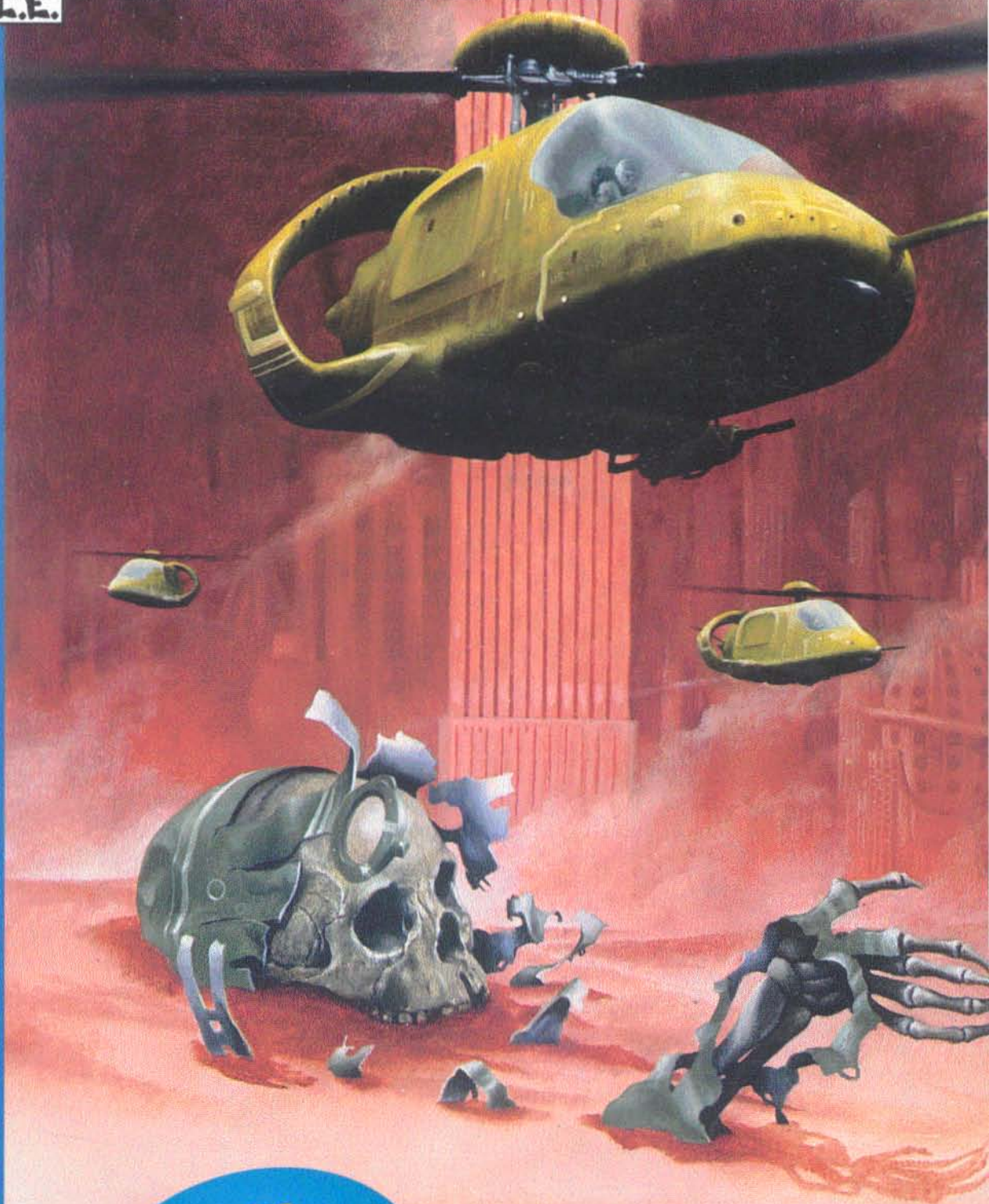


# Space Master™ Armored Assault™



#9021  
**Armored Reserves**



Includes  
**180 NEW**  
full-color counters  
for use with  
Armored Assault!

**A Vehicle  
Compendium for  
Armored Assault**

# ARMORED RESERVES™

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# INTRODUCTION

Welcome to Armored Reserves. This is a vehicle compendium designed to supplement Iron Crown Enterprises' *Space Master* series of games. It provides a number of vehicle designs which adventurers may meet in their travels, use, or wish to purchase.

All information contained herein is current for the year 475 by Imperial Reckoning (Imp.475).

Although this compendium is designed specifically for use with ICE's *Armored Assault* board game, GMs using any SFRP system will find that this book a wealth of source material which they can use in any campaign.

This compendium is organized into five parts. The **Introduction** deals with guidelines for the use of the information in this manual along with a few Optional Rules for *Armored Assault*. The **Vehicles** section contains stats and specs for 30 new Armored Assault vehicles. These range from simple AFVs to MIRC's to huge carrier vessels. The **Powered Armor** section introduces 4 new sets of battle suiting, while the **Aerocraft** section provides 6 various aerial menaces. Finally, the **Scenario** section provides the background and set up for 10 Armored Assault games which focus on a House Colos invasion of a House Ptolemus planet.

## VEHICLE STATS

Much of the information provided for the vehicles in *Armored Reserves* is in tabular form. We would like to define what the numbers mean to you, the player.

- The Unloaded Cost of a vehicle represents its general market value after taking into account any special systems installed and/or standard model discounts. The Unloaded Cost includes the price of standard programs installed in the vehicle's computer(s).
- Hull mass is given in metric tons.
- Operating Duration indicates how many days the vehicle may operate before a full fuel reserve is depleted. Since all vehicle's use fusion reactors and all fuel tanks have integrated electrolysis units, all that is needed to refuel a vehicle is plain water.

- Microfrequency communication systems are akin to radios, while Tight Beams use an aligned laser to communicate information. The latter is much more secure.
- Several vehicles have multiple Drive systems. This is to allow damaged drives to be supplemented with secondary systems. Also, certain motive systems are better adapted to handle various types of terrain.
- Control Points are a rough indicator of the complexity of a vehicle. The higher the Control Point value, the more complex the machine, which causes it to require a larger crew and/or computer system.
- Accommodation entries indicate the number of human/humanoid passengers can be held by the system.

- A Passenger Capacity # indicates the number of Infantry Teams (5-man units) and/or Powered Armor Troopers that can be carried by the vehicle.
- Laboratory entries indicate the research bonus imparted by the specific system. The more complete and sophisticated the lab, the higher the bonus.
- Workshops can be used for field repairs of damage or malfunctions to the vehicle's systems. Workshops can hold an abstracted quantity of "parts" for repairs requiring new parts (indicated by a CIP entry in the Armored Assault repair chart).
- Security Stations are akin to "storage lockers" for portable military hardware which may be carried by a vehicle's crew or passengers.
- A vehicle's Fighter Bays, as well as its Shuttle/Vehicle Bays are rated in terms of the tonnage of other constructs they may hold. Usually any combination of fighters or shuttles/vehicles may be held in a bay as long as the mass limit is not exceeded.
- A Cargo Hold is rated in terms of the number of cubic meters of stowed material it may carry.
- Armament listings are given for each weapon mount. A multi-gun mount is indicated by a multiplier. For example, 2 x Mk.10 Laser Cannons means that the weapon mount is a double barreled Laser Cannon. Some vehicles carry so many weapon mounts that similar ones are grouped together.

For example, 8 — 2 x Mk.30 Blast Cannons means that there are eight separate double barrelled Blast Cannon mounts on the vehicle. In this instance, the "Location" entry gives a summary entry for where all the similar mounts are located on the vehicle.

Not all of the vehicles presented here conform to the vehicle construction guidelines provided in the *Armored Assault* Assault Book. Some incorporate non-standard technology which may cause certain systems to occupy a smaller volume within the vehicle than those systems of comparable performance. The inclusion of such technology in a vehicle will often affect its cost, as state-of-the-art machines will tend to carry a correspondingly higher price tag.

### POWERED ARMOR STATS

Each Powered Armor suit described on pages 64 and 65 is given its base statistics, and then a small chart gives the suit's stats for each possible manning trooper type.

For instance, suit manned by a Shock trooper will have a lower OB, DB, melee value and "value" than the same suit manned by a Guards trooper.

### AEROCRAFT STATS

The Aerocraft presented on pages 66 to 68 are constructed using the system provided in the *Armored Assault* Assault Book. Though this system only allows for the construction of a narrow range of small battlefield craft, we have attempted to provide a selection of diverse combat machines.

### COUNTER SHEET ABBREVIATIONS

The following abbreviations have been used on the Armored Reserves counters:

- **AERO:** Aerocraft
- **GRAV:** Gravitic Effects Vehicle
- **JUMP:** Jumper Vehicle
- **MIRC:** Maneuver Interface Robotic Comboid
- **MULT:** Multi-motive vehicle
- **POWR:** Powered Armor Trooper
- **TRAK:** Tracked Vehicle
- **WALK:** Walker Vehicle
- **WHEL:** Wheeled Vehicle

### OPTIONAL RULES

The following optional rules add greater flexibility and scope to *Armored Assault*. By necessity, they also add complexity and difficulty. Use them at your own discretion.

#### 1) Coaxial Weapon Mounts

A coaxial weapon mount is one in which a smaller Firing Mechanism (FM) shares the same Mount with a larger one. That is, all cannon in the coaxial mount are always pointing at the same target. A single gunner controls all FMs in the mount, but may only fire one cannon type per Round.

To install a coaxial mount on a vehicle use the following procedure. First, the secondary weapon's Weapon Category must be smaller than that of the main gun. Then, simply compute the weapon size and cost normally, assuming a Fixed Mount (Mount Category #1), and a +5 HUD for the smaller FM. However, when transferring the information from the

Construction Worksheet to the Vehicle Record, give the coaxial weapon the same Mount as the larger FM, and make a note that it's in a coaxial mount. The coaxial mount also shares the same HUD as the primary weapon, so the +5 HUD cost represents the cost to connect the two. On the Vehicle Record, give the coaxial weapon the same HUD bonus as the main FM.

#### 2) Not Moving to the Highest Elevation in a Slope Hex.

It is not always tactically advantageous to move to the highest elevation available in a hex. For example, silhouetting yourself against the sky as you come over a ridge can really shorten your day. Most manuals on ground tactics mention that hill terrain should be skirted, not driven over. To represent this, use the following optional rules.

A vehicle does not necessarily have to move to the highest elevation in a slope hex. When paying the plus (or minus) MPs to change elevation, the vehicle may be considered to stop at any elevation within that hex, at the player's discretion. Any LOS string must then be placed in the area banded by the contour lines of that particular elevation in the hex the vehicle is in. Upon leaving the hex, the vehicle must again pay the plus (or minus) MPs to change elevation, as well as all terrain costs to enter the new hex. However, remember this: unless otherwise stated, the elevation moved into is always considered to be the highest in the hex unless the controlling player states otherwise at the time the vehicle is moving.

# TARSUS

Imperial Motors MGT(A) 051 series J "Tarsus"

## Commentary

Like most Imperial Motors products, the Tarsus is a far-flung and enduring piece of hardware. The manufacturer maintains production outlets on many planets in the Imperium, as well as several Provincial worlds. The Tarsus, though a thirty-year-old design, is still being produced in one form or another at no fewer than forty different factories from the Core Worlds to the Frontier. It is a standard heavy-duty combat transport which has seen more than its fair share of action.

Though expensive for a simple "truck", its size, armor-body construction and advanced control systems allow it to endure combat field conditions longer than more conventional transport designs. Its lack of environmental integrity does restrict its use to standard planetary types, but that does not seem to have hindered its excellent procurement record: Imperial Motors has seen to that.

## Usage

The Tarsus design is currently used, in one form or another, by military forces in the Imperium, and the following Provincial forces: Aramae, Augustus-Hayes, Carlisle, Colos, Devon, Dneprodzerkutzk, Harkenbuhse, Hulugu, Jade-London, Klatus, Kubischev-Lloyd, LeGrange, Lilith Group, Logos, Moskava, Naphtali, Preus, Ptolemus, Red Star, Shantac, Siva, Six Nations, Struin, Thaan, Titania, Tokugawa, and Vyrta. In addition, the security forces of numerous Minor Clans use the Tarsus as well. Surplus and scavenged equipment has found its way into the clutches of innumerable insurgent organizations.

## Game Notes

Field conversions of the Tarsus design are commonplace, particularly those used by more irregular military and paramilitary formations. Converted Tarsus trucks have been spotted mounting a heavy support laser in the cargo space in lieu of cargo carrying capacity. This weapon has a Force 2 AIMS equivalency.

Armament

None

Payload Pallets: None

Mount

Location

HUD

**Name:** Tarsus**Class:** Light Combat Truck**Unloaded Cost:** 507,300 Elmonits**HULL**

Mass (Category) ..... 18 (Small)  
 Hull ..... Steel  
 Con Armor Type ..... 21  
 Armor Quality ..... +0  
 Armor Belt ..... +0  
 Concussion Hits ..... 18

**POWER**

Reactor Rtg ..... Mk.10  
 Operating Duration ..... 2 days

**COMMUNICATIONS**

Microfrequency ..... Mk.5  
 Microfreq Capacity ..... 5

**DRIVES**

Wheeled Drive Rtg ..... 10  
 Wheeled Movement Pts ..... 20

**CONTROL**

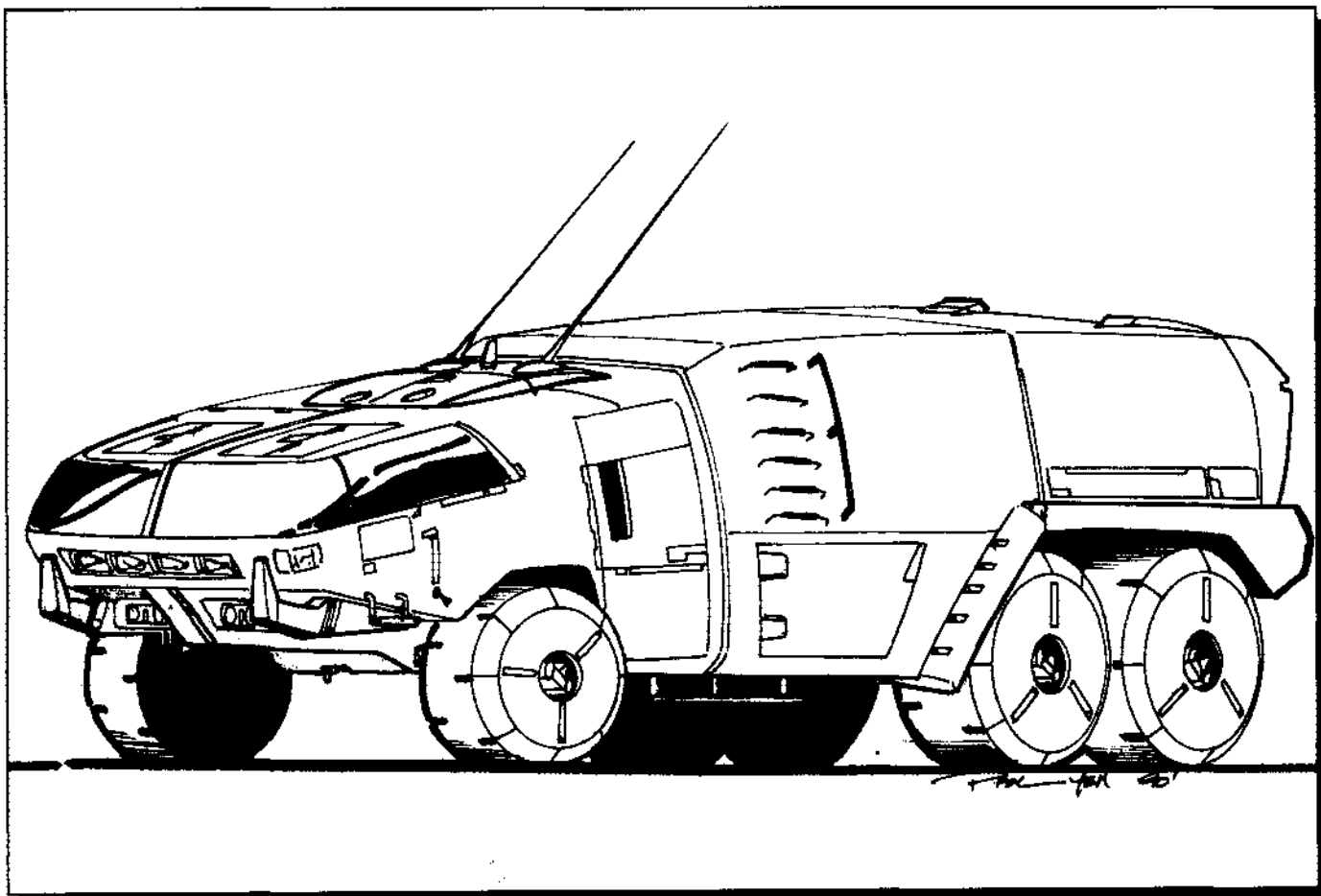
Control Points ..... 4  
 Crewmembers ..... 2  
 Computer ..... Mk.40

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 0  
 Sensor Bonus ..... +0  
 Electronic Warfare Rtg ..... 0  
 Electronic Warfare Bonus ..... +0  
 Screen Rtg ..... 0  
 Screen Bonus ..... +0

**MEDICAL**

Dispensary ..... No  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

There are no Auxiliary Systems.

**LOADS**

There are no payload pallet Load possibilities.

