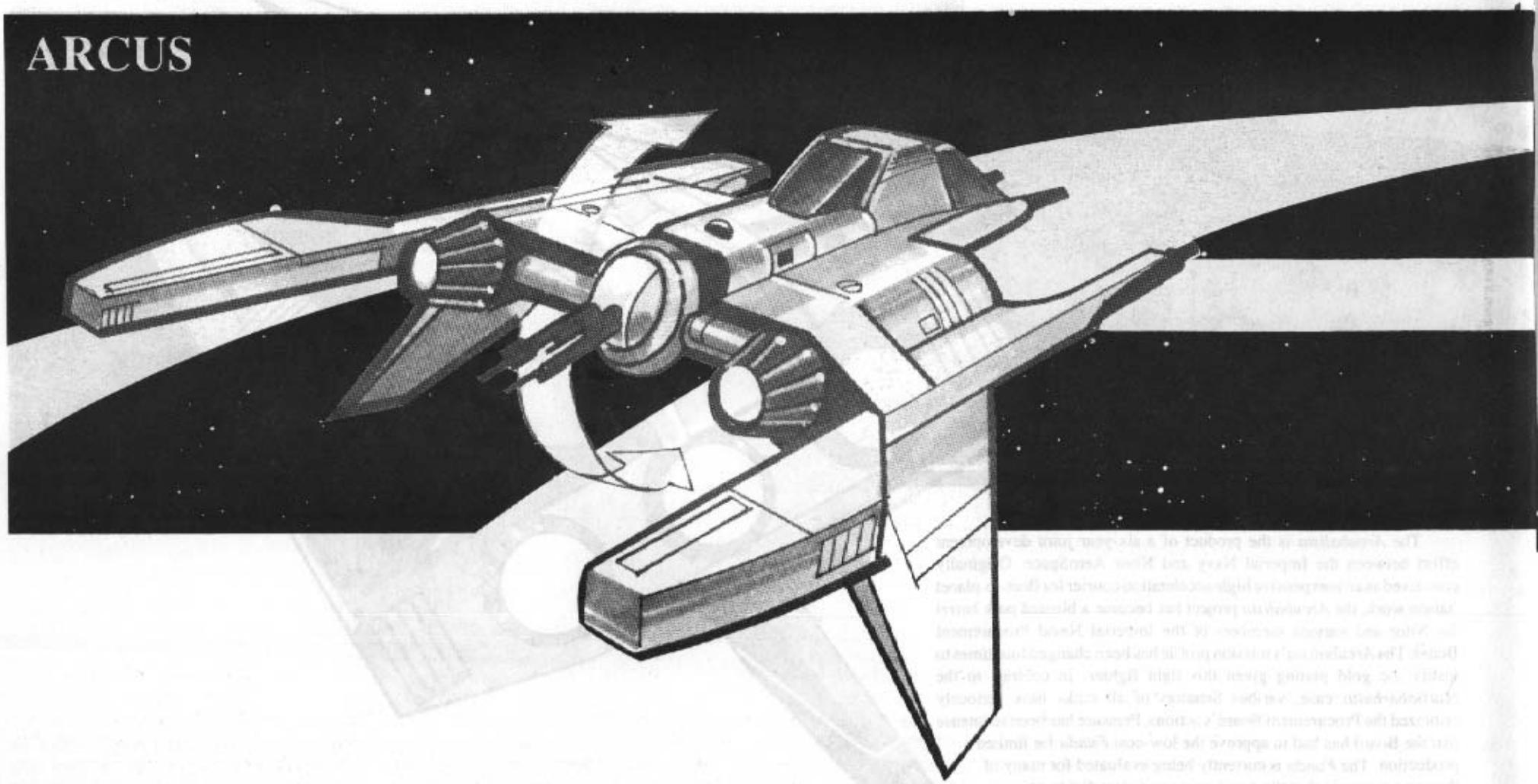
The *Arcubalista* is the product of a six-year joint development effort between the Imperial Navy and Nitor AeroSpace. Originally conceived as an inexpensive high-acceleration courier for fleet-to-planet liaison work, the *Arcubalista* project has become a bloated pork barrel for Nitor and various members of the Imperial Naval Procurement Board. The *Arcubalista*'s mission profile has been changed four times to justify the gold plating given this light fighter. In contrast to the *Martiobarbulus* case, various Senators of all ranks have seriously criticized the Procurement Board's actions. Pressure has been so intense that the Board has had to approve the low-cost *Funda* for limited production. The *Funda* is currently being evaluated for many of the same missions that the *Arcubalista* was intended to perform. In all likelihood, the *Funda* will enter general production as a low-cost light fighter, while the *Arcubalista* will see limited service as a reconnaissance/anti-recon craft in the most active combat zones. Whether either craft will replace the effective and numerous *Lancea* is still debatable.

Only one sighting, near Grosianus, of the *Arcubalista* has been reported so far. Renegade Intelligence agents on Thapsus claim that an entire group of *Arcubalistas* will soon be deployed, but Royal Intelligence is not sufficiently confident of their source to give this report much credence.

Combat Evaluation:

The *Arcubalista* is a heavy fighter deployed in traditional light fighter missions. From a design standpoint, the *Arcubalista* has sacrified its weaponry for acceleration. It has better shielding than a *Gladius*, armor equal to that of the *Martiobarbulus*, and its three massive engines put out more power than an *Avenger*. With 13 Gs of acceleration, the *Arcubalista* is a potentially unstoppable opponent. For all its speed and armor, however, the fighter is woefully under-armed. If given a chance, it will engage in pin-prick attacks—numerous high-speed passes—rather than a protracted dogfight. Its defensive abilities give it a high degree of success with such tactics, but to harm a reasonably well-protected opponent, the pilot will have to carry out many attacks. SSS missiles are the best weapon to use when engaging an *Arcubalista*. Other missiles are not as potent because the *Arcubalista* can outrun them.

ARCUS



Type: Heavy Fighter
Mass: 231
Cost: 4,022,100

Engines:
Right Engine Rating 1200
Left Engine Rating 1200

Thrust: 5
High Thrust Modification None

Streamlining: Yes
AntiGrav: No

Shields:

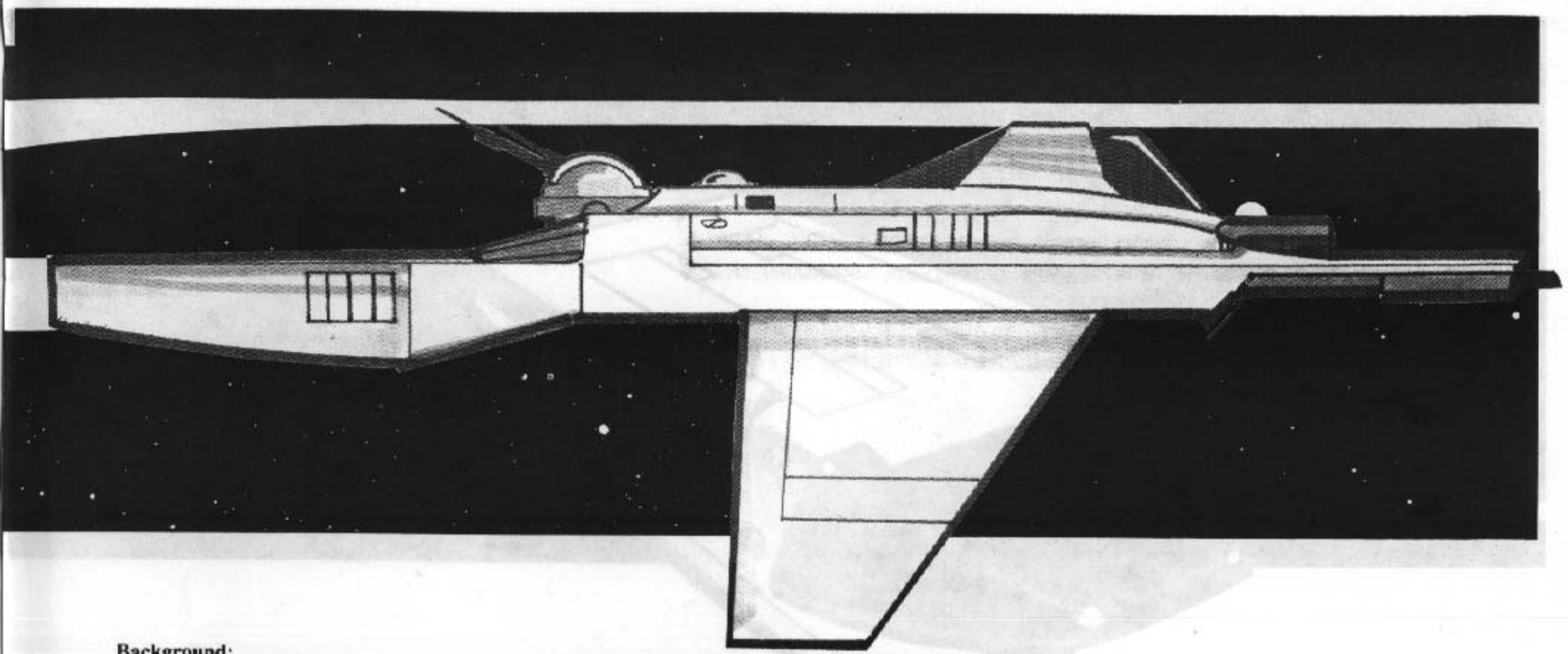
Bow	70
Right	70
Left	70
Stern	70

Armor:

Bow	100
Left	100
Right	100
Stern	100

Weapons:

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



Background:

The *Arcus* is a standard ground attack and atmospheric superiority fighter, and was first introduced in 6805. The *Arcus* is assigned only to Imperial Legion fighter wings, and has never been reported attached to a Naval fighter wing.

Arcus units are well-trained in planetary and near-planetary operations, but are notoriously poor in deep-space operations. Most Imperial Navy tacticians blame this on the TOG Legions' supposedly lower standards for recruiting pilots. In reality, the problem is more likely the result of inter-service rivalry. Deep-space fighter operations demand a very experienced controller to vector the fighters onto an interception course with the target. The Imperial Navy refuses to allow the TOG Legions the necessary equipment or facilities to properly train their ground personnel in such procedures. By charter, the Imperial Navy is responsible for all operations in deep space. In near-orbit, they share responsibility with the Legions, while the Legions are solely responsible for operations within a planetary atmosphere. The Navy argues that giving the Legions equipment to control deep-space operations violates this charter.

The result is that the *Arcus* and other Imperial Legion fighters must switch to Navy controllers when operating in deep-space. Because the Legion pilot is unfamiliar with his new controller's operating procedures, and vice versa, it seriously affects the effective execution of highly exacting tactical operations such as deep-space interception. As a result, the *Arcus* is only encountered in point defense and ground attack roles.

Arcus squadrons are attached to Imperial Legions fighting on Defiance, Wuj, Rolunitru, and Messana.

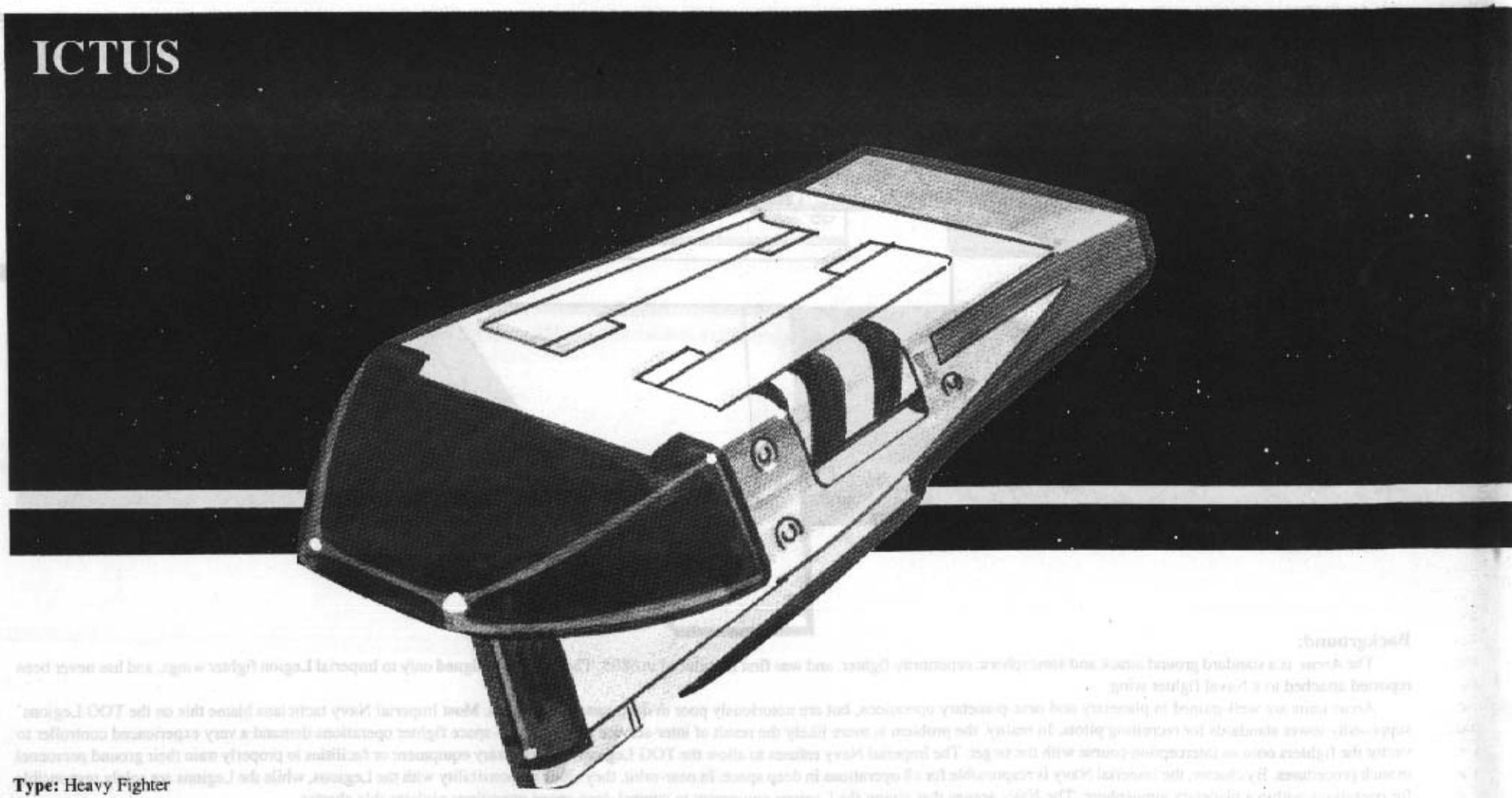
Combat Evaluation:

Most fighters as heavy as the *Arcus* utilize an anti-grav drive for atmospheric maneuvering, but the Arcus is unique among them in being streamlined. This allows it to carrry more armor and weight than other heavy fighters, while at the same time not adversely affecting its mission profiles. As the *Arcus* operates primarily in or near an atmosphere, its streamlining makes it effective in both atmospheric superiority and ground-attack roles.

The *Arcus* is also unique in replacing its turret-mounted NPC and EPC rather than its lasers with the High Thrust Modification. Because the NPC and EPC are ineffective weapons for ground attacks, the additional hard points allow a 66 percent increase in useful ordnance load without seriously affecting the *Arcus*'s atmospheric superiority mission. In many cases, the NPC and EPC are not mounted in the ship unless it is assigned to point defense of an orbital facility.

Unless mission requirements demand that friendly pilots actively engage the *Arcus* within an atmosphere, they should attempt to engage this heavy fighter only out of atmosphere.

ICTUS



Type: Heavy Fighter
Mass: 181
Cost: 3,586,900

Engines:

Right Engine Rating	1100
Left Engine Rating	1100
Thrust:	6
High Thrust Modification (with 7.5/6 lasers replaced)	7

Streamlining: Yes
AntiGrav: No

Shields:

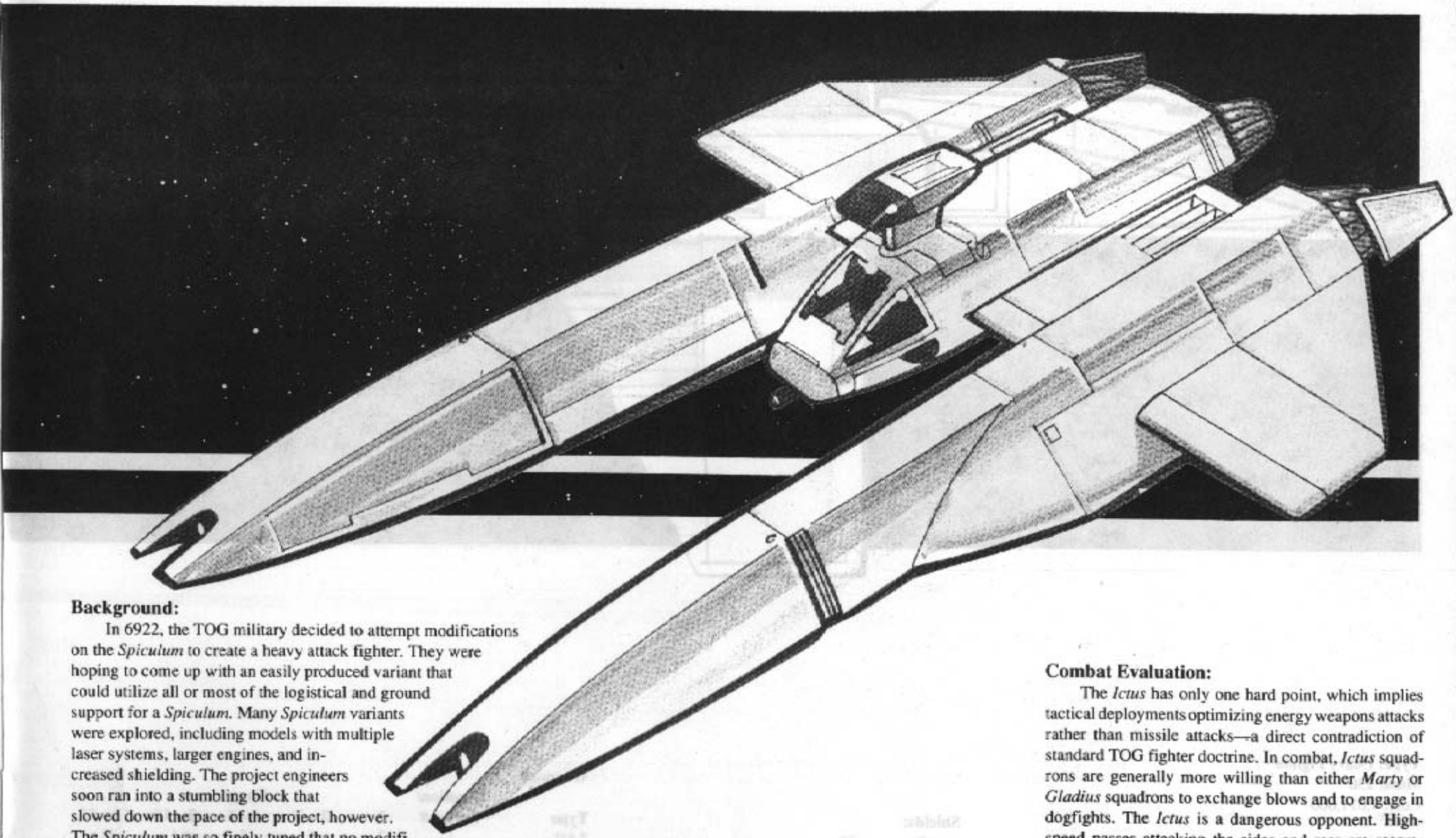
Bow	70
Right	60
Left	60
Stern	60

Armor:

Bow	100
Left	100
Right	100
Stern	100

Weapons:

		Range				
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
7.5/5 Laser	Bow	9	8	7	6	5
7.5/5 Laser	Bow	9	8	7	6	5
Hard Point	Bow	0	0	0	0	0



Background:

In 6922, the TOG military decided to attempt modifications on the *Spiculum* to create a heavy attack fighter. They were hoping to come up with an easily produced variant that could utilize all or most of the logistical and ground support for a *Spiculum*. Many *Spiculum* variants were explored, including models with multiple laser systems, larger engines, and increased shielding. The project engineers soon ran into a stumbling block that slowed down the pace of the project, however. The *Spiculum* was so finely tuned that no modifications could be made without significantly changing the ship. Just upgrading the engines required major strengthening of the basic airframe. It was not until four years after the start of the project that the design group submitted a final prototype for consideration: the *Ictus*.