**ACCOMMODATIONS**

Rec Facilities ..... No  
 Life Support ..... No

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... No  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 0  
 Rad Shield Bonus ..... +0  
 Cargo Hold ..... 7 cumets

# ALLEGIANCE

Imperial Motors MGT(A) 124 series B "Allegiance"

## Commentary

This 35 ton cargo transport is Imperial Motors' heavy version of the Tarsus. The Allegiance has substantially more cargo capacity than its smaller brother, while it is able to maintain the same performance characteristics. Several Imperial Motors factories produce the Allegiance, though its rather inflexible design has hampered Empire-wide acceptance. It is not designed as a personnel transport, nor does it carry armaments, therefore it is relegated to groundborne convoy duty and little else.

Nevertheless, the Allegiance sees a lot of action, and its sturdy construction insures lasting performance.

Imperial Motors continually upgrades this enduring military transport, and many Provincial factories incorporate their own unique modifications.

## Usage

The Allegiance transport is currently used by civilian and military forces throughout Imperium. The following Provincial powers also use it: Aramae, Augustus-Hayes, Carlisle, Colos, Devon, Dneprodzerkutsk, Harkenbuhse, Hulugu, Jade-London, Klatus, Kubischev-Lloyd, LeGrange, Lilith Group, Logos, Moskava, Naphtali, Preus, Ptolemus, Red Star, Shantac, Siva, Six Nations, Struin, Thaan, Titania, and Tokugawa. In addition, numerous Minor Clans and independent organizations use the Allegiance as well.

## Game Notes

The cargo hold can be used to transport personnel in a pinch. Consider the Allegiance to have a Passenger Capacity # of 4 if no other cargo is carried.

**Armament**

None

**Mount**

—

**Location**

—

**HUD**

—

**Payload Pallets:** None

**Name:** Allegiance**Class:** Heavy Combat Truck**Unloaded Cost:** 620,000 Elmonits**HULL**

Mass (Category) ..... 35 (Small)  
 Hull ..... Steel  
 Con Armor Type ..... 21  
 Armor Quality ..... +0  
 Armor Belt ..... +0  
 Concussion Hits ..... 35

**POWER**

Reactor Rtg ..... Mk.10  
 Operating Duration ..... 5 days

**COMMUNICATIONS**

Microfrequency ..... Mk.10  
 Microfreq Capacity ..... 10

**DRIVES**

Wheeled Drive Rtg ..... 10  
 Wheeled Movement Pts ..... 20

**CONTROL**

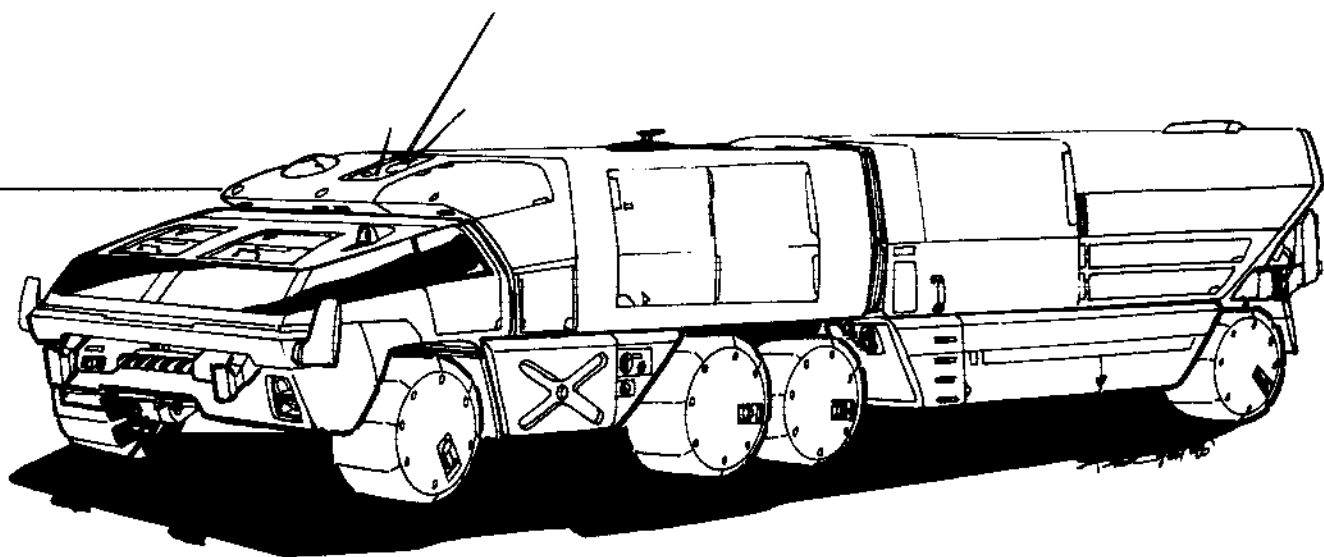
Control Points ..... 5  
 Crewmembers ..... 2  
 Computer ..... Mk.50

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 0  
 Sensor Bonus ..... +0  
 Electronic Warfare Rtg ..... 0  
 Electronic Warfare Bonus ..... +0  
 Screen Rtg ..... 0  
 Screen Bonus ..... +0

**MEDICAL**

Dispensary ..... No  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

There are no Auxiliary Systems.

**LOADS**

There are no payload pallet Load possibilities

**ACCOMMODATIONS**

Rec Facilities ..... No  
 Life Support ..... No

**LABORATORIES**

There are no Laboratories

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... No  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 0  
 Rad Shield Bonus ..... +0  
 Cargo Hold ..... 45 cumets



# **GUARDIAN**

Aldiss/Huxley APC 42R5 i "Guardian"

## **Commentary**

This anti-grav armored personnel carrier is a primary component of several Inner Provincial mobile infantry platoons. Though the Guardian has a relatively small carrying capacity, being able to transport no more than a mere half-squad, its excellent armor and good speed make it a favorite of tactical unit commanders. Environmental integrity, coupled with rudimentary Electro/Neutrino systems add to the value of this combat workhorse.

## **Usage**

The Guardian is manufactured by a major House Klatus defence contractor, Aldiss/Huxley. Therefore, this APC has found its way into the service of a number of Klatian allies, including: Dneprodzerkutsk, Hulugu, Moskava, Siva, and Six Nations.

## **Game Notes**

Because of the diversity of users, the Guardian has seen a number of retrofittings. Many of these involve the replacement of the vehicle's Missile Launcher with either 2 x Mk6 Lasers or a heavy energy repeater which equates to a Force 4 AIMS.

Armament	Mount	Location	HUD
• Mk.6 Missile Launcher (Mag 10)	Fixed	Forward	+15
Payload Pallets: None			

**Name:** Guardian**Class:** Armored Personnel Carrier**Unloaded Cost:** 386,675 Elmonits**HULL**

Mass (Category) ..... 40 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +20  
 Concussion Hits ..... 48

**POWER**

Reactor Rtg ..... Mk.15  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.20  
 Microfreq Capacity ..... 20

**DRIVES**

Gravitic Effects Drive Rtg ..... 10  
 Gravitic Effects Movement Pts ..... 20

**CONTROL**

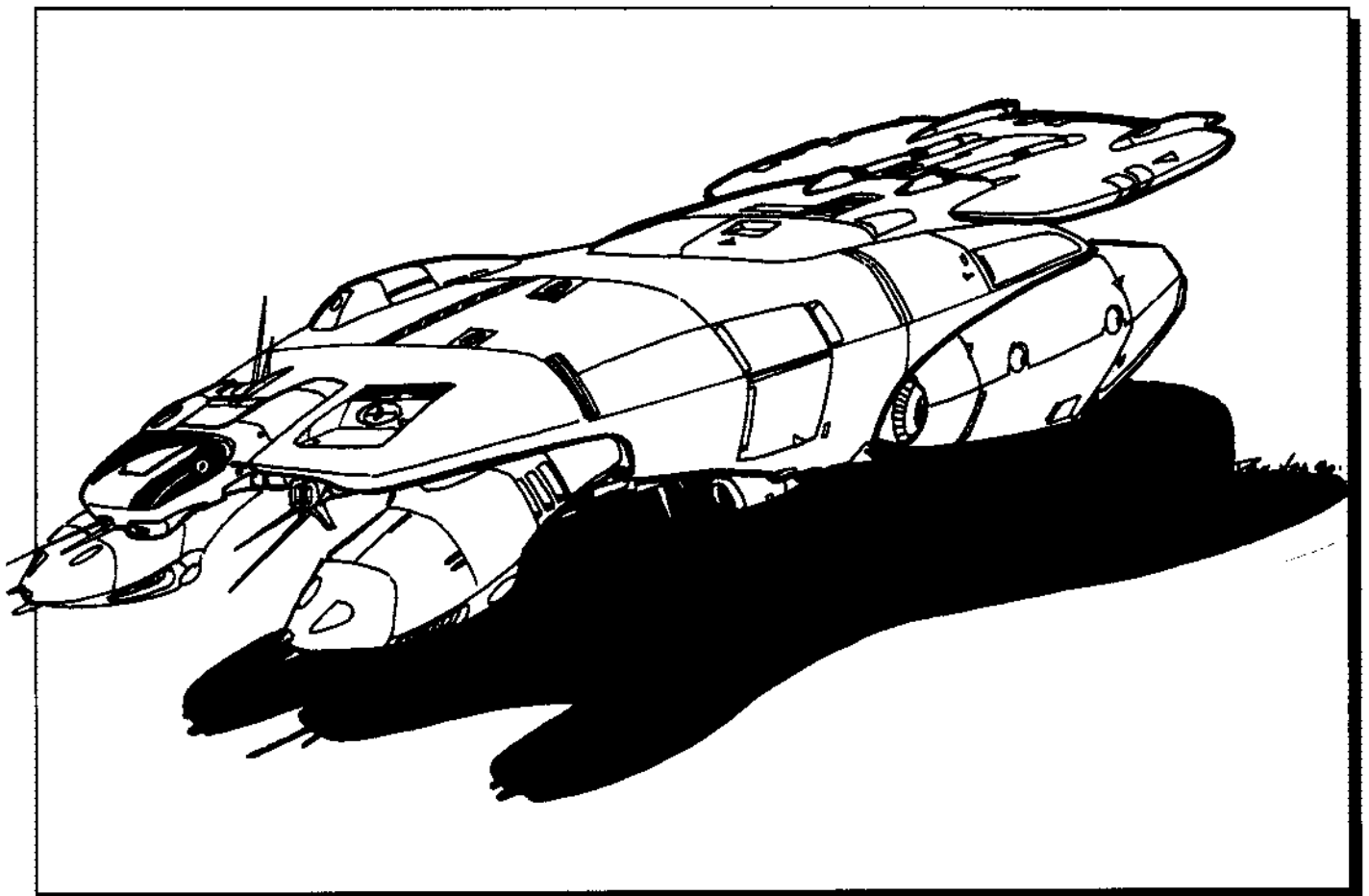
Control Points ..... 6  
 Crewmembers ..... 3  
 Computer ..... Mk.30

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 3  
 Electronic Warfare Bonus ..... +15  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**MEDICAL**

Dispensary ..... No  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.5 Microfreq  
 Auxiliary ..... Rtg 30 Computer

**LOADS**

Load 1 ..... 10 x Mk.6 Missiles

**ACCOMMODATIONS**

Seating ..... 5  
 Passenger Capacity # ..... 1  
 Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... No  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 5  
 Rad Shield Bonus ..... +25  
 Cargo Hold ..... 1 cumet

# MONITOR

## Imperial Science Institute MIRC-XP-8 "Monitor"

### Commentary

Over the past 10 years, the Imperial Science Institute has produced several prototypes in its top secret Monitor Class MIRC program. The XP-8 (eighth experimental model), was the first, tentative production model. Only a handful were manufactured, and those were only allocated for use by a unit elite Imperial Marines. The tight security which has surrounded the Monitor project has been entirely due to the incorporation of truly advanced ISI technology. The Institute's MIRCs have become the field testers of new power, weapon and control systems. Though used in only a few combat actions, the production model Monitors have more than matched their outlandish specifications.

No intact Monitors have fallen into the hands of Provincial or insurgent organizations. They remain the sole possession of the Emperor's finest.

### Usage

All Monitor components are manufactured solely by Imperial Science Institute labs. Final construction takes place in a secret factory, and all production models are sent straight to the Imperial Marines. No other powers or organizations use the Monitor or copy-cat replicas.

### Game Notes

The Monitor has performance specifications which outstrip the abilities of the Armored Assault construction system to build. This is due to the implementation of special ISI technology.

Armament	Mount	Location	HUD
• 1 x Mk.10 Laser Cannon	Turret	Top	+10
• 1 x Mk.20 Blast Cannon	Fixed	Forward	+10
• Mk.10 Missile Launcher (Mag 1)	Turret	Front Qtr Right	+5
• Mk.10 Missile Launcher (Mag 1)	Turret	Front Qtr Right	+5
• Mk.10 Missile Launcher (Mag 1)	Turret	Front Qtr Left	+5
• Mk.10 Missile Launcher (Mag 1)	Turret	Front Qtr Left	+5

**Payload Pallets:** None

**Name:** Monitor**Class:** Maneuver Interface Robotic Comboid**Unloaded Cost:** 3,750,000**HULL**

Mass (Category) ..... 50 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +25  
 Concussion Hits ..... 62

**POWER**

Reactor Rtg ..... 30  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.20  
 Microfreq Capacity ..... 20  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**AUXILIARY SYSTEMS**

There are no Auxiliary Systems.

**LOADS**

Load 1 ..... 4 x Mk.6 Explosive Missiles

**ACCOMMODATIONS**

Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Atmospheric Streamlining ..... Yes  
 Rad Shield Rtg ..... 2  
 Rad Shield Bonus ..... +10  
 Cargo Hold ..... 5 cumets

**DRIVES**

Walker Drive Rtg ..... 5  
 Walker Movement Pts ..... 10  
 Gravitic Effects Drive Rtg ..... 3  
 Gravitic Effects Movement Pts ..... 6  
 Sublight Drive Rtg ..... 3  
 Maneuver Thrust Pts ..... 3  
 Aircraft BMPs ..... 3

**CONTROL**

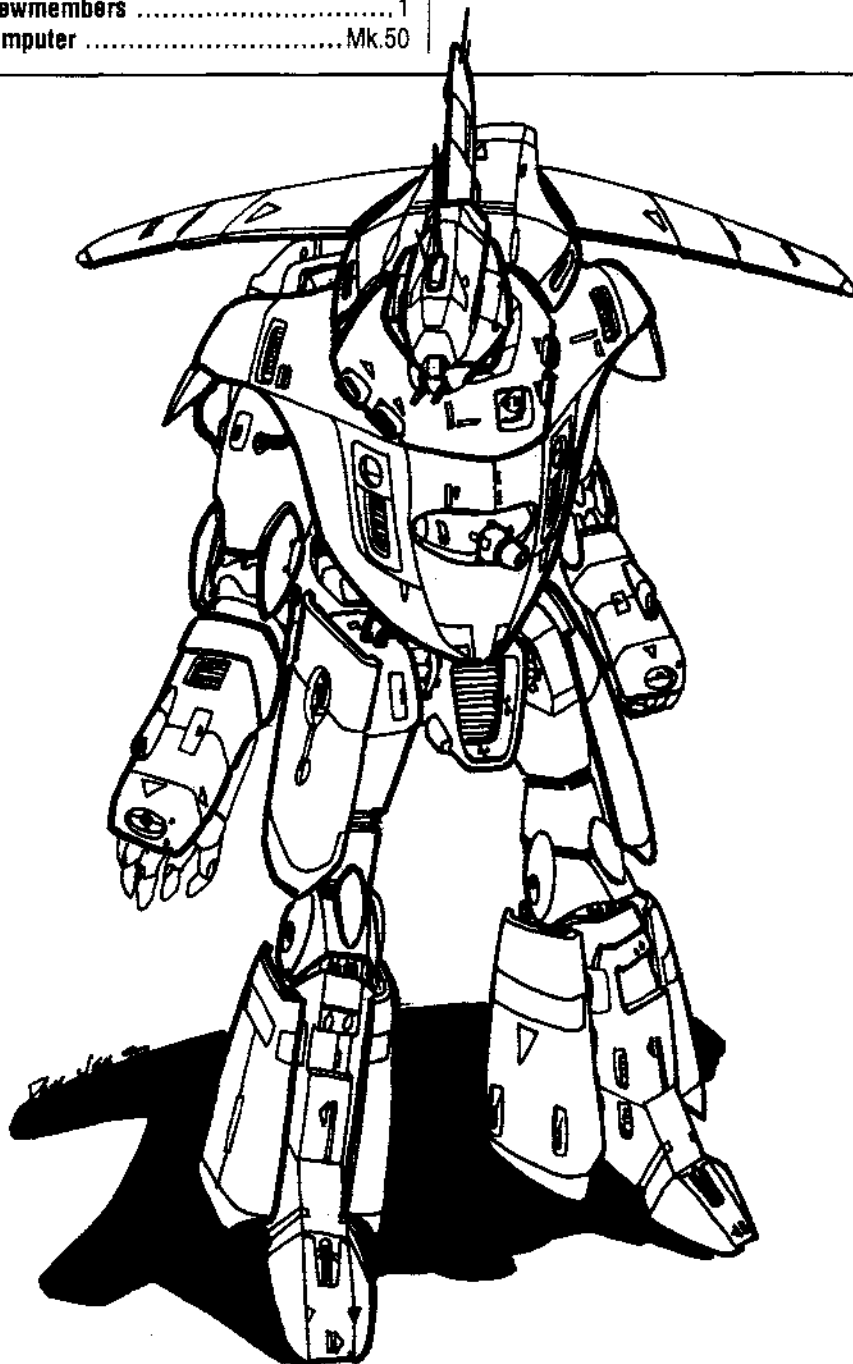
Control Points ..... 7  
 Crewmembers ..... 1  
 Computer ..... Mk.50

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 3  
 Electronic Warfare Bonus ..... +15  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**MEDICAL**

Dispensary ..... Yes  
 Sick Bay ..... No



# MONGOOSE

Trojan Systems JPA-3000 hx "Mongoose"

## Commentary

Produced by a House Devon megacorp, the Mongoose has proved to be an invaluable patrol drone on many Provincial worlds. Such far-flung planetary governments often find themselves hard-pressed to maintain effective standing garrisons, so the Mongoose fills its design role admirably.

The Mongoose is an example of one of the many Search & Destroy Drones (SDDs) readily available to most Provincial powers. SDDs are usually used to search out and destroy guerrillas and underground rebel headquarter units, especially in dangerous, remote or heavily defended areas. The Mongoose is one of the most commonly used SDDs due to its relatively low price tag and House Devon's close trade ties to several other Inner Provincial territories.

## Usage

The Mongoose has seen distribution (by one route or another) to the following Provincial Houses: Aramae, Augustus-Hayes, Carlisle, Darran, Devon, Harkenbuhse, Jade-London, Kashmere, Klatus, Kubischev-Lloyd, LeGrange, Lilith Group, Logos, Naphtali, Preus, Ptolemus, Red Star, Shantac, Struin, Thaan, Titania, Tokugawa, Vyrta, and Xapotec-Yunnan. The planets of the Imperium have their own SDD producers, and thus typically shun this Trojan Systems product.

## Game Notes

In addition to the main armament turrets, the Mongoose sports an integrated Pulse Laser anti-infantry munition system which acts as a standard Force 5 AIMS which is not loaded on a payload pallet.

Armament	Mount	Location	HUD
• 1 x Mk.6 Laser Cannon	Turret	Top	+0
• 1 x Mk.6 Laser Cannon	Turret	Top	+0
Payload Pallets: None			



**Name:** Mongoose**Class:** Search & Destroy Drone (SDD)**Unloaded Cost:** 1,500,000**HULL**

Mass (Category) ..... 60 (Small)  
 Hull ..... Steel  
 Con Armor Type ..... 21  
 Armor Quality ..... +0  
 Armor Belt ..... +25  
 Concussion Hits ..... 75

**POWER**

Reactor Rtg ..... 40  
 Operating Duration ..... 100 days

**COMMUNICATIONS**

Microfrequency ..... Mk.5  
 Microfreq Capacity ..... 5

**DRIVES**

Gravitic Effects Drive Rtg ..... 12  
 Gravitic Effects Movement Pts ..... 22

**CONTROL**

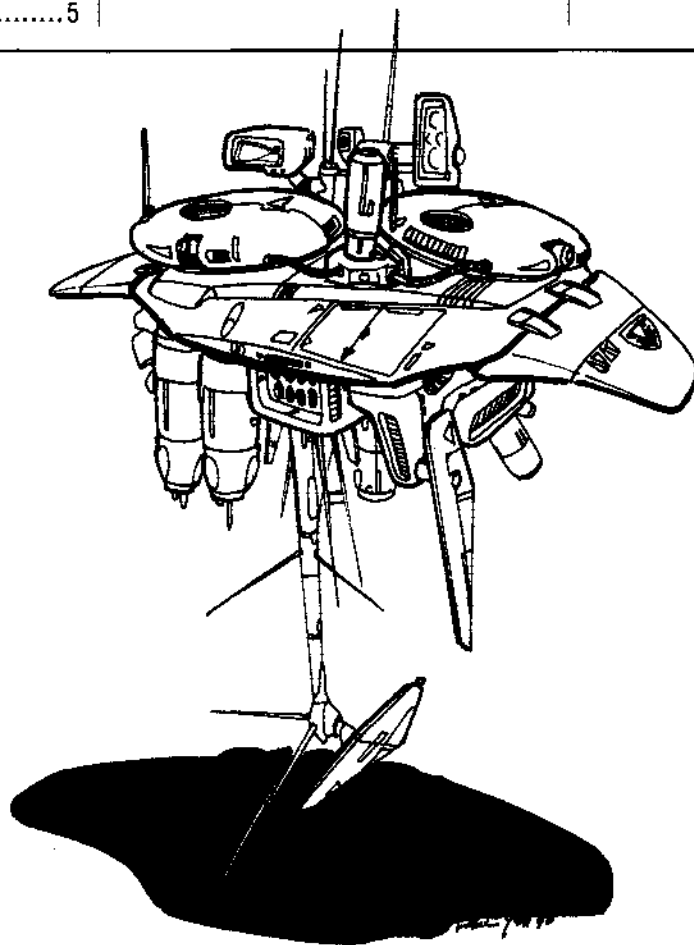
Control Points ..... 6  
 Crewmembers ..... 0  
 Computer ..... Mk.120

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 2  
 Sensor Bonus ..... +10  
 Electronic Warfare Rtg ..... 10  
 Electronic Warfare Bonus ..... +50  
 Screen Rtg ..... 5  
 Screen Bonus ..... +25

**MEDICAL**

Dispensary ..... No  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Rtg 2 Gravitic Drive  
 Auxiliary ..... Rtg 120 Computer

**LOADS**

There are no payload pallet Load possibilities.

**ACCOMMODATIONS**

Rec Facilities ..... No  
 Life Support ..... No

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... No  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 10  
 Rad Shield Bonus ..... +50  
 Cargo Hold ..... 0 cumets

### Commentary

Stellar Tools is a machining corporation controlled by Minor Clan Coristan. As an Imperial protectorate with favored trade status, Coristan has been able to successfully distribute products from its budding defense industry throughout the Imperial worlds. The Mercury is one such export which has met with a good response.

The Mercury is also used domestically by Imperial garrison forces on the Coristan home world of Breech. This scout AFV saw extensive action during the Replicant Rebellion of Imp.471-472, as Breech itself experienced extensive unrest during this time.

### Usage

Clan Coristan has shipped various versions of the Mercury vehicle to many buyers through the Core Worlds. In addition, copies have been put into production by a handfull of Provincial producers. The following Greater Houses utilize one or more versions of the Mercury: Carlisle, Colos, Devon, Dneprodzerkutsk, Harkenbuhse, Klatus, Kubischev-Lloyd, Naphtali, Preus, Ptolemus, Red Star, Shantac, Siva, Titania, Tokugawa, and Vyrta. Many other Minor Clans, particularly those allied with Coristan in Imperial Quadrant Hydrax, use the Mercury for a variety of light duties.

### Game Notes

The Mercury is best deployed to scout out enemy positions and act as a forward artillery observation vehicle.

Armament	Mount	Location	HUD
• 1 x Mk.10 Laser Cannon	Turret	Top	+15
Payload Pallets: 1 x Mk. 6			

**Name:** Mercury**Class:** Light Scout Tank**Unloaded Cost:** 1,700,000 Elmonits**HULL**

Mass (Category) ..... 85 (Small)  
 Hull ..... Hardened Steel  
 Con Armor Type ..... 22  
 Armor Quality ..... +0  
 Armor Belt ..... +15  
 Concussion Hits ..... 100

**POWER**

Reactor Rtg ..... Mk.40  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.10  
 Microfreq Capacity ..... 10

**DRIVES**

Gravitic Effects Drive Rtg ..... 22  
 Gravitic Effects Movement Pts ..... 31

**CONTROL**

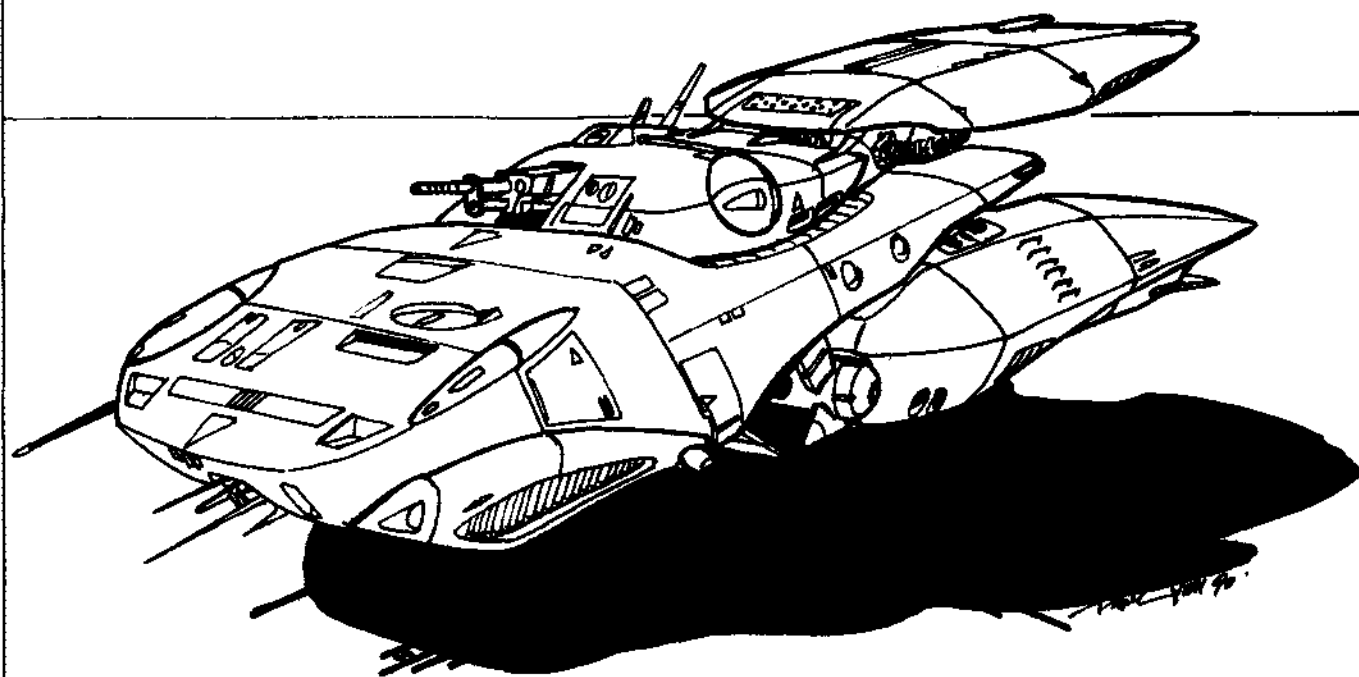
Control Points ..... 6  
 Crewmembers ..... 3  
 Computer ..... Mk.30

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 0  
 Sensor Bonus ..... +0  
 Electronic Warfare Rtg ..... 8  
 Electronic Warfare Bonus ..... +40  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**MEDICAL**

Dispensary ..... No  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.1 Microfreq  
 Auxiliary ..... Rtg 30 Computer

**LOADS**

Load 1 ..... 1 x Mk.6 Load

**ACCOMMODATIONS**

Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 3  
 Rad Shield Bonus ..... +15  
 Cargo Hold ..... 1 cumet

### Commentary

The Naiad is an antiquated vehicle. Designed over forty years ago, it has survived into present day use due to its sound design principles and reliable components. Originally conceived as a military rover, its poor speed eventually relegated it to surplus sales and light survey duty. Today, the Naiad sees service with a number of Provincial scouting and xeno-contact task forces.

The Naiad is now often carried in the vehicle bays of larger exploration groundcraft. Unsupported, it is virtually useless. Nevertheless, Naiad crews are endeared to their vehicles, as they have a nostalgic feel to them.

The Empire's numerous insurgent forces have found a niche for the Naiad of late, as a paramilitary support vehicle. Still considered to carry adequate armor, this vehicle carries a strong retrofitted electronics warfare package. The Naiad will probably continue to see service for at least the next decade before the last few are mothballed.

### Usage

Lesquera Groundcraft, though now a defunct Provincial megacorp, was a successful company in its time. They saw to it that the Naiad was distributed far and wide through the Imperial trade networks. Today, this exploration craft can be found in innumerable military motor pools, as well as being in the service of Frontier exploration crews.

### Game Notes

Because the Naiad's motive system is so slow and unwieldy, it is best carried into action by larger craft.

Armament	Mount	Location	HUD
• 2 x Mk.6 Laser Cannons	Turret	Top	+15
Payload Pallets: 1 x Mk. 6			

**Name:** Naiad**Class:** Scout Groundcraft**Unloaded Cost:** 1,400,000 Elmonits**HULL**

Mass (Category) ..... 100 (Small)  
 Hull ..... Crysteel  
 Con Armor Type ..... 23  
 Armor Quality ..... +0  
 Armor Belt ..... +10  
 Concussion Hits ..... 110

**POWER**

Reactor Rtg ..... 25  
 Operating Duration ..... 20 days

**COMMUNICATIONS**

Microfrequency ..... Mk.10  
 Microfreq Capacity ..... 10  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**DRIVES**

Wheeled Drive Rtg ..... 5  
 Wheeled Movement Pts ..... 10

**CONTROL**

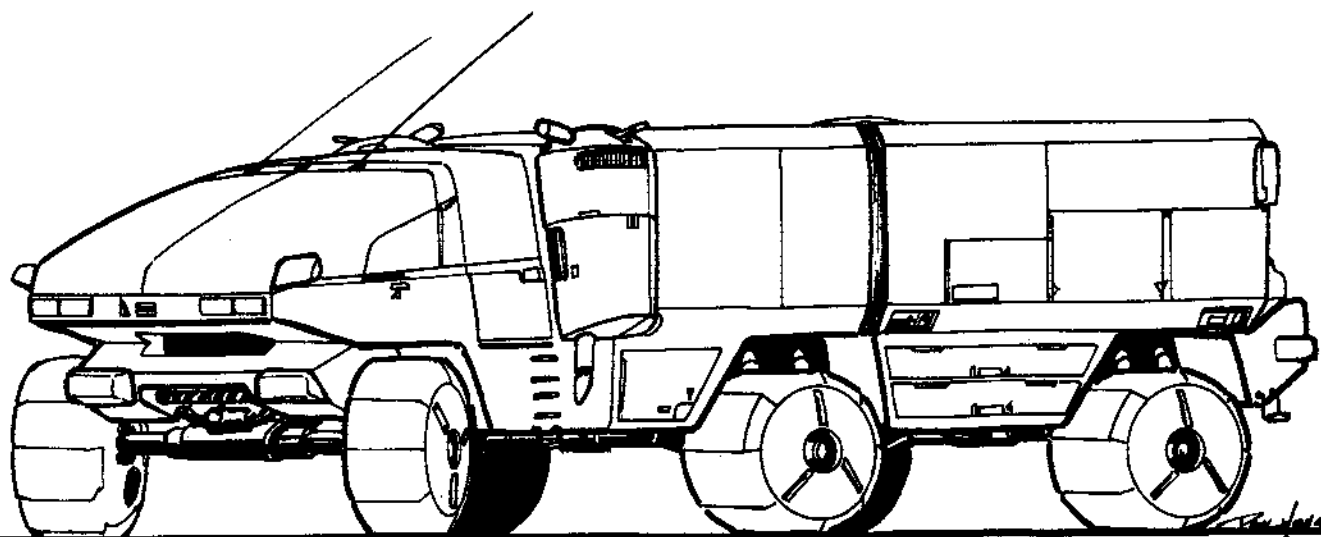
Control Points ..... 5  
 Crewmembers ..... 3  
 Computer ..... Mk.50

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 5  
 Electronic Warfare Bonus ..... +25  
 Screen Rtg ..... 2  
 Screen Bonus ..... +10

**MEDICAL**

Dispensary ..... Yes  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.5 Microfreq  
 Auxiliary ..... Rtg 1 Sensor  
 Auxiliary ..... Rtg 20 Computer  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ..... 1 x Mk.6 Load  
 Load 2 ..... Up to 18,000 Elmonits CIP

**ACCOMMODATIONS**

Crew Quarters ..... Yes  
 Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... Yes  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 10  
 Rad Shield Bonus ..... +50  
 Cargo Hold ..... 1 cumet



# TEMPEST

Tyndal/Cobra TC7000 auf M "Tempest"

## Commentary

The Tempest is a light scout MIRC produced by the House Carlisle division of the huge Tyndal/Cobra robotics conglomerate. Stressing mobility over firepower, the Tempest carries only a modest Laser and a single payload. Since this MIRC participates in light action, the load is usually an anti-infantry munition system.

The Tempest would make a better scout were it not for the underpowered Sensor system. Regardless of this shortcoming, Tyndal/Cobra has been successful in its efforts to distribute this piece of hardware to a number of Inner Provincial houses for garrison and patrol duty.

## Usage

The Tempest currently fills out numerous reconnaissance battalions and garrison units for the following Provincial powers: Aramae, Augustus-Hayes, Carlisle, Darran, Devon, Jade-London, Kubischev-Lloyd, Red Star, Shantac, and Struin.

In addition, a few Imperial orders have been filled, particularly for newly settled Frontier worlds.

## Game Notes

Since the Laser is mounted on the MIRC's right arm, it is considered to be a turret mount with a Front Quarter Right facing.