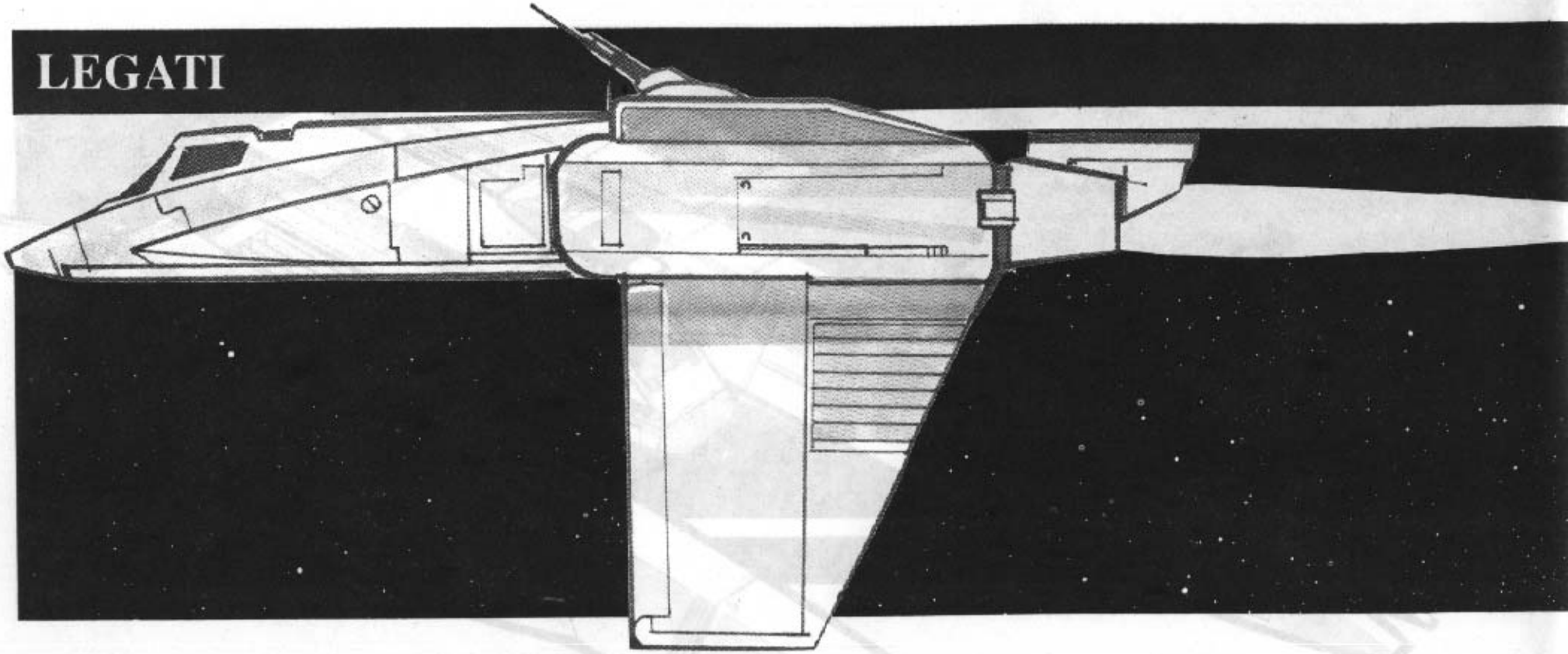
As a result of its numerous modifications, the *Ictus* bears little outward resemblance to the *Spiculum*. Internally, however, many of the control components and basic airframe structures are the same. In fact, the cockpit is an exact duplicate of the *Spiculum*. While this commonality makes manufacturing and logistical support easier, the advantages are not as great as expected.

Ictus squadrons are common throughout the Shannedam County area, replacing the *Martiobarbulus* as the primary single-seat heavy fighter. Most have been reported operating in conjunction with *Spiculums* in mixed flights.

Combat Evaluation:

The *Ictus* has only one hard point, which implies tactical deployments optimizing energy weapons attacks rather than missile attacks—a direct contradiction of standard TOG fighter doctrine. In combat, *Ictus* squadrons are generally more willing than either *Marty* or *Gladius* squadrons to exchange blows and to engage in dogfights. The *Ictus* is a dangerous opponent. High-speed passes attacking the sides and rear are recommended. It is not recommended that pilots engage in slugging matches with this ship.

LEGATI



Type: Heavy Fighter
Mass: 230
Cost: 4,611,000

Engines:

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

Thrust: 5
High Thrust Modification None

Streamlining: No
AntiGrav: Yes.

Shields:

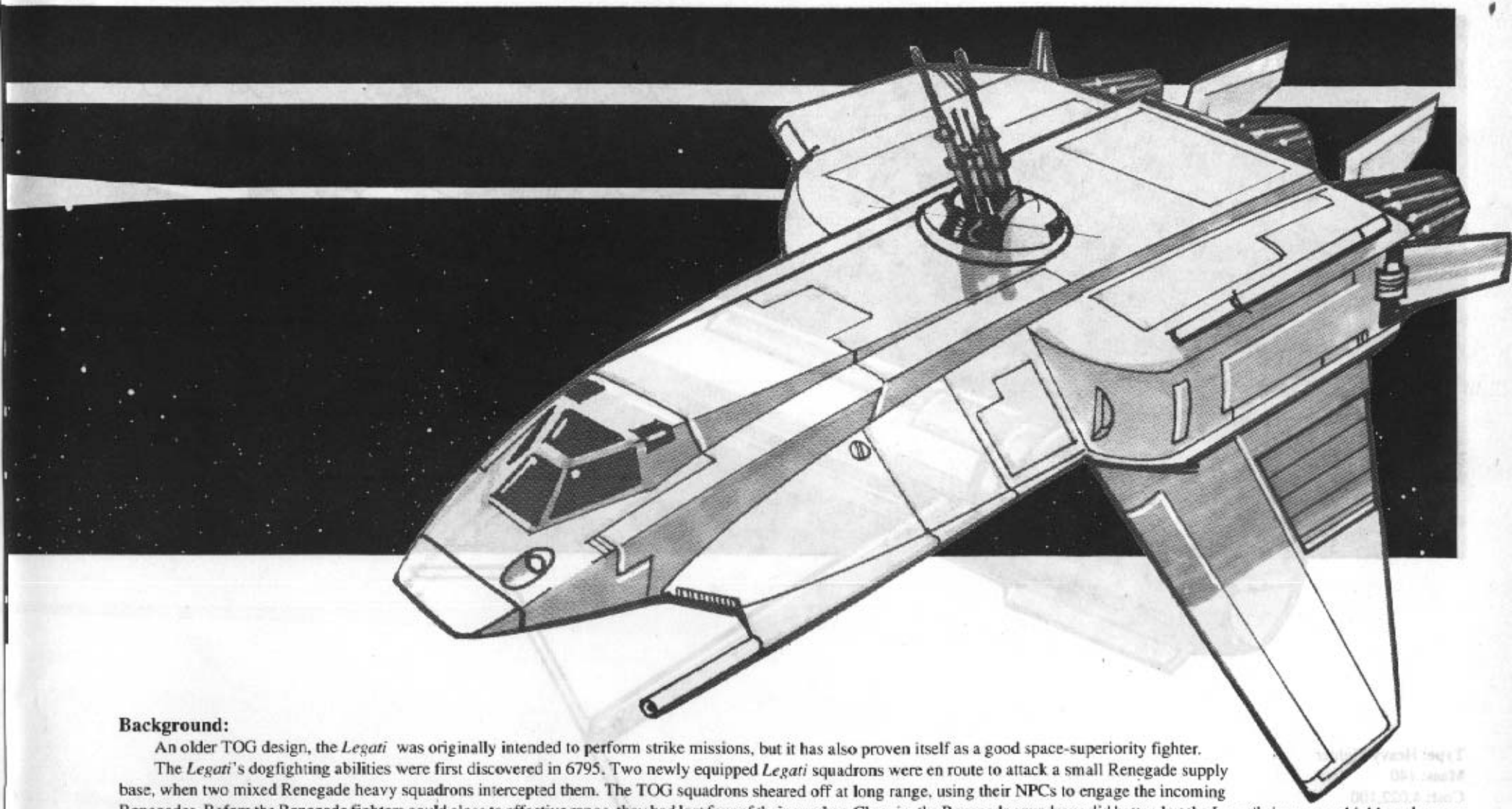
Bow	70
Right	60
Left	60
Stern	70

Armor:

Bow	100
Left	100
Right	100
Stern	100

Weapons:

Type	Location/ Turret #	Range 1	2 – 3	4 – 6	7 – 10	11 – 15
7.5/3	1	7	6	5	4	3
7.5/3	1	7	6	5	4	3
NPC 16	1	1	4	9	16	0
NPC 16	1	1	4	9	16	0
Hard Point	1	0	0	0	0	0
7.5/4	Bow	8	7	6	5	4
5/4	R/Wing	7	6	5	4	0
5/4	L/Wing	7	6	5	4	0
EPC 14	L/Wing	14	7	3	1	0
EPC 14	R/Wing	14	7	3	1	0



Background:

An older TOG design, the *Legati* was originally intended to perform strike missions, but it has also proven itself as a good space-superiority fighter.

The *Legati*'s dogfighting abilities were first discovered in 6795. Two newly equipped *Legati* squadrons were en route to attack a small Renegade supply base, when two mixed Renegade heavy squadrons intercepted them. The TOG squadrons sheared off at long range, using their NPCs to engage the incoming Renegades. Before the Renegade fighters could close to effective range, they had lost four of their number. Close in, the Renegade squadrons did better, but the *Legati*'s immense shields and armor allowed them to give out more damage than they received. When the Renegade squadrons disengaged, the remaining *Legatis* were able to complete their mission with enough destructive vigor to destroy the supply base.

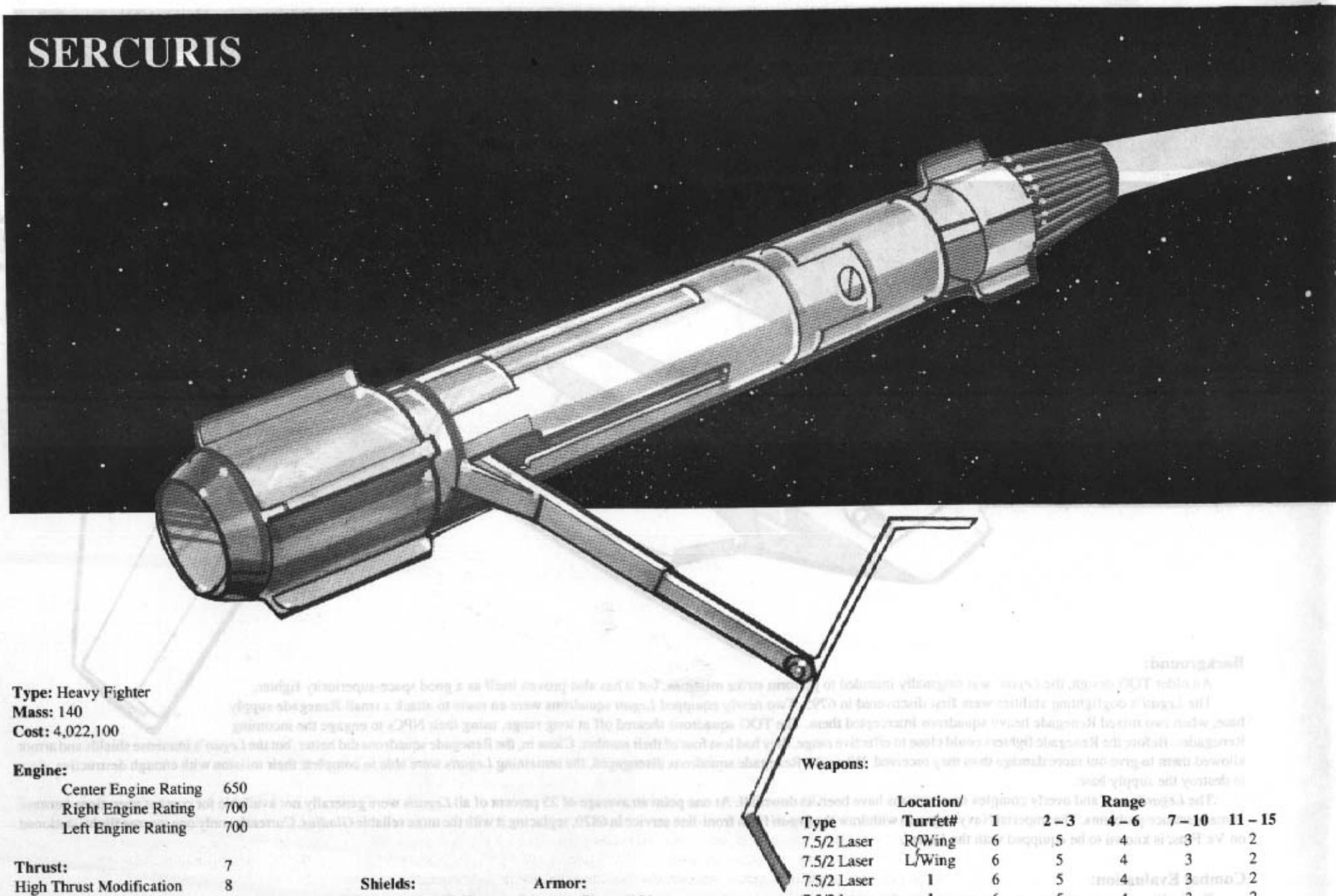
The *Legati*'s cost and overly complex mechanisms have been its downfall. At one point an average of 25 percent of all *Legatis* were generally not available for combat operations because of maintenance problems. The Imperial Navy began to withdraw the *Legati* from front-line service in 6820, replacing it with the more reliable *Gladius*. Currently, only one reserve flight, stationed on Ve'Fros, is known to be equipped with the *Legati*.

Combat Evaluation:

Tactically, a *Legati* attempts to engage targets at long range with its turreted weapons, while making an oblique pass. This makes it difficult to return fire at the *Legati*. After crippling its target with long-range fire, the fighter can then use its forward-mounted weaponry to finish off its victim.

The *Legati*'s vulnerablility is its sluggish acceleration. Friendly fighters should maneuver behind it and close to within 15 kilometers. This tactic minimizes return fire from the *Legati*'s turret, and should optimize the attacker's own weapons.

SERCURIS



Type: Heavy Fighter
Mass: 140
Cost: 4,022,100

Engine:

Center Engine Rating	650
Right Engine Rating	700
Left Engine Rating	700

Thrust: 7
High Thrust Modification 8
(with 7.5/2 lasers removed)

Streamlining: No
AntiGrav: Yes

Shields:

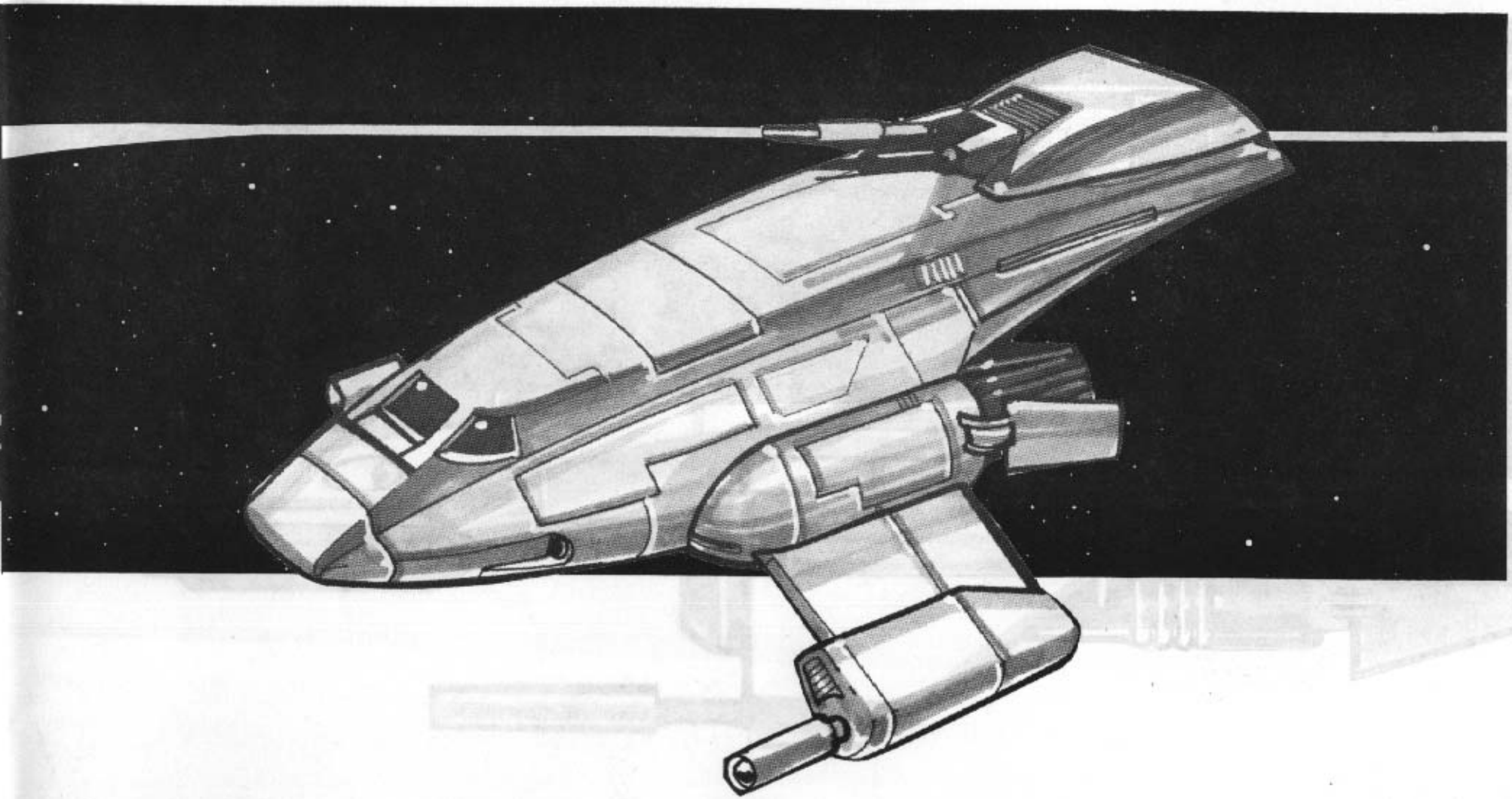
Bow	60
Right	50
Left	50
Stern	60

Armor:

Bow	100
Left	80
Right	80
Stern	100

Weapons:

Type	Location/ Turret#	Range 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
7.5/2 Laser	1	6	5	4	3	2
7.5/2 Laser	1	6	5	4	3	2
EPC 18	Bow	18	9	3	3	0
Hard Point	Bow	0	0	0	0	0
Hard Point	Bow	0	0	0	0	0



Background:

The *Sercuris* is another new heavy fighter recently fielded by the TOG Imperial Navy. The ship is inferior to the *Spatha*, but the Naval Procurement Board is concerned about the political reliability of the workers at Incingo Spaceyards, the *Spatha* manufacturer. Production of the *Sercuris* was ordered to ensure an uninterrupted supply of heavy fighters should problems arise at the *Spatha* plant.