Armament	Mount	Location	HUD
• 1 x Mk.6 Laser Cannon	Turret	Front Qrt Right	+10
Payload Pallets: 1 x Mk.10			

**Name:** Tempest **Class:** Maneuver Interface Robotic Comboid Scout **Unloaded Cost:** 2,025,000 Elmonits

### HULL

Mass (Category) ..... 100 (Small)  
Hull ..... Crystanium  
Con Armor Type ..... 24  
Armor Quality ..... +0  
Armor Belt ..... +10  
Concussion Hits ..... 110

### POWER

Reactor Rtg ..... Mk.25  
Operating Duration ..... 10 days

### COMMUNICATIONS

Microfrequency ..... Mk.30  
Microfreq Capacity ..... 30  
Tight Beam ..... Mk.1  
Tight Beam Range ..... 1 LS

### AUXILIARY SYSTEMS

Auxiliary ..... Mk.30 Microfreq  
Auxiliary ..... Mk.60 Computer

### LOADS

Load 1 ..... 1 x Mk.10 Load

### ACCOMMODATIONS

Crew Quarters ..... No  
Rec Facilities ..... No  
Life Support ..... Yes

### LABORATORIES

There are no Laboratories.

### MISCELLANEOUS

Workshop ..... No  
Security Station ..... Yes  
Fighter Bay ..... No  
Shuttle/Vehicle Bay ..... No  
Hydro Streamlining ..... Yes  
Rad Shield Rtg ..... 15  
Rad Shield Bonus ..... +60  
Cargo Hold ..... 2 cumets

### DRIVES

Walker Drive Rtg ..... 10  
Walker Movement Pts ..... 20  
Jumper Drive Rtg ..... 4  
Jumper Movement Pts ..... 8  
Gravitic Effects Rtg ..... 1  
Gravitic Effects Movement Pts ..... 2

### CONTROL

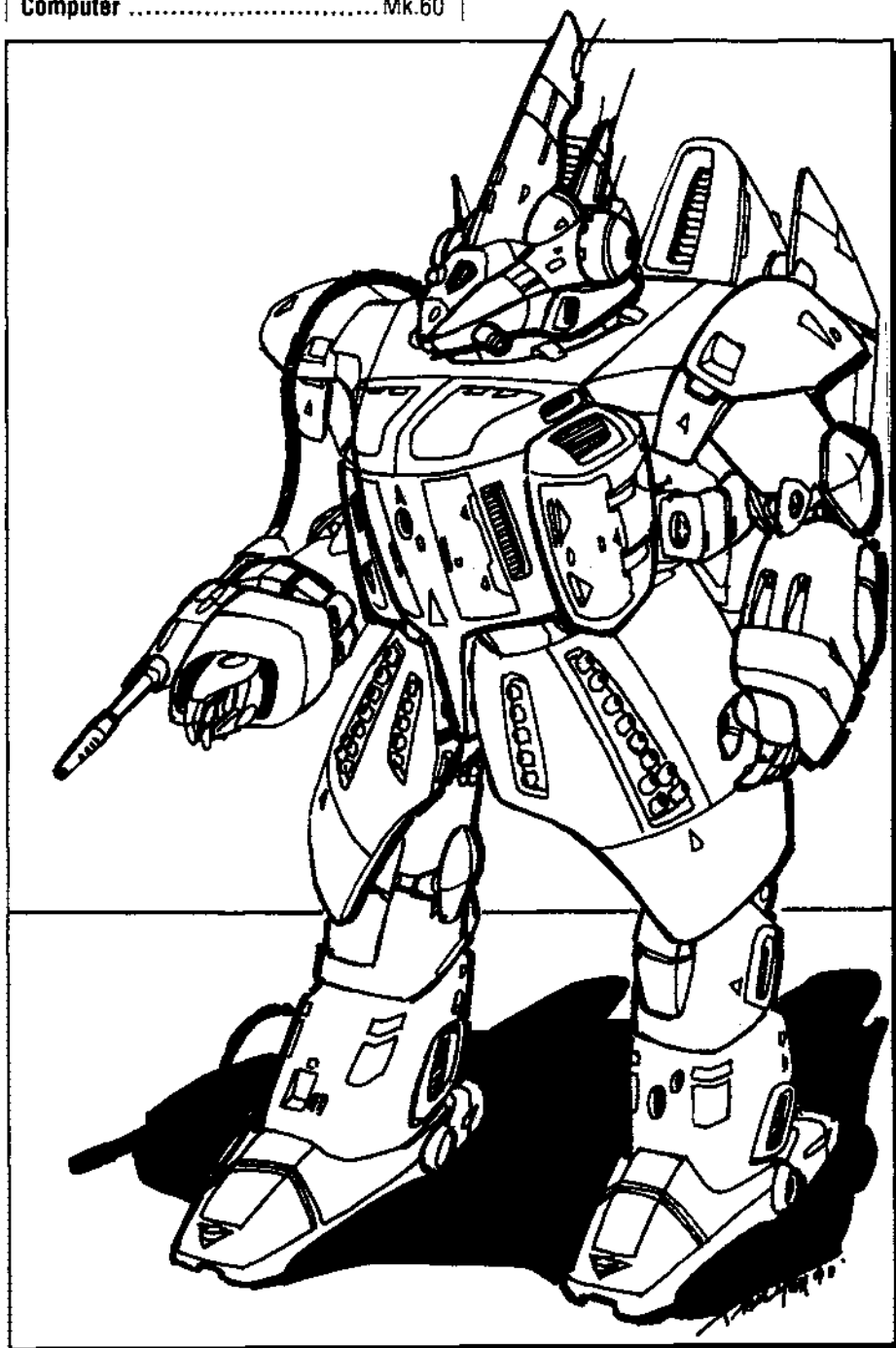
Control Points ..... 7  
Crewmembers ..... 1  
Computer ..... Mk.60

### ELECTRO/NEUTRINO

Sensor Rtg ..... 1  
Sensor Bonus ..... +5  
Electronic Warfare Rtg ..... 3  
Electronic Warfare Bonus ..... +15  
Screen Rtg ..... 0  
Screen Bonus ..... +0

### MEDICAL

Dispensary ..... Yes  
Sick Bay ..... No



### Commentary

This heavily-armored wheeled groundcar is a popular reconnaissance vehicle. With a fast drive system and good defenses, it has been combat tested on several occasions. Ehonn Star Corp is a House Klatus megacorp, and as such, has provided many vehicle designs for that House's numerous interprovincial conflicts. Currently, the Pacer is seeing extensive action in many of the skirmishes occurring in the Klatus-Naphtali conflict. Here, House Naphtali, at the bequest of agents working for the Emperor, has begun raiding Klatus interests. Houses Moskava & Six Nations have come to the defense of Klatus, taking the struggle to Naphtali worlds. For the hit and run tactics employed in this conflict, the Pacer is well adapted and has served well.

### Usage

The Pacer is used exclusively in the armies of the following Provincial powers: Colos, Dneprodzerkutsk, Hulugu, Klatus, Moskava, Siva, and Six Nations. Imperial forces do not use the Pacer, but Imperial Motors is currently working on an Armored Car design which closely resembles this Ehonn Star Corp product.

### Game Notes

The Pacer's Laser and Missile Launcher share a coaxial targeting mechanism. Treat them as coaxial weapons.

Armament	Mount	Location	HUD
• 1 x Mk.15 Laser Cannon	Turret	Top	+15
• Mk.8 Missile Launcher (Mag 6)	Turret	Top	+15
Payload Pallets: 1 x Mk.6			

**Name:** Pacer**Class:** Armored Car**Unloaded Cost:** 1,025,000 Elmonits**HULL**

Mass (Category) ..... 110 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +20  
 Concussion Hits ..... 135

**POWER**

Reactor Rtg ..... Mk.40  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.10  
 Microfreq Capacity ..... 10

**DRIVES**

Wheeled Drive Rtg ..... 18  
 Wheeled Movement Pts ..... 28

**CONTROL**

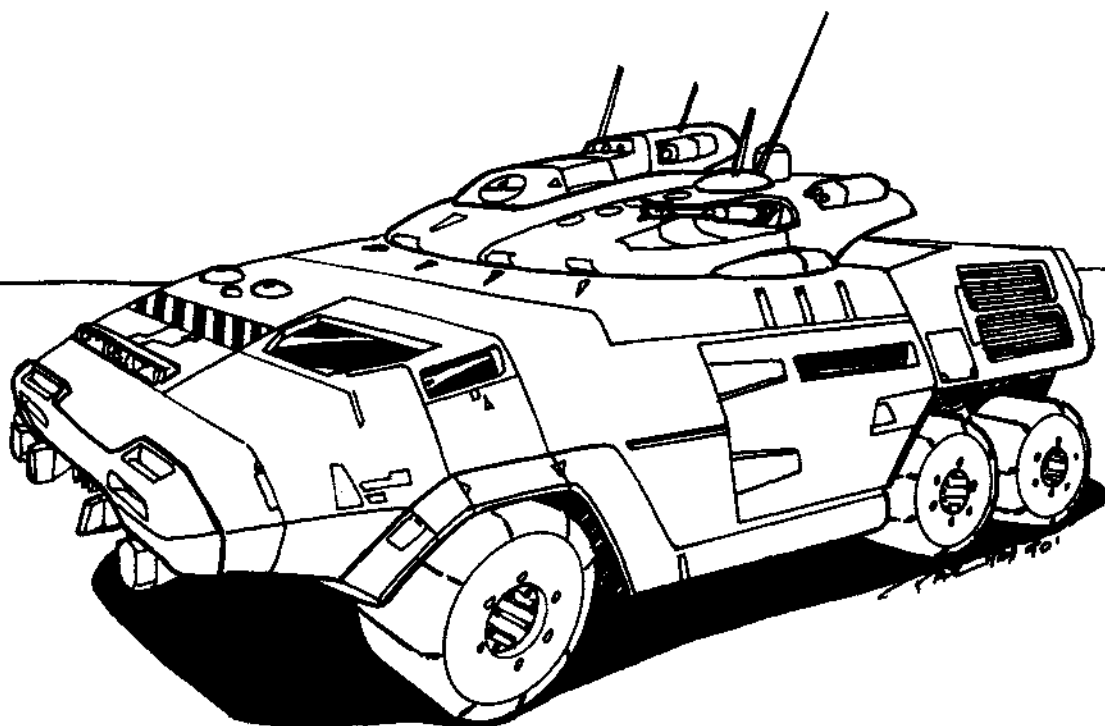
Control Points ..... 6  
 Crewmembers ..... 3  
 Computer ..... Mk.30

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 3  
 Electronic Warfare Bonus ..... +15  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**MEDICAL**

Dispensary ..... No  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.5 Microfreq

**LOADS**

Load 1 ..... 6 x Mk.8 Missiles  
 Load 2 ..... 1 x Mk.6 Load

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Rec Facilities ..... No  
 Life Support ..... No

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 5  
 Rad Shield Bonus ..... +25  
 Cargo Hold ..... 0 cumets

# STINGER

Pogrom Amalgamated GST42a (experimental) "*Stinger*"

## Commentary

The Stinger is a limited production model of an experimental Pogrom Amalgamated design. As such, the Stinger has seen little action, and field test reports are mixed. This curious vehicle is intended to be a rapid-deployment warhead firing platform. It is indeed fast, but its small size allows it to carry only a modest torp load. The main armament of a single small Laser is laughable for its class of vehicle, and must be considered as a purely defensive system.

A few of the Inner Provinces that the Stinger has been delivered to have requested more test models, while only one, House Devon (Pogrom Amalgamated's home ruler) has outfitted line units with the GST 42a.

Further refinements to the design are anticipated as the model undergoes further testing.

## Usage

The Stinger has undergone testing in the land forces of the following Provincial powers: Carlisle, Darran, Devon, Jade-London, Red Star, and Vyrta. The Imperium has expressed little interest in the design.

## Game Notes

This armored car is specially designed for buoyancy. Half of the Wheeled MPs can be used as surface Hydrographic MPs if the Hydrographic terrain is Calm (otherwise none may be used as such).

Armament	Mount	Location	HUD
• 1 x Mk.6 Laser Cannon	Turret	Top	+20
<b>Payload Pallets:</b> 1 x Mk.30; 3 x Mk.20; 4 x Mk.10; 1 x Mk. 6			



**Name:** Stinger**Class:** Light Torpedo Carrier**Unloaded Cost:** 1,390,000 Elmonits**HULL**

Mass (Category) ..... 125 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +20  
 Concussion Hits ..... 150

**POWER**

Reactor Rtg ..... Mk.35  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.10  
 Microfreq Capacity ..... 10

**DRIVES**

Wheeled Drive Rtg ..... 20  
 Wheeled Movement Pts ..... 30

**CONTROL**

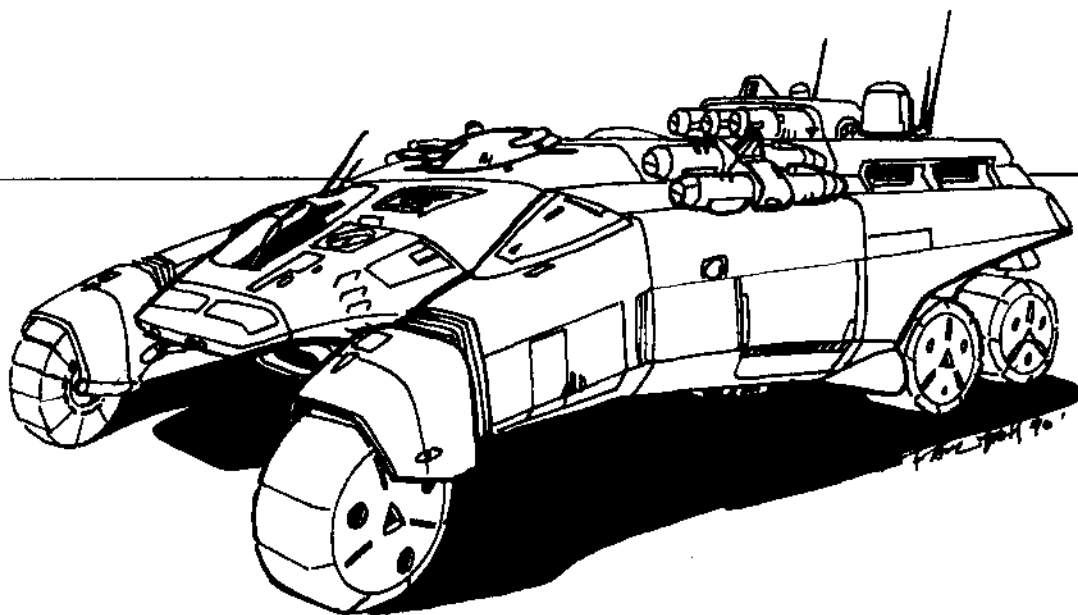
Control Points ..... 7  
 Crewmembers ..... 4  
 Computer ..... Mk.30

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 5  
 Electronic Warfare Bonus ..... +25  
 Screen Rtg ..... 2  
 Screen Bonus ..... +10

**MEDICAL**

Dispensary ..... No  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.5 Microfreq

**LOADS**

Load 1 ..... 1 x Mk.30 Load  
 Load 2 ..... 3 x Mk.20 Loads  
 Load 3 ..... 4 x Mk.10 Loads  
 Load 4 ..... 1 x Mk.6 Load

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Rec Facilities ..... No  
 Life Support ..... No

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 8  
 Rad Shield Bonus ..... +40  
 Cargo Hold ..... 0 cumets

### Commentary

The Stryder is a stock walker vehicle which outfits a number of Imperial and Provincial ground assault units. Its lack of comprehensive life support apparatus prevents its use on exotic-environment worlds, but it is versatile and rugged enough to have found many supporters.

The base design of the Stryder has been around for almost three decades and so the Walker 736f is the latest in a long line of production models. Earlier versions sported an extra set of "legs" and an inferior electronic warfare package.

Current satisfaction with the design insures that the Stryder will be around for years to come. It has set the standard for medium walker tank designs.

### Usage

Various models of the Stryder are used in the armed forces of the Imperium, and the following Provincial powers: Aramae, Augustus-Hayes, Carlisle, Colos, Darran, Devon, Dneprodzerkutsk, Harkenbuhse, Klatus, LeGrange, Lilith Group, Logos, Moskava, Naphtali, Preus, Ptolemus, Shantac, Siva, Six Nations, Titania, Tokugawa, Vyrta, and Xapotec-Yunnan. Stryders, particularly older models, are used by several paramilitary organizations.

### Game Notes

The Stryder often loads an anti-infantry munition system on the Mk30 payload pallet, while the Mk10 pallets usually get torps. This configuration is particularly favored by Imperial forces.