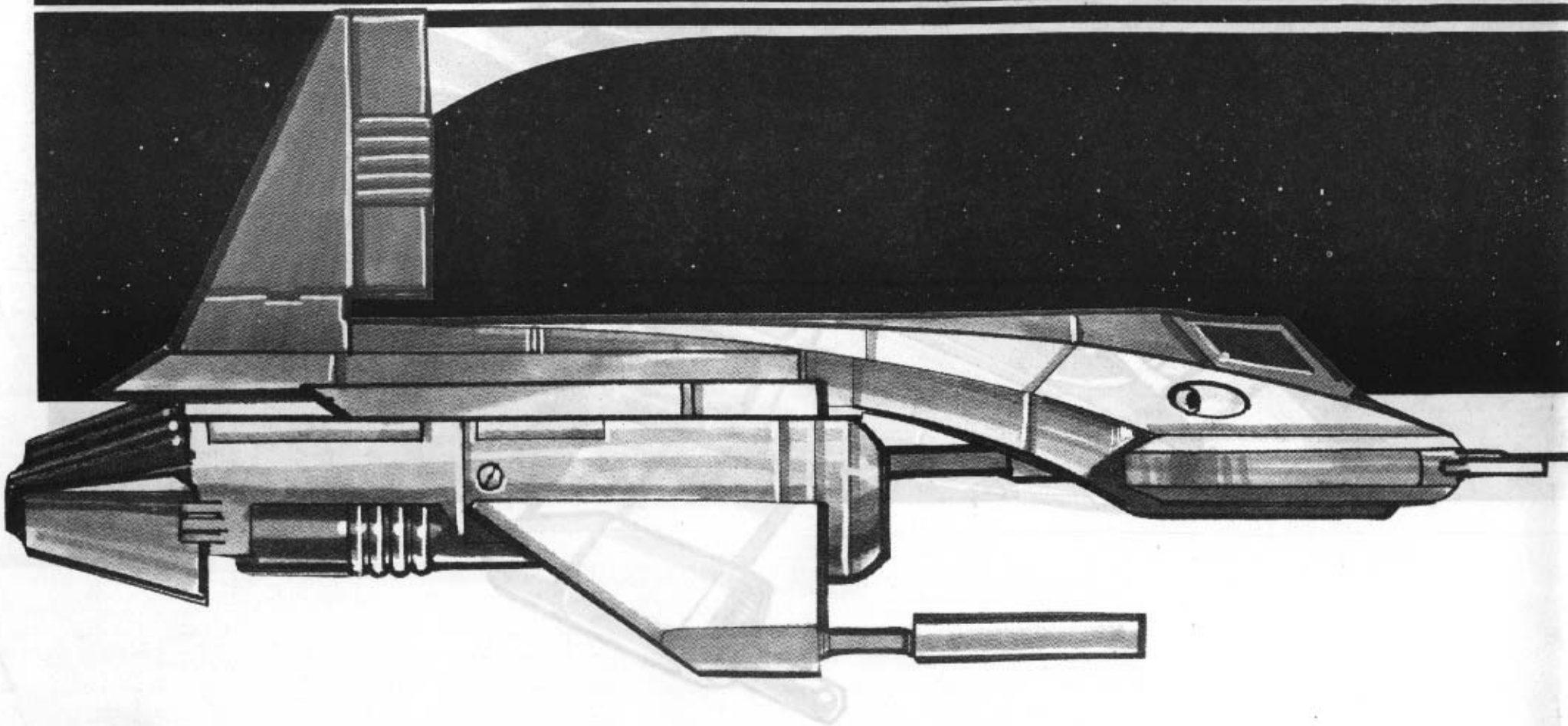
When the *Sercuris* was initially issued to combat squadrons, many pilots were impressed with its massive armor, powerful shields, and the fact that the ship's acceleration is as impressive as its firepower. There are, nevertheless, significant problems with the design. The turret's fire-control system is so limited that the *Sercuris* can mount only two weapon systems there instead of the traditional five. At 4,000,000 talents per copy, the *Sercuris* is also expensive to construct, even exceeding the cost of the comparable *Avenger*.

It appears that TOG deploys the *Sercuris* as an interceptor to protect vulnerable orbital and deep-space installations. Royal Intelligence believes that at least one *Sercuris* squadron is assigned in a point defense/interceptor role for the VLCA in the Ciria system. Renegade Intelligence believes that this unit is present in flight strength.

Combat Evaluation:

Though the *Sercuris* is a powerful fighter, it is a more easily defeated opponent than either a *Spatha* or even a *Gladius*. The *Sercuris*'s turreted weapons have excellent range and power, but have difficulty locking onto a target at long range. Flank and rear engagements at 60+ kilometers are recommended.

SPATHA



Type: Heavy Fighter
Mass: 228
Cost: 4,420,000

Engines:

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

Thrust: 5
High Thrust Modification: None

Streamlining: No
AntiGrav: Yes

Shields:

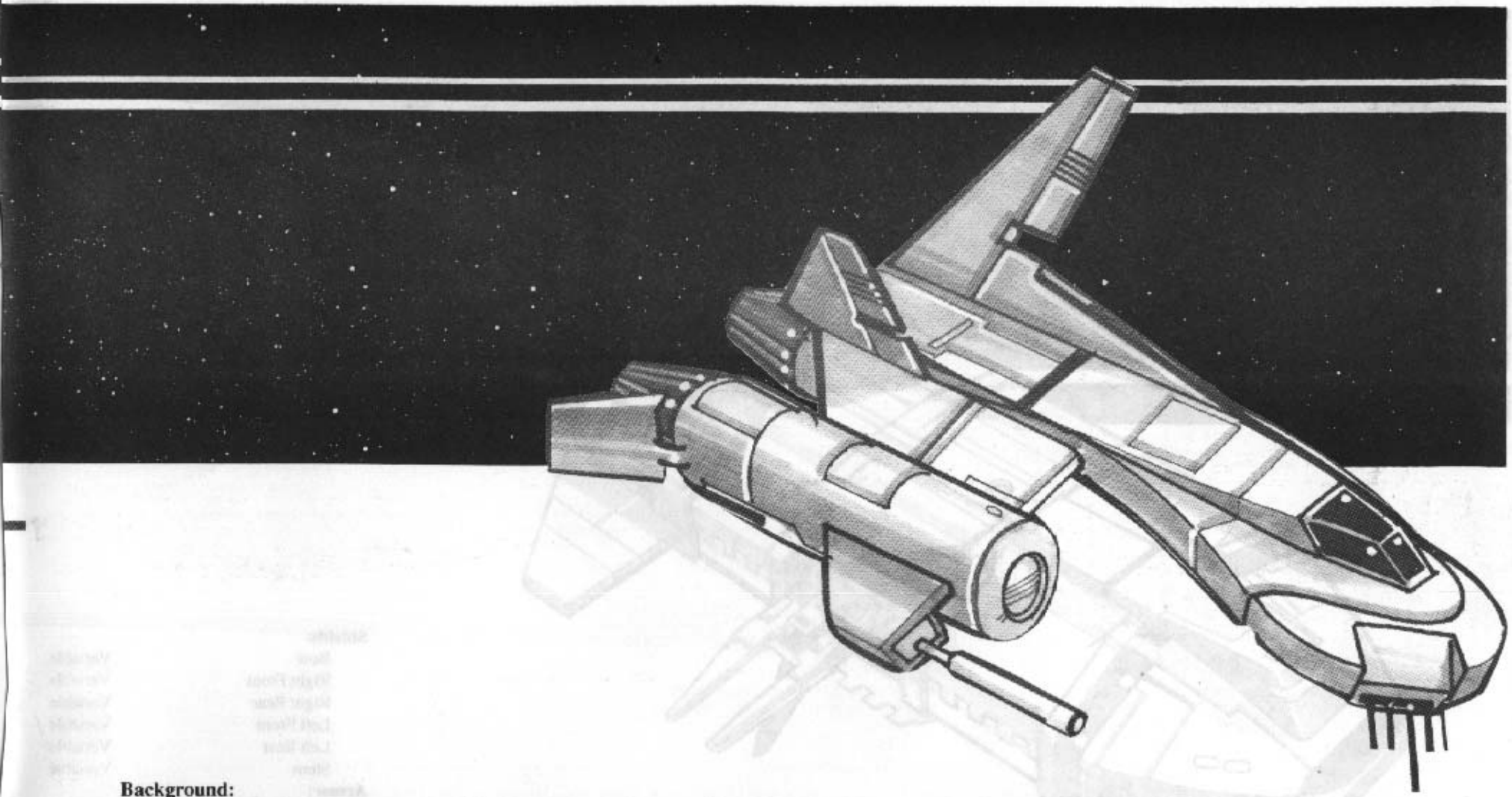
Bow	80
Right	60
Left	60
Stern	70

Armor:

Bow	100
Left	100
Right	100
Stern	100

Weapons:

Type	Location/ Turret#	Range 1	2 – 3	4 – 6	7 – 10	11 – 15
MDC 12	Bow	12	12	12	12	0
7.5/5	R/Wing	9	8	7	6	5
7.5/5	L/Wing	9	8	7	6	5
5/4	1	7	6	5	4	0
5/2	1	5	4	3	2	0
5/2	1	5	4	3	2	0
5/2	1	5	4	3	2	0
5/2	1	5	4	3	2	0
Hard Point	R/Wing	0	0	0	0	0
Hard Point	L/Wing	0	0	0	0	0



Background:

After faring poorly in many encounters with *Fluttering Petal* and *Avenger* fighters, the TOG military decided to commission a new heavy fighter. Ironically, the design they finally chose had been submitted by Incingo Spaceyards, a TOG-owned firm that is managed and operated by KessRith plebeians and slaves. Many of the firm's competitors protested vigorously that such an important defense project should not be awarded to such a politically unreliable company. However, the *Spatha* design was so superior to the other proposals that even the normally racist Imperial Navy could not deny its outstanding performance. At last report, the facility manufacturing the *Spatha* is under close scrutiny by the IS & ES. Rumor has it that the number of Lictors present exceeds the number of workers by a ratio of 2 to 1.

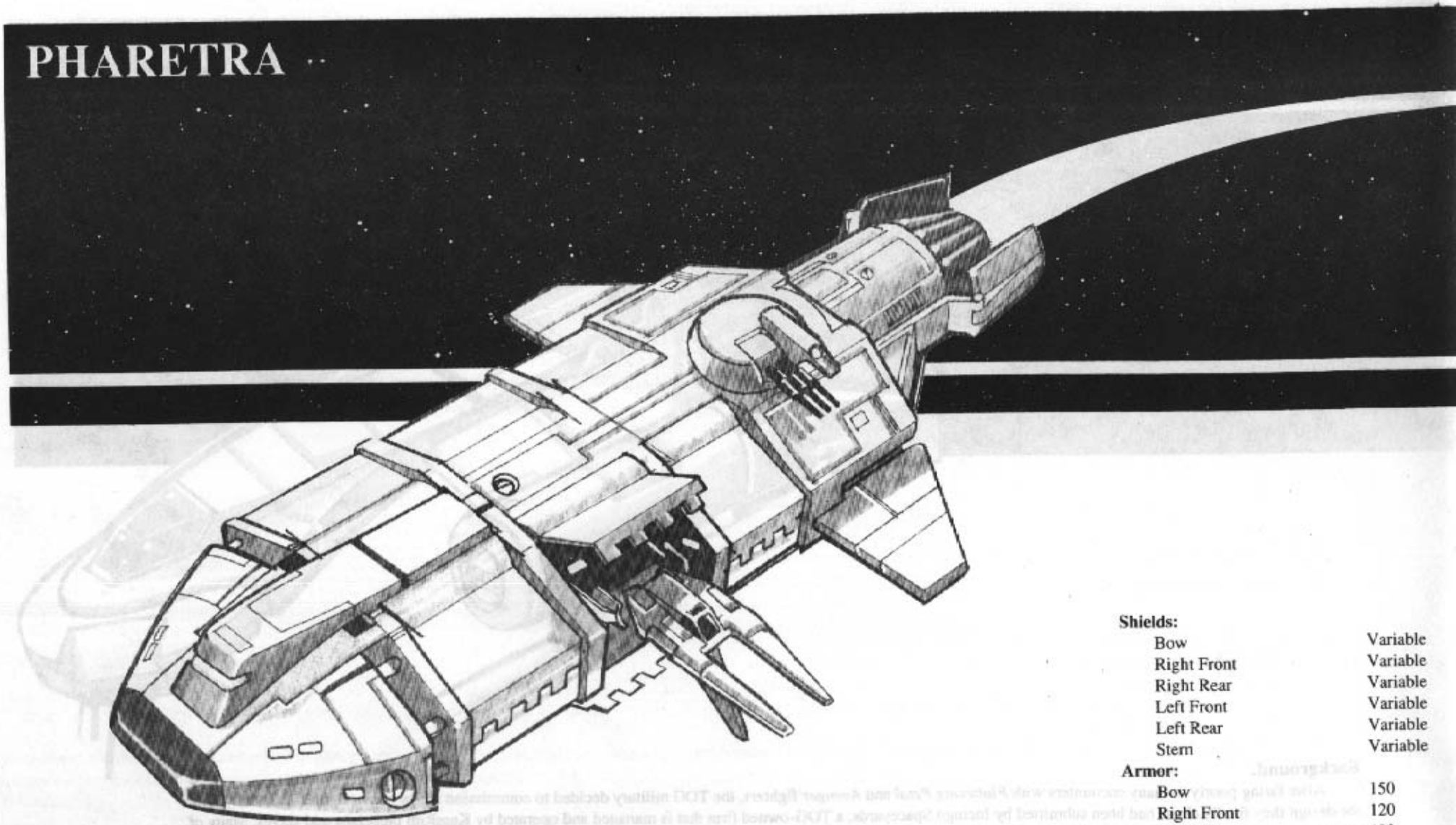
In the Shannedam County area, at least one flight of the 816th Strike Legion has been equipped with the *Spatha*. Other fighter wings attached to support various ground Legions have also been receiving the design. The *Spatha* currently operates in conjunction with the *Gladius*, but it is not known whether this is a tactical decision or due merely to lack of enough *Spathas* to fill out a flight. A recent attack by such a mixed group resulted in the complete destruction of a Commonwealth manufacturing center.

Combat Evaluation:

Defensively and offensively, the *Spatha* is similar to the *Fluttering Petal*. Its bow shields are stronger, however, indicating a primary strike role against installations. Its missile load is light, however. Short-range firepower is significantly less than that of the *Fluttering Petal*, but the three 7.5/5s give it slightly greater firepower at longer ranges.

From a tactical point of view, heavy fighters should attempt to close with the *Spatha*. Lighter fighters should use their superior speed to maintain a distance of at least 165 kilometers.

PHARETRA ··



Type: Corvette
Mass: 2143
Cost: 17,439,000

Engines:

Center Engine Rating	9500

Thrust: 2

Allocatable Power:	415
Streamlining:	No
AntiGrav:	Yes
Crew:	5
Passengers:	12 (6 pilots, 6 technicians)
Fighter Bay	6 130-ton fighters
FTL Capable:	Yes
Cargo:	100 tons
Turret Hex:	Rear

Weapons:

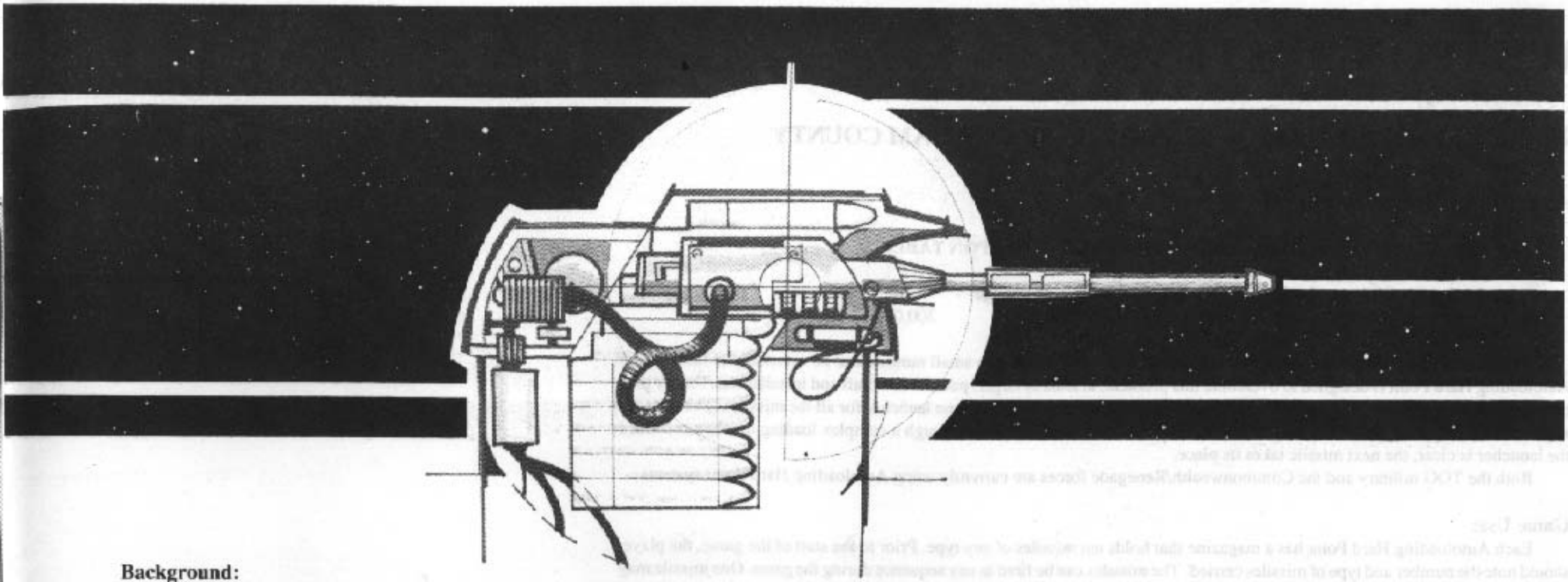
Type	Power Usage	Location/ Turret #	Range 1	2 – 3	4 – 6	7 – 10	11 – 15
5/6 Laser	20	L	9	8	7	6	0
5/6 Laser	20	1	9	8	7	6	0
5/6 Laser	20	1	9	8	7	6	0
Automatic Hard Point	1	0	0	0	0	0	0

Shields:

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

Armor:

Bow	150
Right Front	120
Right Rear	120
Left Front	120
Left Rear	120
Stern	150



Background:

In 6894, the TOG Imperial Naval Procurement Board sent design specifications for a Corvette to Edo, a well-known manufacturer of small cargo ships. The project coordinator, Jubal Promi, informed Edo that several other firms were already submitting designs and that competition would be stiff. The Corvette project also had the highest possible security classification. Jubal said that the Procurement Board could not reveal the names of the other competing firms, and threatened Edo and its employees with harsh penalties if the project's security were compromised.