Armament	Mount	Location	HUD
• 2 x Mk.20 Blast Cannons	Flexible	Forward	+20
• 4 x Mk.10 Laser Cannons	Turret	Top	+15
• Mk.6 Missile Launcher (Mag 6)	Turret	Top	+15
<b>Payload Pallets:</b> 1 x Mk.30; 2 x Mk.10			

**Name:** Stryder**Class:** Walker AFV**Unloaded Cost:** 2,502,100 Elmonits**HULL**

Mass (Category) ..... 310 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +25  
 Concussion Hits ..... 390

**POWER**

Reactor Rtg ..... Mk.100  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.10  
 Microfreq Capacity ..... 10

**DRIVES**

Walker Drive Rtg ..... 8  
 Walker Movement Pts ..... 16

**CONTROL**

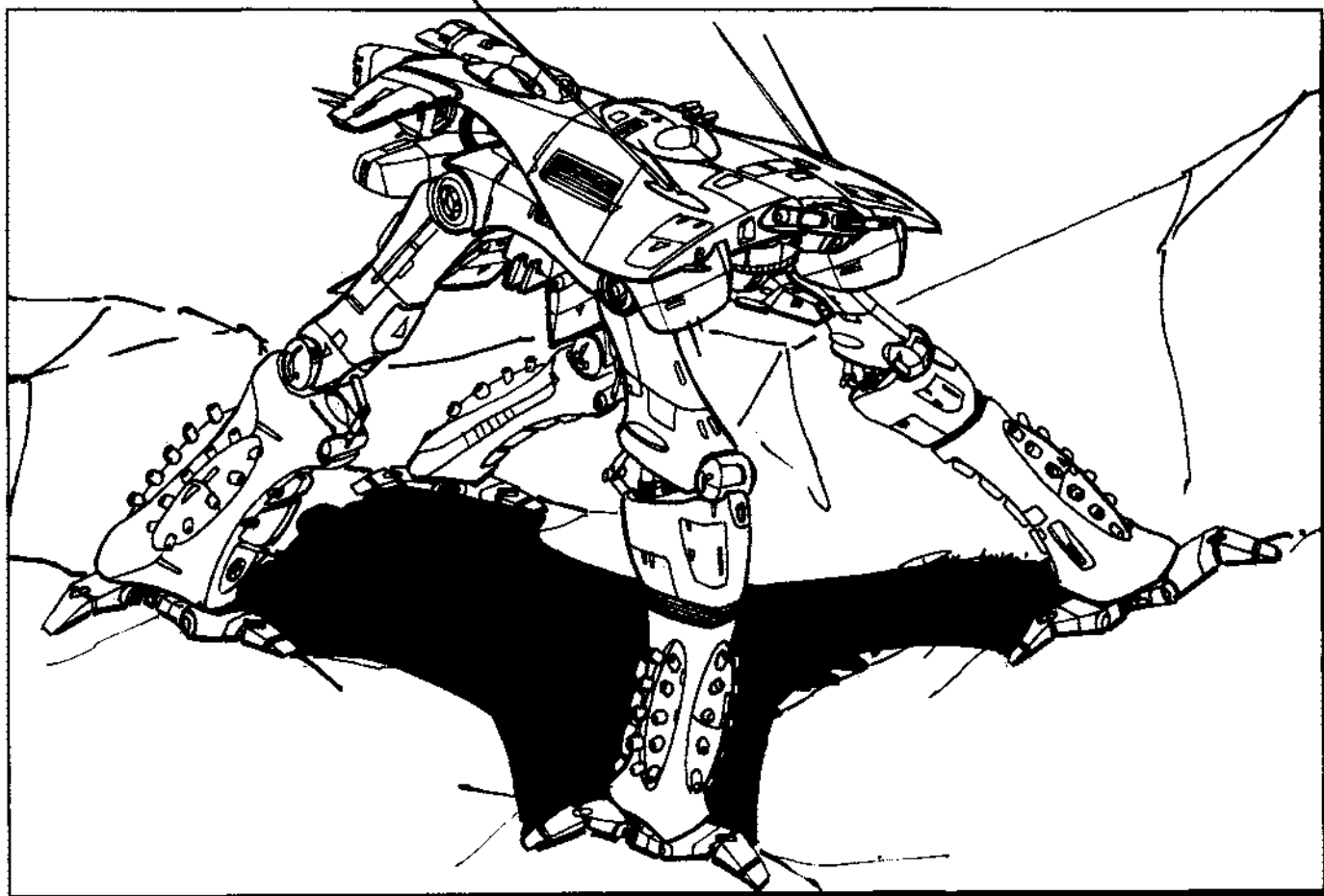
Control Points ..... 6  
 Crewmembers ..... 6  
 Computer ..... Mk.20

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 5  
 Electronic Warfare Bonus ..... +25  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**MEDICAL**

Dispensary ..... No  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.5 Microfreq  
 Auxiliary ..... Rtg 20 Computer

**LOADS**

Load 1 ..... 1 x Mk.30 Load  
 Load 2 ..... 2 x Mk.10 Loads  
 Load 3 ..... 6 x Mk.6 Explosive Missiles

**ACCOMMODATIONS**

Crew Quarters ..... Yes  
 Rec Facilities ..... No  
 Life Support ..... No

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 8  
 Rad Shield Bonus ..... +40  
 Cargo Hold ..... 1 cumet

### Commentary

Another House Klatus original, the Shinobi is that House's standard jumptank. The fact that its sole jump capability is mediocre at best has kept foreign orders down. On the other hand, an inexpensive production cost has seen rip-off designs proliferate throughout the Inner Provinces. This would not be the case were it not for shabby security surrounding this model's manufacturing history. Tales have been told of how entire production runs have simply been "lost" on route to the contracted buyers of the Shinobi. Blueprints have carelessly been scattered to several Provincial governments, and some Aldiss/Huxley officials connected with the Shinobi project have defected to other powers.

None of this really hurts House Klatus, though the various Shinobi debacles have embarrassed the Klatian Family.

### Usage

The Shinobi, along with its many copies, are used by the following Provincial powers: Aramae, Carlisle, Colos, Dneprodzerkutsk, Harkenbuhse, Hulugu, Klatus, Kubischev-Lloyd, LeGrange, Moskava, Naphtali, Ptolemus, Red Star, Shantac, Siva, Six Nations, Struin, Thaan, and Tokugawa. Numerous insurgent groups use the Shinobi as well.

### Game Notes

Like all jumptanks, the Shinobi is best deployed in open terrain battlefields. The Shinobi is often outfitted with mine dischargers and a point defense munition system.

Armament	Mount	Location	HUD
• 1 x Mk.17 Blast Cannon	Turret	Top	+20
• Mk.10 Missile Launcher (Mag 35)	Turret	Top	+15
• 2 x Mk.6 Laser Cannons	Flexible	Front Qtr Right	+15
• 2 x Mk.6 Laser Cannons	Flexible	Front Qtr Left	+15
<b>Payload Pallets:</b> 3 x Mk.20; 1 x Mk. 6			

**Name:** Shinobi**Class:** Jumptank**Unloaded Cost:** 2,426,100 Elmonits**HULL**

Mass (Category) ..... 325 (Small)  
 Hull ..... Crysteel  
 Con Armor Type ..... 23  
 Armor Quality ..... +0  
 Armor Belt ..... +20  
 Concussion Hits ..... 390

**POWER**

Reactor Rtg ..... Mk.40  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.10  
 Microfreq Capacity ..... 10

**DRIVES**

Jumper Drive Rtg ..... 5  
 Jumper Movement Pts ..... 10

**CONTROL**

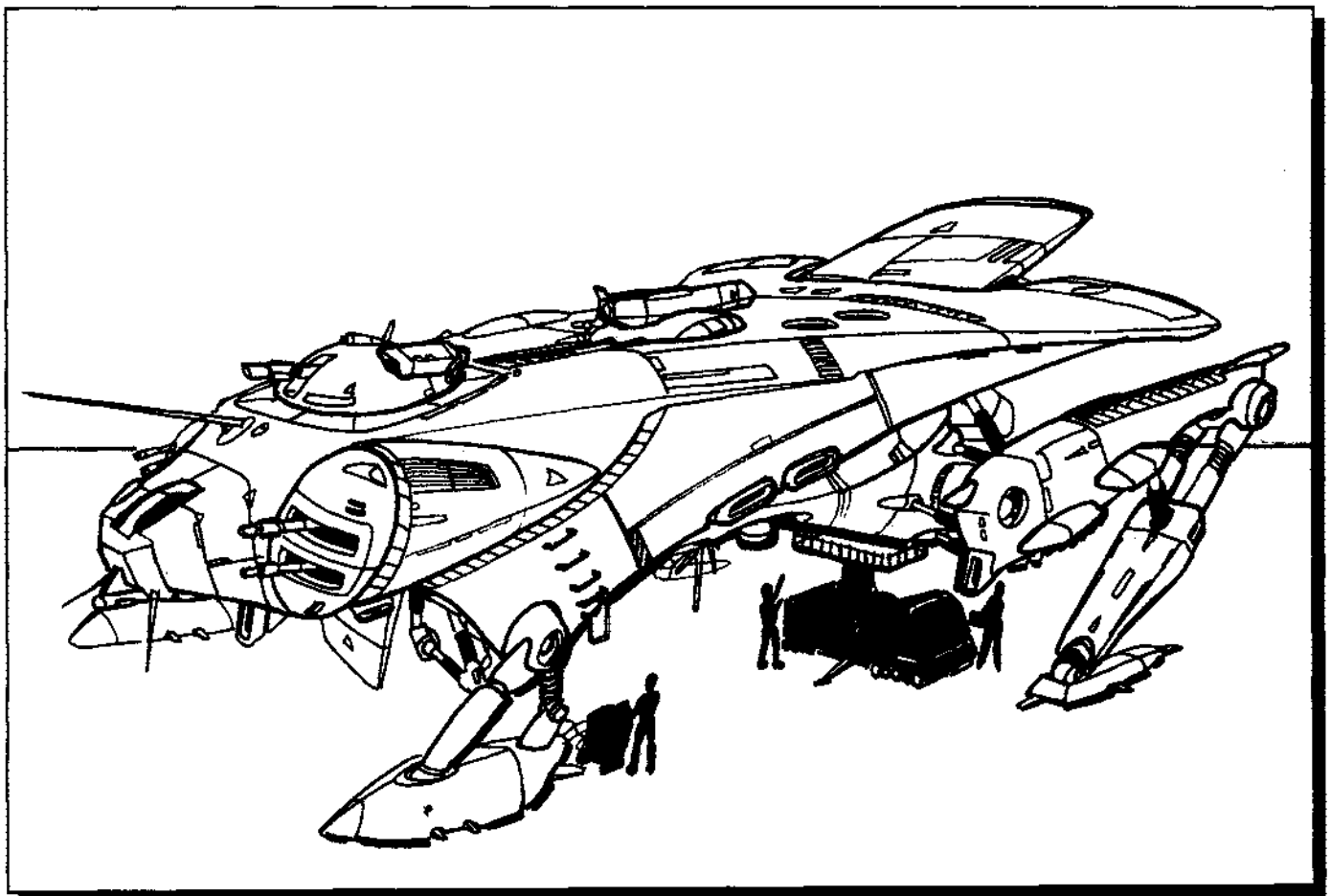
Control Points ..... 6  
 Crewmembers ..... 6  
 Computer ..... Mk.20

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 5  
 Electronic Warfare Bonus ..... +25  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**MEDICAL**

Dispensary ..... No  
 Sick Bay ..... Yes

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk5 Microfreq  
 Auxiliary ..... Rtg 1 Sensor  
 Auxiliary ..... Rtg 2 Electronic Warfare  
 Auxiliary ..... Rtg 20 Computer

**LOADS**

Load 1 ..... 3 x Mk.20 Loads  
 Load 2 ..... 35 x Mk.10 Explosive Missiles  
 Load 3 ..... 1 x Mk.6 Load

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Rec Facilities ..... No  
 Life Support ..... No

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 6  
 Rad Shield Bonus ..... +30  
 Cargo Hold ..... 0 cumets

# JAXARTES

Siphon Interstellar Combine GG 435a "*Jaxartes*"

## Commentary

With three effective motive systems and integral life support, this 350 ton MIRC is a versatile combatant. The array of weaponry coupled with moderate size and cost have made this a popular MIRC design.

Siphon Interstellar Combine is an Imperial producer with close ties to several Inner and Outer Provinces. Therefore, the Jaxartes sees service in many armies, though it is most often deployed by Imperial Marines. Battle testing has shown this design to be adequate for the tasks so far assigned, and it is likely that the Jaxartes will be around for years to come.

## Usage

The Jaxartes is used by Imperial forces and the following Provincial powers: Aramae, Augustus-Hayes, Carlisle, Colos, Darran, Devon, Dneprodzerkutzk, Harkenbuhse, Hulugu, Jade-London, Klatus, Kubischev-Lloyd, LeGrange, Lilith Group, Logos, Moskava, Naphtali, Preus, Ptolemus, Shantac, Siva, Six Nations, Struin, Thaan, Titania, Tokugawa, Vyrta, and Xapotec-Yunnan.

Some insurgent groups use surplus Jaxartes models as well. These are often missing their standard payload configuration.

## Game Notes

The Jaxartes is a standard medium MIRC. The arm-mounted Blast Cannon is a turret mount with a Front Quarter Right facing.

Armament	Mount	Location	HUD
• 1 x Mk.20 Blast Cannon	Turret	Front Qrt Right	+15
• 4 x Mk.10 Laser Cannons	Turret	Top	+10
• Mk.8 Missile Launcher (Mag 10)	Fixed	Forward	+10
Payload Pallets: 2 x Mk.10			

**Name:** Jaxartes**Class:** Maneuver Interface Robotic Comboid**Unloaded Cost:** 3,000,000 Elmonits**HULL**

Mass (Category) ..... 350 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +20  
 Concussion Hits ..... 420

**POWER**

Reactor Rtg ..... Mk.65  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.35  
 Microfreq Capacity ..... 35  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.35 Microfreq  
 Auxiliary ..... Mk.70 Computer  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ..... 10 x Mk 8 Missiles  
 Load 2 ..... 2 x Mk 10 Loads

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 10  
 Rad Shield Bonus ..... +50  
 Cargo Hold ..... 3 cumets

**DRIVES**

Walker Drive Rtg ..... 10  
 Walker Movement Pts ..... 20  
 Jumper Drive Rtg ..... 4  
 Jumper Movement Pts ..... 8  
 Gravitic Effects Rtg ..... 3  
 Gravitic Effects Movement Pts ..... 6

**CONTROL**

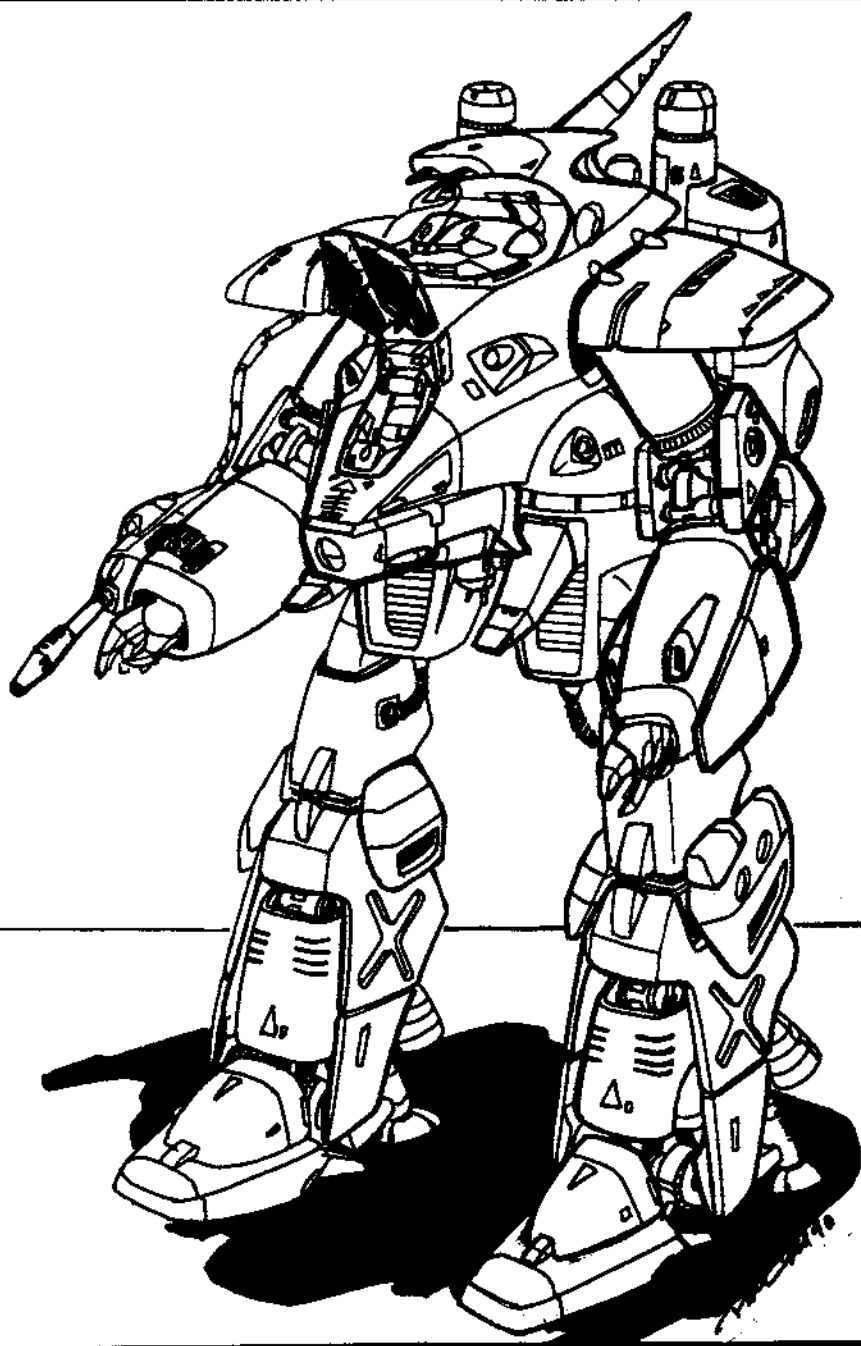
Control Points ..... 8  
 Crewmembers ..... 1  
 Computer ..... Mk.70

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 3  
 Electronic Warfare Bonus ..... +15  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**MEDICAL**

Dispensary ..... Yes  
 Sick Bay ..... No



# INVADER

Trukki Systems DSS3000 f1 "Invader"

## Commentary

The Trukki System's Invader is a rather unconventional design which couples a slow, tracked drive with fast gravitics. Criticized for sacrificing armaments for an underpowered alternate motive system, the Invader has never seen widespread distribution. In fact, the Invader is currently only used by its producer's Provincial overseer, House Ptolemus.