The design specifications called for an FTL ship capable of carrying six *Spiculums* and with enough crew space to transport the additional pilots and maintenance technicians. The ship would also need enough extra ordnance to allow the fighters to launch at least three fully-armed sorties. Thrust, defensive armament, and shields needed to be strong enough to allow the ship to survive an attack by a squadron of *Cheetahs* for a period long enough to reach T-space velocity.

Though the project was under heavy security, Jubal Promi was especially helpful to Edo. Five times the project coordinator reviewed Edo's price offer, and five times he told the firm's representatives of a better offer by a competitor. Edo slowly lowered their bid price to the bone, and then some. Finally, Promi adjudged Edo's bid to be competitive enough that he would submit the design to the Naval Procurement Board.

After review of the design, Edo was awarded the contract and the *Pharetra* was placed into production. The financial strain on the company was so enormous, however, that Edo began to teeter on the edge of bankruptcy. The Edo executives were forced to ask the Imperial Navy to renegotiate their bid price or else go out of business. During these negotiations, they learned that Promi had lied, and that there had never been any other bidders for the Corvette project. Promi had used the project's high-security classification to manipulate Edo to lower its bid for the *Pharetra*. As a result, the firm was able to increase the cost of the ship enough to stay solvent. Promi was lightly reprimanded for unethical behavior, and then promoted to project coordinator for the *Zeus* Class battlecruiser project.

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 *Arcubalista* recon squadrons.

Combat Evaluation:

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.

WEAPON SYSTEMS

NEWLY DEPLOYED WEAPON SYSTEMS IN SHANNEDAM COUNTY

AUTOLOADING HARD POINT

AUTOLOADING HARD POINT WEAPON TABLE

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

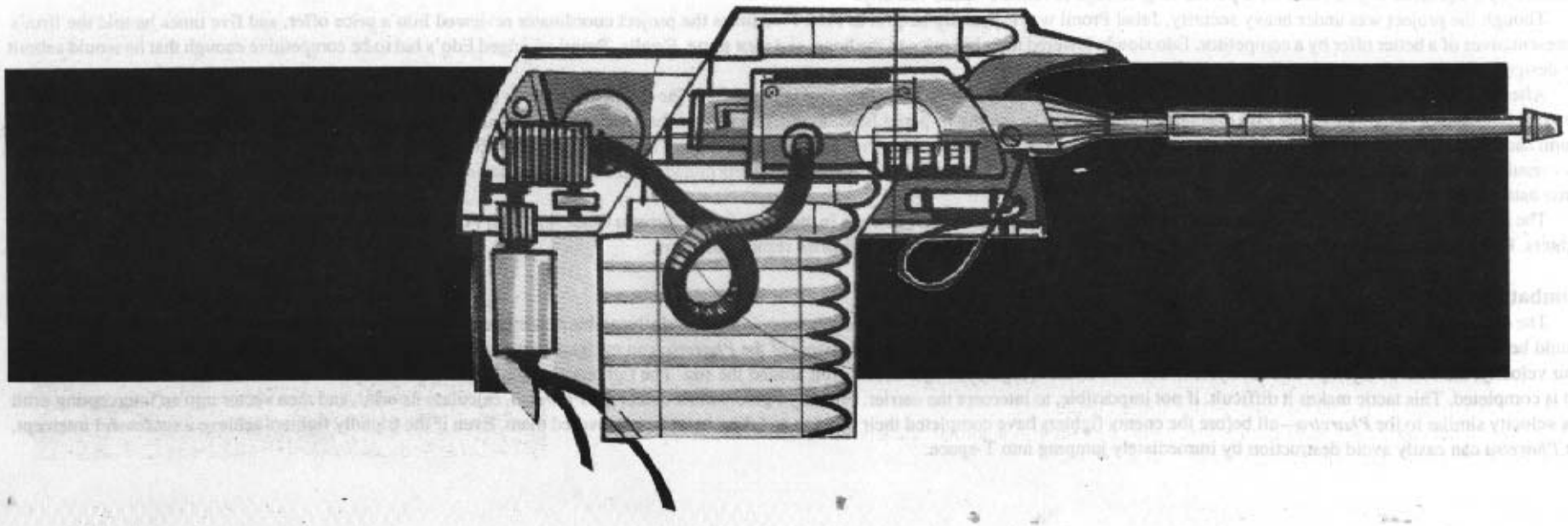
Missiles are devastating weapons whose one real limitation is that only a small number can be externally mounted. The Autoloading Hard Point is designed to overcome this problem, at least in larger, patrol-class craft and installations. Rather than having each missile mounted on an individual hard point,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

Both the TOG military and the Commonwealth/Renegade forces are currently using Autoloading Hard Point systems.

Game Use:

Each Autoloading Hard Point has a magazine that holds ten missiles of any type. Prior to the start of the game, the player should note the number and type of missiles carried. 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. (No ship is likely to remain operational after absorbing 40 or more points of damage, however.)



MASS DRIVER GATLING

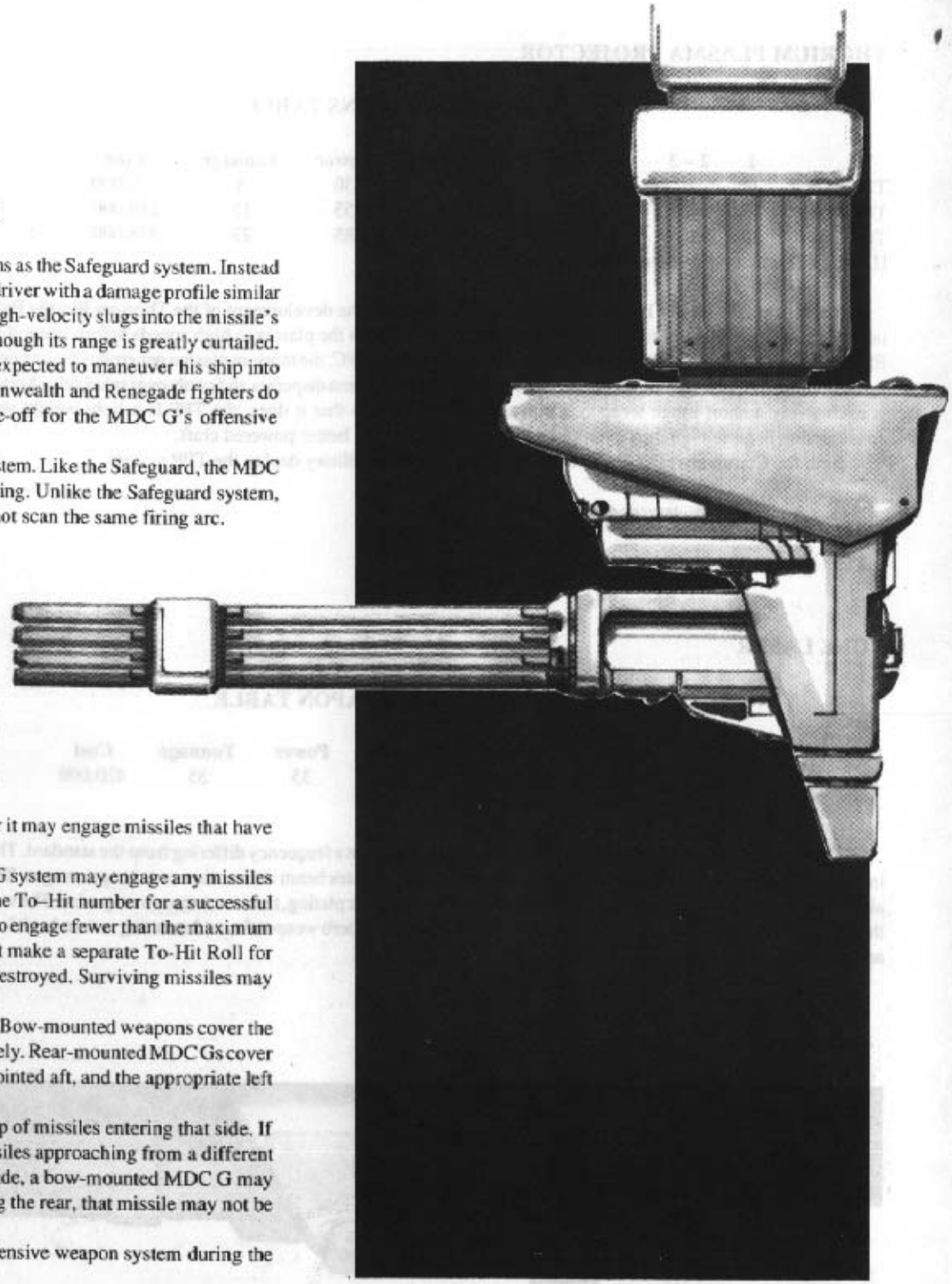
MDC G WEAPONS TABLE

	Range						
1	2 – 3	4 – 6	7 – 10	11 – 15	Power	Tonnage	Cost
8	8	0	0	0	6	24	120,000

The Mass Driver Gatling is a TOG weapon system designed to perform the same functions as the Safeguard system. Instead of the mini-laser system used by TOG ground forces, the MDC G uses a multiple-barrel mass driver with a damage profile similar to that of a conventional MDC-8. When engaging a missile, the MDC G throws out a cloud of high-velocity slugs into the missile's path. When not engaging a missile, the MDC G can function as a normal offensive weapon, though its range is greatly curtailed. The MDC G has a restricted firing arc, and does not scan a full 360-degree arc. The pilot is expected to maneuver his ship into a position that allows the MDC G's fire control equipment to acquire the missile. As Commonwealth and Renegade fighters do not depend primarily on missiles, this tactical limitation is viewed as an acceptable trade-off for the MDC G's offensive capabilities.