A number of Invaders have been seized by those who are presently at war with Ptolemus, most notably, House Colos, who have integrated the captured vehicles on a need-to-use basis.

## Usage

The Invader is normally used only by the regular forces of House Ptolemus. Captured Invaders are used by Houses Colos, and Dneprodzerkutsk, while others have been shipped for testing to House Thaan.

## Game Notes

The Invader's MLA Cannon and twin Lasers are mounted coaxially. The vehicle's payload pallets usually get a fair mix of loads, and few units adhere to any particular standard configuration.

Armament	Mount	Location	HUD
• 1 x Mk.25 MLA Cannon (Mag 36)	Turret	Top	+20
• 2 x Mk.10 Laser Cannons	Turret	Top	+20
• 2 x Mk.10 Blast Cannons	Flexible	Forward	+15
<b>Payload Pallets: 4 x Mk.30</b>			



**Name:** Invader**Class:** Main Battle Tank**Unloaded Cost:** 2,975,000 Elmonits**HULL**

Mass (Category) ..... 400 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +20  
 Concussion Hits ..... 480

**POWER**

Reactor Rtg ..... Mk.50  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.10  
 Microfreq Capacity ..... 10  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**DRIVES**

Tracked Drive Rtg ..... 4  
 Tracked Movement Pts ..... 8  
 Gravitic Effects Drive Rtg ..... 15  
 Gravitic Effects Movement Pts ..... 25

**CONTROL**

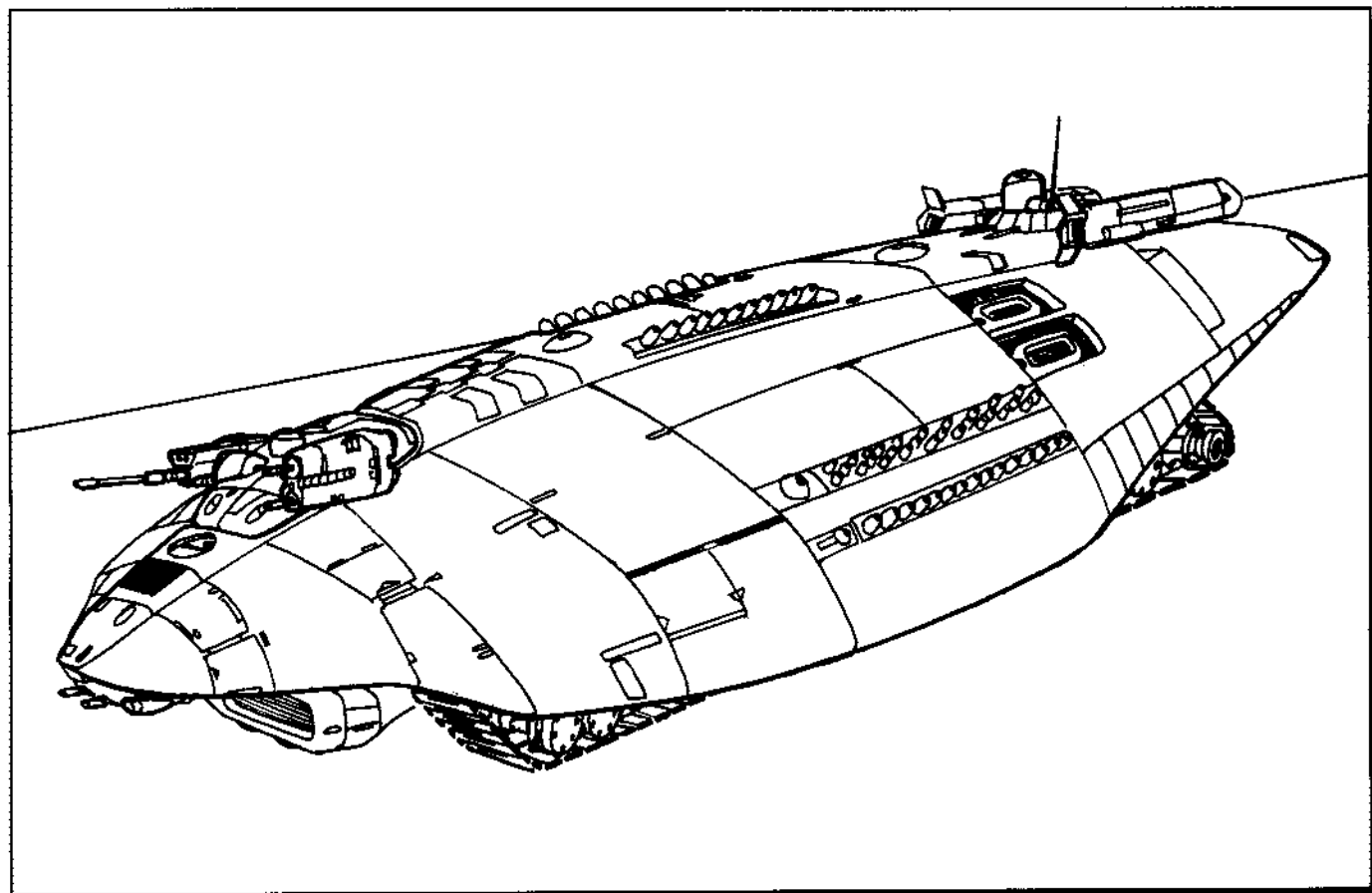
Control Points ..... 7  
 Crewmembers ..... 5  
 Computer ..... Mk.30

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 5  
 Electronic Warfare Bonus ..... +25  
 Screen Rtg ..... 0  
 Screen Bonus ..... +0

**MEDICAL**

Dispensary ..... No  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.5 Microfreq  
 Auxiliary ..... Rtg 1 Sensor  
 Auxiliary ..... Rtg 3 Electronic Warfare  
 Auxiliary ..... Rtg 30 Computer

**LOADS**

Load 1 ..... 36 x Mk.25 MLA Rounds  
 Load 2 ..... 4 x Mk.30 Loads

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Rec Facilities ..... No  
 Life Support ..... No

**LABORATORIES**

There are no Laboratories

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 6  
 Rad Shield Bonus ..... +30  
 Cargo Hold ..... 0 cumets

### Commentary

The Saracen has always been a rather misdirected project, and the end result, though effective, is little more than a mishmash of various weapon and vehicular technologies. As a vehicle conceived by an over-zealous production manager at Imperial Motors, the entire program jolted in fits and starts from initial design work, to the marketing effort, to final delivery of the product. Looking back, Imperial Motors executives are the first to admit that the process, more than anything else, failed the Saracen.

It is an impressive vehicle, from a maintenance point of view, but without an adequate payload configuration, the Saracen is very much oversized for its meager inherent firepower. An Imperial Motors failure to deliver the appropriate array of loads to the vehicle's Provincial buyers has led to massive quantities of them being sold off to obscure third party buyers. Few remain in standard field armies.

### Usage

The Saracen received widespread disbursement, and as such has seen use with the following Provincial powers over the last five years: Aramae, Augustus-Hayes, Colos, Darran, Dneprodzerkutzk, Harkenbuhse, Hulugu, Klatus, Kubischev-Lloyd, LeGrange, Lilith Group, Logos, Moskava, Preus, Ptolemus, Red Star, Shantac, Siva, Six Nations, Struin, Thaan, Titania, Tokugawa, and Vyrta.

### Game Notes

The Saracen's standard payloads include a Mk50 AIMS, 2 x Mk30 and 4 x Mk10 torps, a mine dispenser, smoke discharger and chemical munitions discharger.

Armament	Mount	Location	HUD
• 1 x Mk.15 Blast Cannon	Turret	Top	+20
• Mk.10 Missile Launcher (Mag 32)	Turret	Top	+20
<b>Payload Pallets:</b> 1 x Mk.50; 2 x Mk.30; 3 x Mk.20; 4 x Mk.10			

**Name:** Saracen**Class:** Walker AFV**Unloaded Cost:** 3,065,000 Elmonits**HULL**

Mass (Category) .....415 (Small)  
 Hull .....Crystanium  
 Con Armor Type .....24  
 Armor Quality .....+0  
 Armor Belt .....+25  
 Concussion Hits .....520

**POWER**

Reactor Rtg .....Mk.40  
 Operating Duration .....10 days

**COMMUNICATIONS**

Microfrequency .....Mk.10  
 Microfreq Capacity .....10  
 Tight Beam .....Mk.1  
 Tight Beam Range .....1 LS

**DRIVES**

Walker Drive Rtg .....8  
 Walker Movement Pts .....16  
 Jumper Drive Rtg .....3  
 Jumper Movement Pts .....6

**CONTROL**

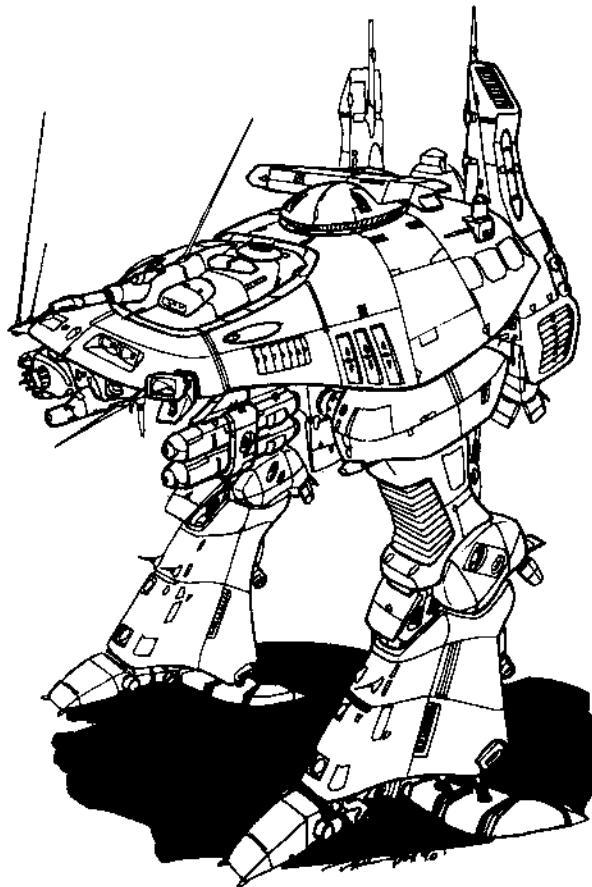
Control Points .....7  
 Crewmembers .....5  
 Computer .....Mk.30

**ELECTRO/NEUTRINO**

Sensor Rtg .....1  
 Sensor Bonus .....+5  
 Electronic Warfare Rtg .....5  
 Electronic Warfare Bonus .....+25  
 Screen Rtg .....1  
 Screen Bonus .....+5

**MEDICAL**

Dispensary .....No  
 Sick Bay .....No

**AUXILIARY SYSTEMS**

Auxiliary .....Mk.5 Microfreq  
 Auxiliary .....Rtg 1 Sensor  
 Auxiliary .....Rtg 3 Electronic Warfare  
 Auxiliary .....Rtg 30 Computer

**LOADS**

Load 1 .....1 x Mk.50 Load  
 Load 2 .....2 x Mk.30 Loads  
 Load 3 .....3 x Mk.20 Loads

Load 4 .....4 x Mk.10 Loads  
 Load 5 .....32 x Mk.10 Expl Missiles

**ACCOMMODATIONS**

Crew Quarters .....No  
 Rec Facilities .....No  
 Life Support .....Yes

**LABORATORIES**

There are no Laboratories

**MISCELLANEOUS**

Workshop .....No  
 Security Station .....Yes  
 Fighter Bay .....No  
 Shuttle/Vehicle Bay .....No  
 Hydro Streamlining .....No  
 Rad Shield Rtg .....5  
 Rad Shield Bonus .....+30  
 Cargo Hold .....0 cumets

# GREY PANTHER

Gamma Tau Systems RX1000a "Grey Panther"

## Commentary

Gamma Tau Systems is an obscure Outer Provincial producer for House Shantac. The Shantac military requested a fully automated combat vehicle since the province has extensive land holdings with a relatively small population base to draw troops from. Gamma Tau Systems won the defense contract, and reorders of the Grey Panther have insured that Gamma Tau will have continued success with their extensive automation program.

Operationally, the Grey Panther has succumbed to few technical glitches, and it has served well during the Shanto Accord's low-intensity war with the Red Star Triumvirate.

Reports indicate that House Shantac continues to lean towards roboticized armor companies; Gamma Tau Systems will have their work cut out for them.

## Usage

The Grey Panther is used exclusively by House Shantac forces. Demonstration models have been lent to Shantac's close ally, House Tokugawa, who together form the Shanto Accord alliance.

## Game Notes

The Grey Panther has an odd internal feature: an inner hold which functions as a small control and dispensary area. There is only enough room for a single man in this sanctum. The Blast Cannon and Laser are mounted coaxially, but advanced programming allows both weapons to be fired on the same round (at the same target, of course).

### Armament

- 1 x Mk.20 Blast Cannon
- 1 x Mk.10 Laser Cannon
- 1 x Mk.10 Auto Cannon (Mag 18)
- 1 x Mk.10 Laser Cannon
- 1 x Mk.10 Laser Cannon
- 1 x Mk.10 Laser Cannon

### Mount

- Turret
- Turret
- Flexible
- Flexible
- Flexible
- Fixed

### Location

- Top
- Top
- Forward
- Front Qtr Right
- Front Qtr Left
- Aft

### HUD

- +0
- +0
- +0
- +0
- +0
- +0

**Payload Pallets:** 1 x Mk.20; 3 x Mk.10

**Name:** Grey Panther**Class:** Robotic Hovertank**Unloaded Cost:** 4,250,000 Elmonits**HULL**

Mass (Category) ..... 450 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +25  
 Concussion Hits ..... 565

**POWER**

Reactor Rtg ..... Mk.76  
 Operating Duration ..... 30 days

**COMMUNICATIONS**

Microfrequency ..... Mk.40  
 Microfreq Capacity ..... 40  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**DRIVES**

Jumper Drive Rtg ..... 5  
 Jumper Movement Pts ..... 10  
 Gravitic Effects Rtg ..... 18  
 Gravitic Effects Movement Pts ..... 28

**CONTROL**

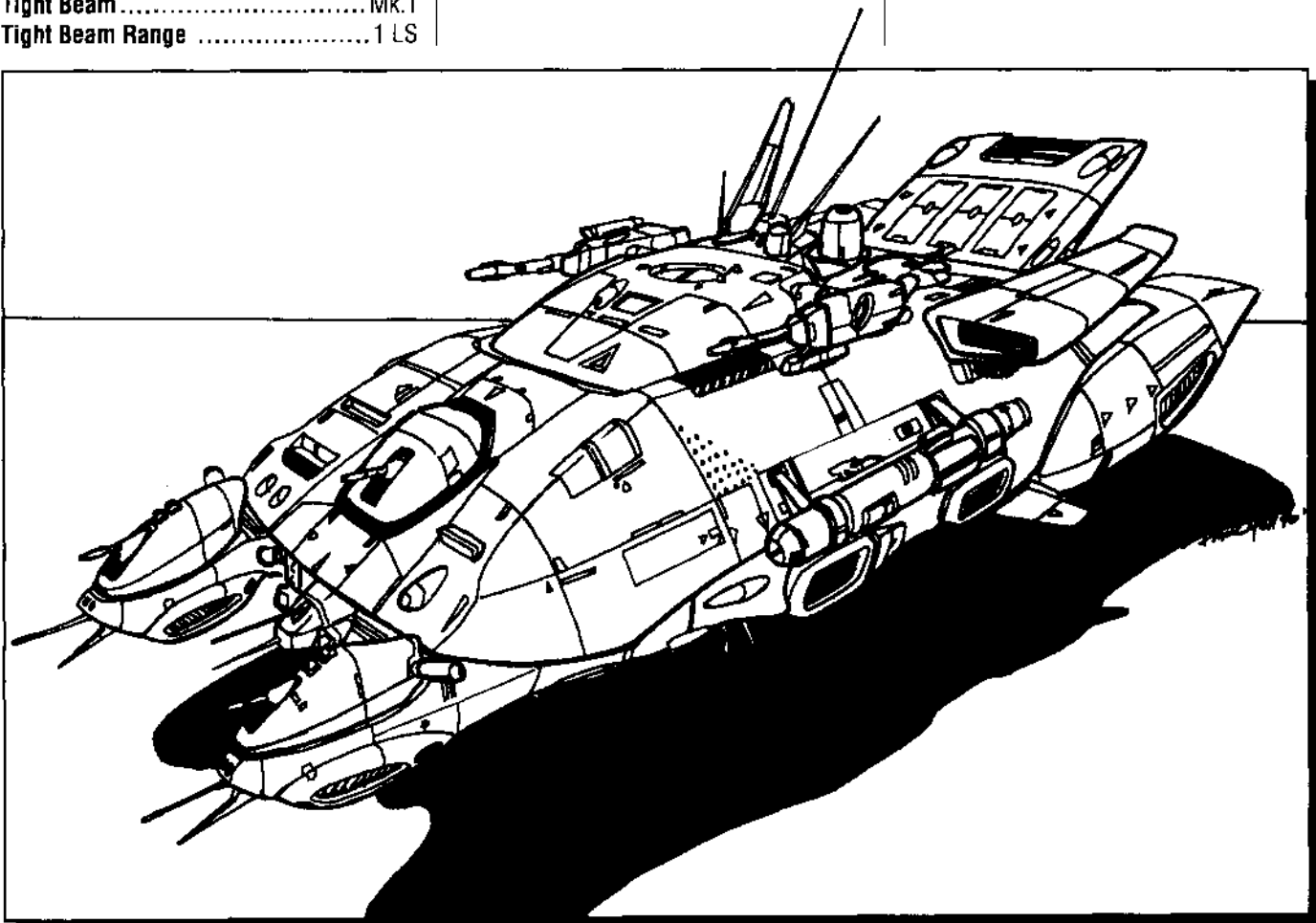
Control Points ..... 9  
 Crewmembers ..... 0  
 Computer ..... Mk.750

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 3  
 Sensor Bonus ..... +15  
 Electronic Warfare Rtg ..... 5  
 Electronic Warfare Bonus ..... +25  
 Screen Rtg ..... 3  
 Screen Bonus ..... +15

**MEDICAL**

Dispensary ..... Yes (1 person)  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.40 Microfreq  
 Auxiliary ..... Mk.1 Tight Beam  
 Auxiliary ..... Rtg 2 Sensor  
 Auxiliary ..... Mk.750 Computer  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ... 18 x Mk.10 Autocannon Rounds  
 Load 2 ..... 1 x Mk.20 Load  
 Load 3 ..... 3 x Mk.10 Loads

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 10  
 Rad Shield Bonus ..... +50  
 Cargo Hold ..... 0 cumets

# GUNSLINGER

Narro Kombinat MM6037 0π7a "Gunslinger"

## Commentary

Narro Kombinat is a House Red Star megacorp which has recently become specialized in MIRC systems development and construction. Though most Provincial producers are restricted by House trade agreements to deal only with allied nations, Red Star has a very open mercantile policy. All but Red Star's most dire enemies have access to this Province's wares.