The performance characteristics of the MDC G are similar to those of the Safeguard-2 system. Like the Safeguard, the MDC G can engage multiple targets, but cannot function when the ship's ECM systems are operating. Unlike the Safeguard system, multiple MDC Gs can be used simultaneously against missiles, as long as the weapons do not scan the same firing arc.

Only the TOG military deploys the MDC G system.



Game Use:

MDC G MISSILE HIT TABLE

#of Incoming Missiles Engaged	1	2	3	4	5	6
To-Hit Number	8	4	2	1	–	–

In the Combat Phase of the turn, the MDC G may make a normal attack against ships or it may engage missiles that have entered the hex that the ship occupies.

After all missiles have moved, but before their attacks are resolved, a ship with an MDC G system may engage any missiles in its hex, subject to the firing restrictions listed below. The MDC G Missle Hit Table gives the To–Hit number for a successful attack against the missiles, based on the total number engaged. 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. He must make a separate To-Hit Roll for each targeted missile. If the result is equal to or less than the To-Hit Number, the missile is destroyed. Surviving missiles may make a normal attack. (This is the only time that damage is not taken simultaneously.)

The MDC G may only engage missiles that have entered from the hexside that it covers. Bow-mounted weapons cover the front arc. Left and right-wing or side-mounted weapons cover the left and right sides, respectively. Rear-mounted MDC Gs cover the rear arc. Turret-mounted MDC Gs cover the front arc if pointed forward, the rear arc if pointed aft, and the appropriate left or right arc if pointed to the left or right side of the ship.

No matter how many MDC Gs there are to a side, only one MDC G may engage a group of missiles entering that side. If two or more MDC Gs are mounted on a ship, each one may engage a different group of missiles approaching from a different side. For example, if three missiles enter the ship's front side and one enters from the rear side, a bow-mounted MDC G may attack the group of three that have entered from the front. If the ship has no MDC G covering the rear, that missile may not be engaged. However, an aft-facing MDC G may engage that single missile.

If the MDC G will not engage any missiles in a turn, it may then serve as a normal offensive weapon system during the Combat Phase. An MDC G uses the same damage template as an MD-8.

THORIUM PLASMA PROJECTOR

TPP 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)

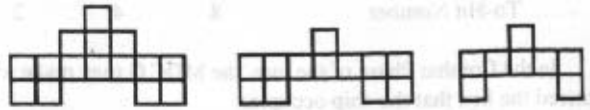
Recent experiments in EPC technologies have resulted in the development of the Thorium Plasma Projector (TPP). The new weapon superheats thorium to a plasma and then accelerates the plasma to high speeds before firing it at a target. Like an EPC bolt, the plasma boils off armor in large sections. Unlike an EPC, the thorium plasma penetrates the armor before dispersing, causing conical cavities inside the armor plating. Because the plasma disperses and cools over relatively short distances, the TPP is exclusively a short-range weapon. Compared to the damage that it does, the TPP is a light-weight weapon. Its energy consumption is quite high, however, restricting its use to larger, better-powered craft.

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

CONE LASER

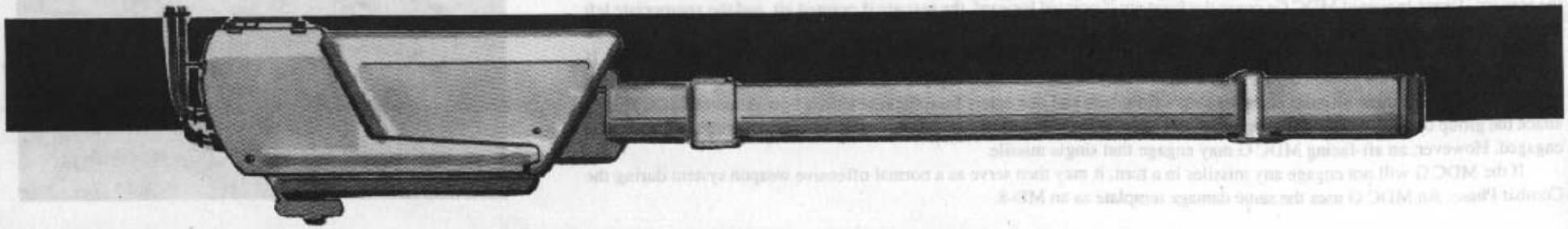
CONE LASER WEAPON TABLE

Range							
1	2 – 3	4 – 6	7 – 10	11 – 15	Power	Tonnage	Cost
15	12	8	0	0	35	35	420,000



The Cone Laser is a 7.5/6 laser that fires a beam modulated on a frequency differing from the standard. This modulation increases the beam's short range penetrating power, but accelerates beam attenuation over longer ranges. The modulation also creates a unique damage profile. When the beam strikes armor plating, the armor starts to vaporize. The vaporized armor then refracts the beam into a conical shape. The Cone Laser is a superb weapon for undercutting armor, but it is also a massive and power-hungry system.

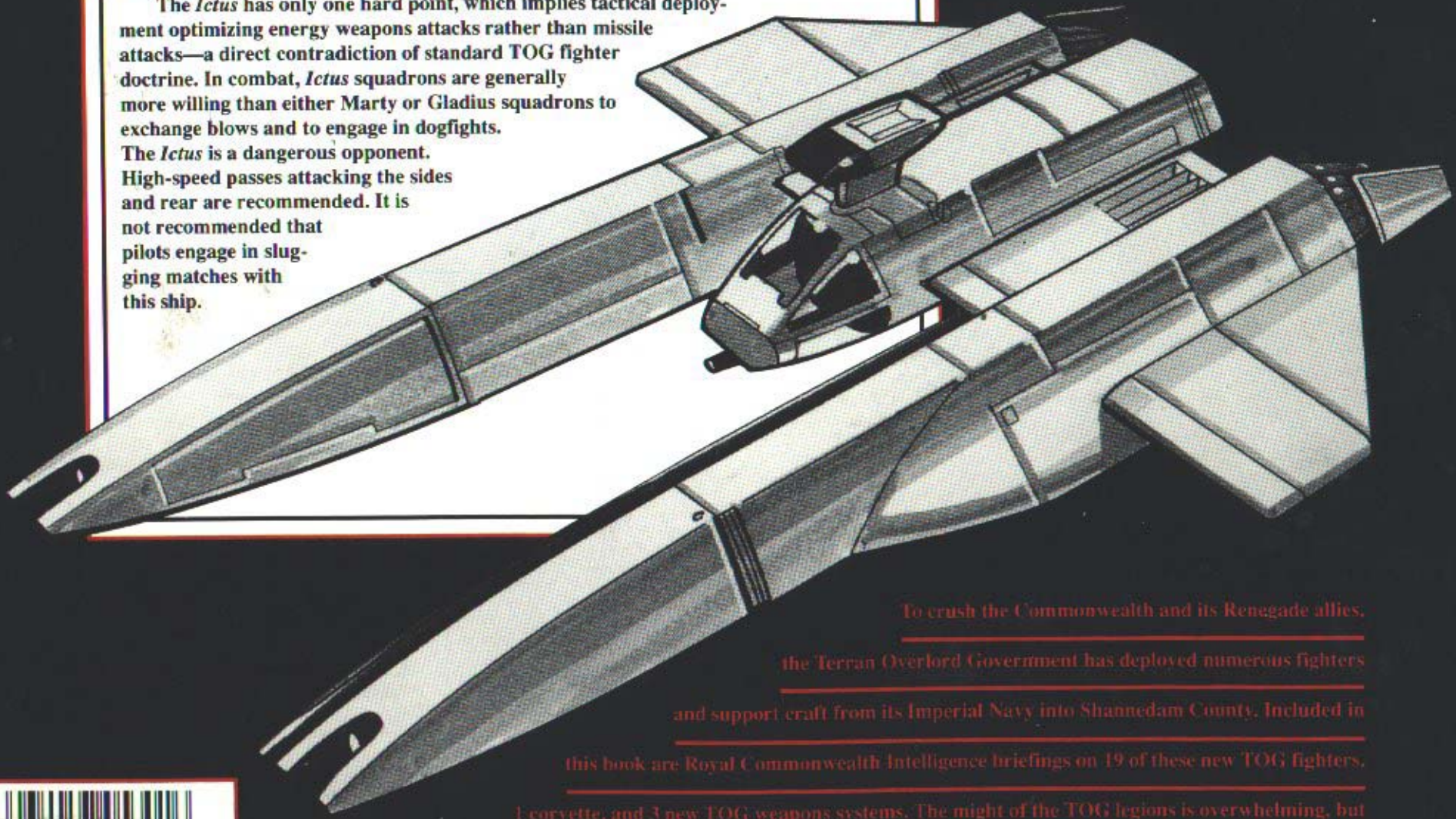
Only the TOG military deploys the Cone Laser.



ATTENTION RENEGADES!

ICTUS—COMBAT EVALUATION:

The *Ictus* has only one hard point, which implies tactical deployment optimizing energy weapons attacks rather than missile attacks—a direct contradiction of standard TOG fighter doctrine. In combat, *Ictus* squadrons are generally more willing than either Marty or Gladius squadrons to exchange blows and to engage in dogfights. The *Ictus* is a dangerous opponent. High-speed passes attacking the sides and rear are recommended. It is not recommended that pilots engage in slugging matches with this ship.



To crush the Commonwealth and its Renegade allies, the Terran Overlord Government has deployed numerous fighters and support craft from its Imperial Navy into Shannedam County. Included in this book are Royal Commonwealth Intelligence briefings on 19 of these new TOG fighters, 1 corvette, and 3 new TOG weapons systems. The might of the TOG legions is overwhelming, but knowing their capabilities can greatly improve the chance for Commonwealth victory.

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