As such, the Gunslinger is starting to see wide distribution, and its customers are quite satisfied with the combat machine. It combines mobility and defenses with a fine array of inherent armaments. The payload mix is restrictive, but that is the price paid for the Gunslinger's other benefits.

## Usage

As indicated above, the Gunslinger has a fair number of Provincial users, including: Aramae, Augustus-Hayes, Carlisle, Colos, Darran, Devon, Dneprodzerkutzk, Harkenbuhse, Hulugu, Jade-London, Kashmere, Kubischev-Lloyd, LeGrange, Lilith Group, Logos, Moskava, Naphtali, Preus, Ptolemus, Red Star, Siva, Struin, Thaan, Titania, Vyrta, and Xapotec-Yunnan. Imperial use of the Gunslinger is also on a slow upswing.

## Game Notes

The Gunslinger's Blast Cannon is considered to be a turreted mount with a Front Quarter Right facing, while the Autocannon, when drawn, is considered to be a turreted mount with a Front Quarter Left facing. When not deployed, the Gunslinger's Autocannon is holstered. Two specialized Mk6 payload pallets hold two extra Autocannon magazines. It takes a Gunslinger pilot one Round of devoted activity to replace an empty magazine with a new one (i.e., no other activity may be performed during the reloading Round).

Armament	Mount	Location	HUD
• 1 x Mk.20 Blast Cannon	Turret	Front Qtr Right	+20
• 1 x Mk.20 MLA Cannon (Mag 12)	Fixed	Forward	+20
• 4 x Mk.10 Laser Cannons	Turret	Top	+15
• 1 x Mk.10 Auto Cannon (Mag 6)	Turret	Front Qtr Left	+0
• Mk.10 Missile Launcher (Mag 12)	Fixed	Forward	+15
<b>Payload Pallets:</b> 1 x Mk.15; 2 x Mk.10			

**Name:** Gunslinger**Class:** Main Battle MIRC**Unloaded Cost:** 3,875,000 Elmonits**HULL**

Mass (Category) ..... 500 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +20  
 Concussion Hits ..... 600

**POWER**

Reactor Rtg ..... Mk.70  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.40  
 Microfreq Capacity ..... 40  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**AUXILIARY SYSTEMS**

Auxiliary ..... Rtg 2 Gravitic Drive  
 Auxiliary ..... Mk.40 Microfreq  
 Auxiliary ..... Mk.1 Tight Beam  
 Auxiliary ..... Mk.80 Computer  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ..... 12 x Mk.20 MLA Rounds  
 Load 2 ... 18 x Mk.10 Autocannon Rounds  
 Load 3 ..... 12 x Mk.10 Missiles  
 Load 4 ..... 1 x Mk.15 Load  
 Load 5 ..... 2 x Mk.10 Loads

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 12  
 Rad Shield Bonus ..... +54  
 Cargo Hold ..... 3 cumets

**DRIVES**

Walker Drive Rtg ..... 10  
 Walker Movement Pts ..... 20  
 Jumper Drive Rtg ..... 4  
 Jumper Movement Pts ..... 8  
 Gravitic Effects Rtg ..... 4  
 Gravitic Effects Movement Pts ..... 8

**CONTROL**

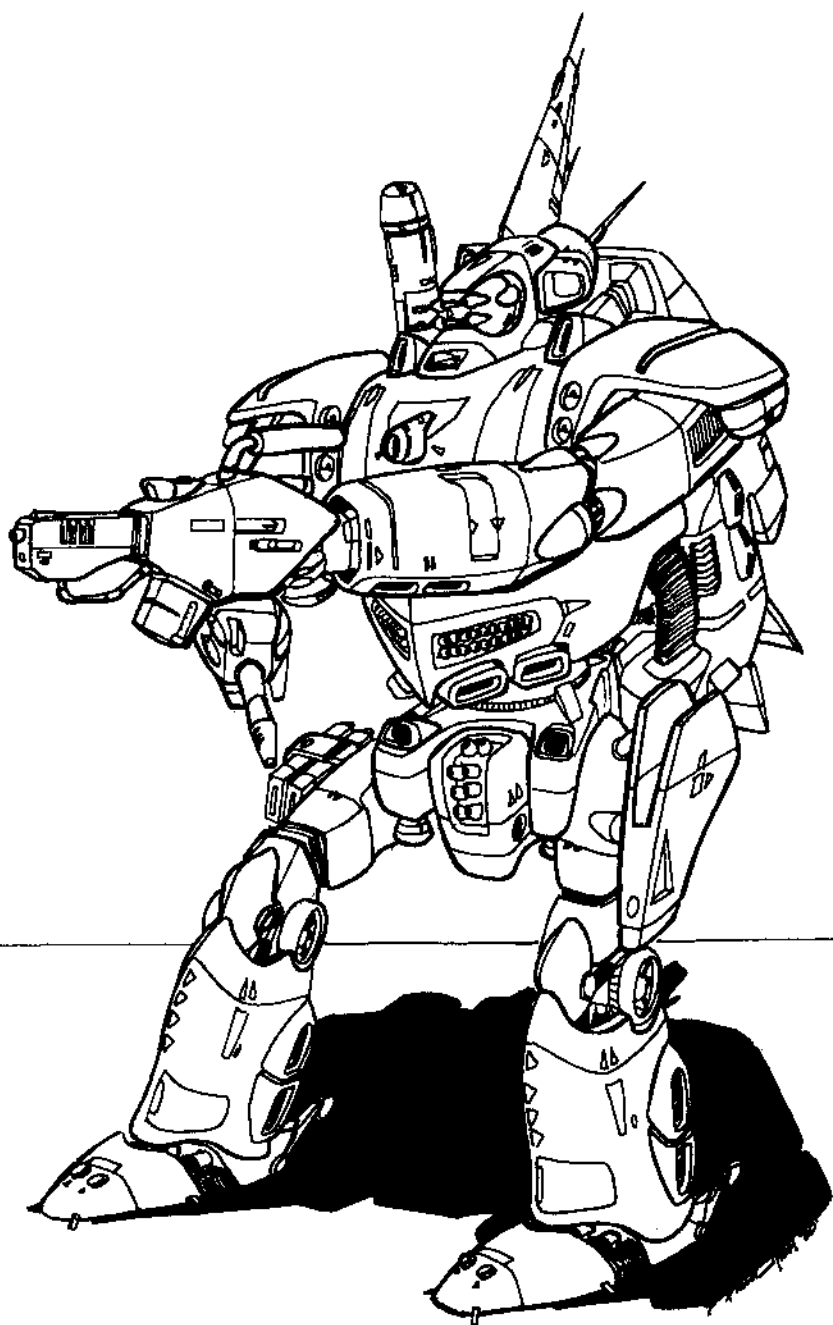
Control Points ..... 9  
 Crewmembers ..... 1  
 Computer ..... Mk.80

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 3  
 Electronic Warfare Bonus ..... +15  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**MEDICAL**

Dispensary ..... Yes  
 Sick Bay ..... No



# MARS MACRON

Imperial Fealty Corp IFC 2560 model D1 "Mars Macron"

## Commentary

The Mars Macron is a main battle AFV used exclusively by House Colos forces. It is a multi-motive effort, and one complaint about the vehicle is the wasted Hydromotive drive system. Field commanders have repeatedly pointed out to Colosian military officials that they have not yet found reason to deploy the underpowered water drive.

Regardless of this minor shortfall, the Mars Macron is well liked by its five-man crews. The vehicle's large size provides good structural integrity, while the heavy Blast Cannon provides good hitting power.

The Mars Macron has recently seen action in the Ptolemean/Colos war, where it has given a good accounting of itself.

## Usage

Imperial Fealty Corp is a defense contracting megacorp under House Colos jurisdiction. The design is currently used only by Colosian ground forces, though demonstration models have been sent to Colosian ally House Thaan.

## Game Notes

Colosian forces usually configure the Mars Macron with two Mk50 torps, an anti-infantry munition system, chemical and smoke dischargers, a point defense munition system and a mine dispenser.

Armament	Mount	Location	HUD
• 1 x Mk.30 Blast Cannon	Turret	Top	+20
• 2 x Mk.10 Laser Cannons	Turret	Top	+10
<b>Payload Pallets:</b> 2 x Mk.50; 5 x Mk.30			



**Name:** Mars Macron**Class:** Heavy AFV**Unloaded Cost:** 4,185,000 Elmonits**HULL**

Mass (Category) ..... 620 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +20  
 Concussion Hits ..... 745

**POWER**

Reactor Rtg ..... Mk.72  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.10  
 Microfreq Capacity ..... 10  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**DRIVES**

Walker Drive Rtg ..... 2  
 Walker Movement Pts ..... 4  
 Gravitic Effects Drive Rtg ..... 8  
 Gravitic Effects Movement Pts ..... 16  
 Hydromotive Drive Rtg ..... 1  
 Hydromotive Movement Pts ..... 2

**CONTROL**

Control Points ..... 7  
 Crewmembers ..... 5  
 Computer ..... Mk.30

**MEDICAL**

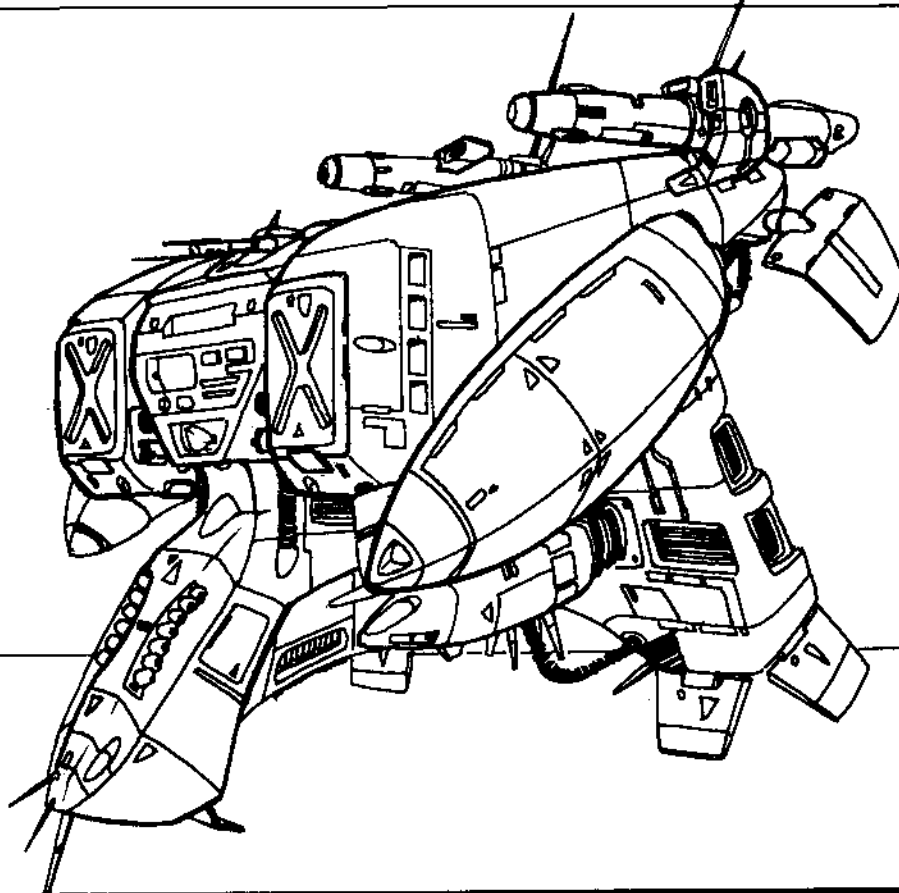
Dispensary ..... No  
 Sick Bay ..... No

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 4  
 Electronic Warfare Bonus ..... +20  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.5 Microfreq  
 Auxiliary ..... Rtg 1 Sensor  
 Auxiliary ..... Rtg 3 Electronic Warfare  
 Auxiliary ..... Rtg 30 Computer  
 Auxiliary ..... Rtg 30 Computer  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ..... 2 x Mk.50 Loads  
 Load 2 ..... 5 x Mk.30 Loads

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... Yes  
 Rad Shield Rtg ..... 8  
 Rad Shield Bonus ..... +40  
 Cargo Hold ..... 0 cumets

# CHAMBERLAIN

Pogrom Amalgamated ISC325b (production) "Chamberlain"

## Commentary

Capable of transporting up to four fully-armed infantry teams safely into battle, the Chamberlain is a personnel carrier which has achieved widespread acclaim. This has, of course, spawned a great deal of jealousy since the Chamberlain is only produced by Pogrom Amalgamated, solely owned by House Devon. Devon's enemies have tried repeatedly to gain access to operating models of this vehicle, which can be found arming most Devonian regular mechanized infantry units.

Because the Devonians are currently not engaged in any open warfare with other Great Houses, it is unlikely that interested parties will be able to get their hands on battlefield Chamberlain wreckage in the near future. Crude prototype copies of this APC have started to appear in Colosian and Hulugian field test units, but it will be some time before their versions are fully operational.

## Usage

The Chamberlain is used almost exclusively by Devonian forces. Some closely guarded samples have been sent to House Carlisle and House Jade-London. These two powers will soon be making requests for their own supplies of this outstanding APC.

## Game Notes

The large crew compliment insures that the Chamberlain's armaments are always manned. The Mk50 payload pallet can only be outfitted with a Force 5 AIMS.

Armament	Mount	Location	HUD
• 2 x Mk.20 Laser Cannons	Turret	Top	+20
• 4 x Mk.6 Auto Cannons (Mag 15 )	Flexible	Forward	+10
• 4 x Mk.6 Auto Cannons (Mag 15 )	Flexible	Rear Qtr Right	+10
• 4 x Mk.6 Auto Cannons (Mag 15 )	Flexible	Rear Qtr Left	+10
• Mk.8 Missile Launcher (Mag 15)	Flexible	Front Qtr Right	+10
• Mk.8 Missile Launcher (Mag 15)	Flexible	Front Qtr Left	+10

**Payload Pallets:** 1 x Mk.50; 2 x Mk.10

**Name:** Chamberlain**Class:** Infantry Support APC**Unloaded Cost:** 2,348,000 Elmonits**HULL**

Mass (Category) ..... 658 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +25  
 Concussion Hits ..... 825

**POWER**

Reactor Rtg ..... Mk.65  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.50  
 Microfreq Capacity ..... 50  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**DRIVES**

Gravitic Effects Drive Rtg ..... 12  
 Gravitic Effects Movement Pts ..... 22

**CONTROL**

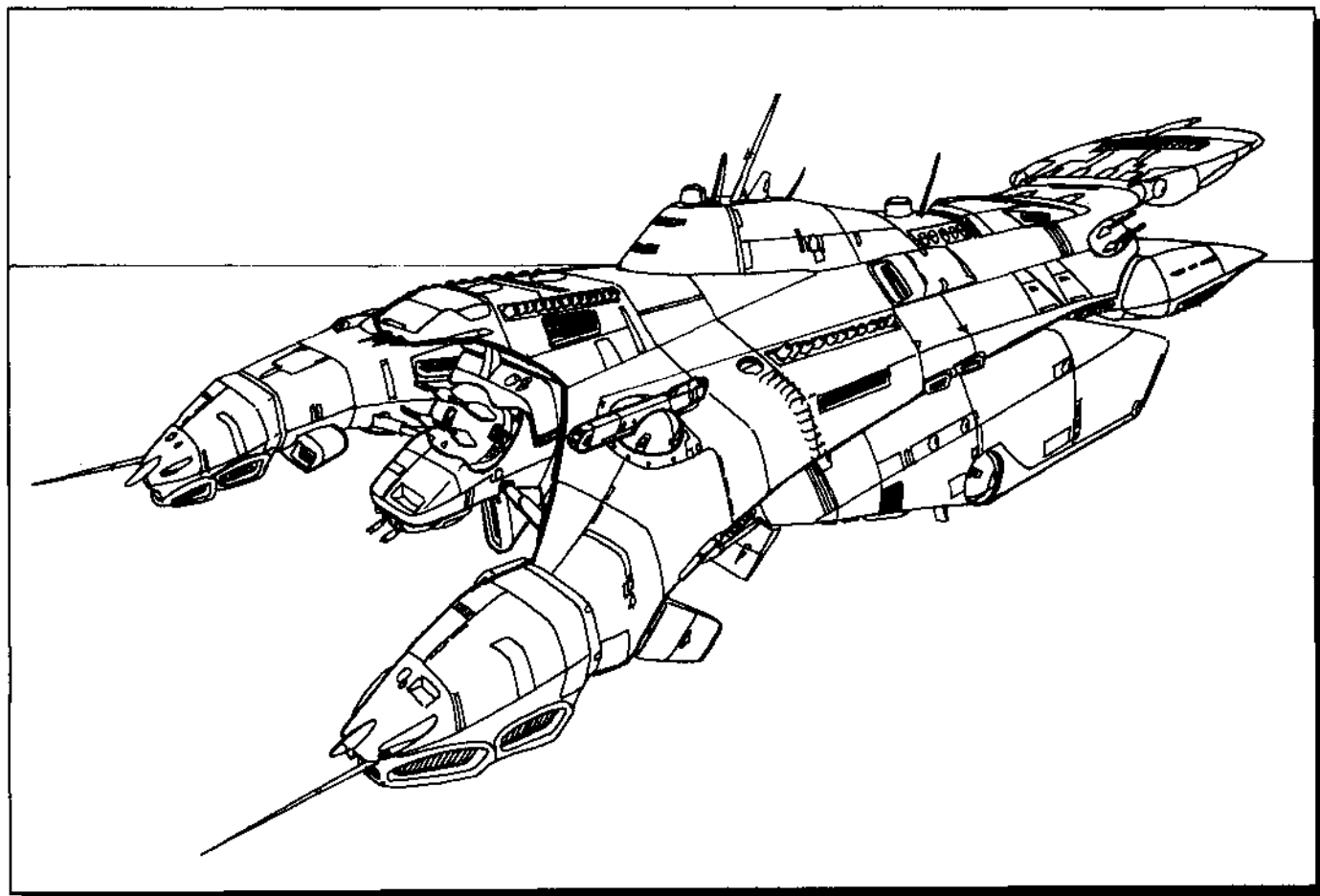
Control Points ..... 9  
 Crewmembers ..... 10  
 Computer ..... Mk.30

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 5  
 Electronic Warfare Bonus ..... +25  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**MEDICAL**

Dispensary ..... Yes  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Rtg 2 Gravitic Drive  
 Auxiliary ..... Mk.5 Microfreq  
 Auxiliary ..... Rtg 30 Computer  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ... 180 x Mk.6 Autocannon Rounds  
 Load 2 ..... 30 x Mk.8 Missiles  
 Load 3 ..... 1 x Mk.50 (Force 5) AIMS  
 Load 4 ..... 2 x Mk.10 Loads

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Seating ..... 20  
 Passenger Capacity # ..... 4  
 Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 10  
 Rad Shield Bonus ..... +50  
 Cargo Hold ..... 6 cumets

### Commentary

The Fargoer is a popular exploration groundcraft produced by the Imperial interstellar manufacturer Libecorp. Due to its nominal armament configuration, it has also found a niche in some covert paramilitary organizations.

The Fargoer is mainly used as a small mobile base for survey personnel on worlds that are environmentally or socially hostile. Its variety of motive forms insures that it can handle most alien terrain types well, if none too swiftly.

A crew allotment of 10 allows for an adequately sized research team, though the design does suffer from a lack of rudimentary on-board lab systems.

### Usage

Libecorp has an open sales policy on the Fargoer. Most Major Houses and many Minor Clans have at least experimented with the design and are fully aware of its attributes and limitations.

### Game Notes

The vehicle has an abundance of payload pallets, making the design quite flexible. However, considering the Fargoer's most likely missions, pallets are often loaded with nothing more than cargo pods, and/or a few sophisticated sensor pods.

Armament	Mount	Location	HUD
• 2 x Mk.10 Laser Cannons	Turret	Top	+15
• Mk.10 Missile Launcher (Mag 26)	Flexible	Forward	+15
<b>Payload Pallets:</b> 2 x Mk.50; 4 x Mk.30; 10 x Mk.10			

**Name:** Fargoer**Class:** Multi-motive Explorer**Unloaded Cost:** 3,900,000 Elmonits**HULL**

Mass (Category) ..... 725 (Small)  
 Hull ..... Crysteel  
 Con Armor Type ..... 23  
 Armor Quality ..... +0  
 Armor Belt ..... +15  
 Concussion Hits ..... 835

**POWER**

Reactor Rtg ..... Mk.50  
 Operating Duration ..... 30 days

**COMMUNICATIONS**

Microfrequency ..... Mk.25  
 Microfreq Capacity ..... 25  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**DRIVES**

Walker Drive Rtg ..... 2  
 Walker Movement Pts ..... 4  
 Jumper Drive Rtg ..... 4  
 Jumper Movement Pts ..... 8  
 Gravitic Effects Drive Rtg ..... 6  
 Gravitic Effects Movement Pts ..... 12  
 Hydromotive Drive Rtg ..... 2  
 Hydromotive Movement Pts ..... 4

**CONTROL**

Control Points ..... 9  
 Crewmembers ..... 10  
 Computer ..... Mk.4

**MEDICAL**

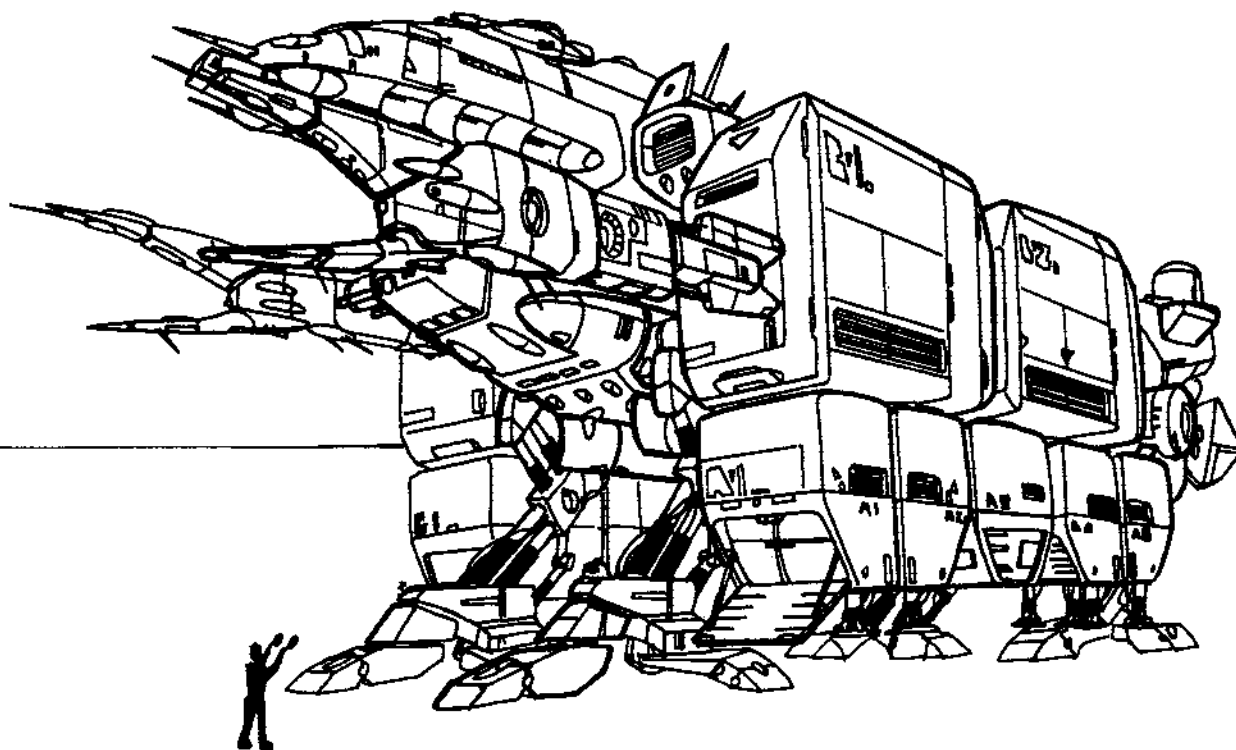
Dispensary ..... Yes  
 Sick Bay ..... 3 patients

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 5  
 Sensor Bonus ..... +25  
 Electronic Warfare Rtg ..... 4  
 Electronic Warfare Bonus ..... +20  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.10 Microfreq  
 Auxiliary ..... Rtg 1 Sensor  
 Auxiliary ..... Rtg 3 Electronic Warfare  
 Auxiliary ..... Rtg 1 Screen  
 Auxiliary ..... Rtg 40 Computer  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ..... 2 x Mk.50 Loads  
 Load 2 ..... 4 x Mk.30 Loads  
 Load 3 ..... 10 x Mk.10 Loads  
 Load 4 ..... 26 x Mk.10 Missiles  
 Load 5 ..... Up to 130,500 Elmonits C/P

**ACCOMMODATIONS**

Crew Quarters ..... Yes  
 Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... Yes  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 10  
 Rad Shield Bonus ..... +50  
 Cargo Hold ..... 9 cumets

# KARNAK

## Ramu-Pattel E45x "Karnak"

### Commentary

The threat of impending war forced the strategists of House Ptolemus to request the addition of mobile bunkers to several planetary garrison units in the late 460's. The Ptolemean arms manufacturer Ramu-Pattel was approached soon thereafter and plans for the Karnak were immediately drawn up.

Something of an arms procurement wonder, the Karnak went from the drawing board to field testing in a little under 14 standard months. The design was proven to be adequate to the tasks assigned it, so a preliminary order for 200 of the mobile bunkers was put in with the contractor. No sooner had the first production models come off the line when House Ptolemus was invaded by House Dneprodzerkutsk. When House Colos opened a second front soon afterwards, the Karnak was insured an active career.

Field reports on the design have been mixed. While some commanders have been thrilled with the utility of the design, others have found that it is too easily overrun, and the risk to the troops within is too great to justify the bunker's protective benefits.

### Usage

The Karnak is used exclusively by Greater House Ptolemus.

### Game Notes

The Karnak is fitted with numerous small arms firing apertures for the troops carried within. To reflect this, allow carried infantry teams (but not powered armor troops) to make attacks normally while they are passengers.

The vehicle's reactor is not powerful enough to charge both the Blaster turret and Jumper drive at the same time. In game terms, the Karnak may not fire its Blast armament on the same Turn that the Jumper drive is used.

Armament	Mount	Location	HUD
• 2 x Mk.20 Blast Cannons	Turret	Top	+20
• Mk.10 Missile Launcher (Mag 44)	Turret	Top	+20
<b>Payload Pallets:</b> 1 x Mk.50; 5 x Mk.35; 10 x Mk.20			

**Name:** Karnak**Class:** Mobile Bunker**Unloaded Cost:** 4,160,000 Elmonits**HULL**

Mass (Category) ..... 750 (Small)  
 Hull ..... Reinforced Crysteel  
 Con Armor Type ..... 25  
 Armor Quality ..... +0  
 Armor Belt ..... +20  
 Concussion Hits ..... 900

**POWER**

Reactor Rtg ..... Mk.60  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.25  
 Microfreq Capacity ..... 25

**DRIVES**

Tracked Drive Rtg ..... 1  
 Tracked Movement Pts ..... 2  
 Jumper Drive Rtg ..... 5  
 Jumper Movement Pts ..... 10

**CONTROL**

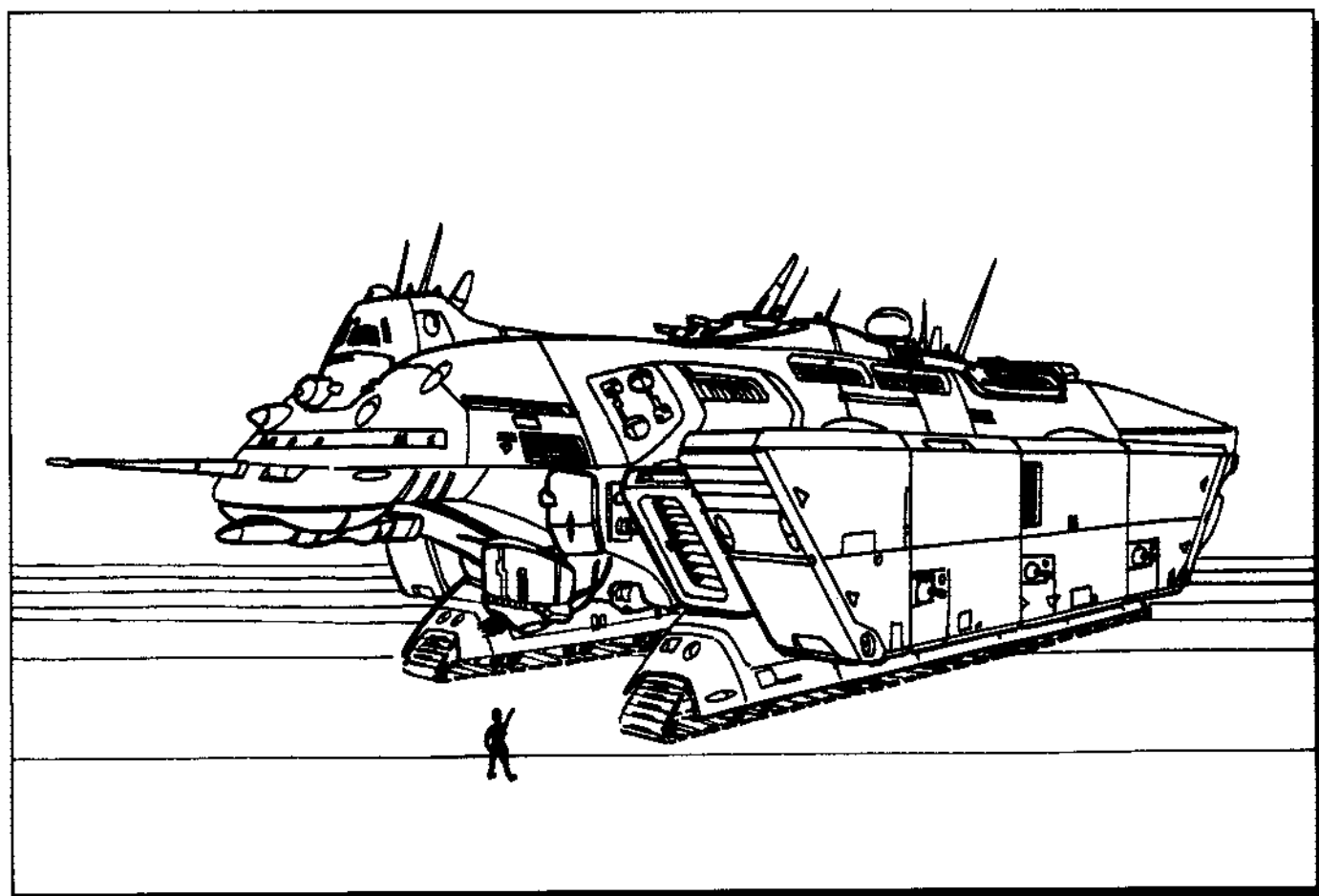
Control Points ..... 8  
 Crewmembers ..... 20  
 Computer ..... Mk.40

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 2  
 Sensor Bonus ..... +10  
 Electronic Warfare Rtg ..... 8  
 Electronic Warfare Bonus ..... +40  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**MEDICAL**

Dispensary ..... Yes  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.10 Microfreq  
 Auxiliary ..... Rtg 1 Sensor  
 Auxiliary ..... Rtg 3 Electronic Warfare  
 Auxiliary ..... Rtg 40 Computer

**LOADS**

Load 1 ..... 1 x Mk.50 Load  
 Load 2 ..... 5 x Mk.36 Loads  
 Load 3 ..... 10 x Mk.20 Loads  
 Load 4 ..... 44 x Mk.10 Missiles

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Seating ..... 15  
 Passenger Capacity # ..... 3  
 Rec Facilities ..... No  
 Life Support ..... No

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 8  
 Rad Shield Bonus ..... +40  
 Cargo Hold ..... 3 cumets

# JUPITER

## Stellar Tools G8A2T1(b) "Jupiter"

### Commentary

Minor Clan Coristan's Stellar Tools is a machining corporation with favored trade status. The Jupiter is another example of how this upstart corporation is making waves throughout interstellar arms merchandising circles. At 850 tons, the Jupiter is a huge MIRC and combat experience proves that it is an impressive design.

Armed with a large Blast Cannons and twin quad Laser mounts, the Jupiter really is affordable firepower, considering that never more than a single pilot is risked in each machine. Of course, the problem with all MIRCs is that they must suffer their pilots' divided attention during operations. It is almost always impossible to fire numerous MIRC armaments simultaneously, particularly when a vehicle is on the move.

The Jupiter perseveres nonetheless. A platoon of these beasts is an imposing sight indeed.

### Usage

Clan Coristan has shipped the Jupiter to many buyers through the Core Worlds. The following Greater Houses utilize the Jupiter: Carlisle, Colos, Devon, Dneprodzerkutzk, Harkenbuhse, Klatus, Kubischev-Lloyd, Naphtali, Preus, Ptolemus, Red Star, Shantac, Siva, Titania, and Tokugawa. Distribution of the Jupiter to other Minor Clans is almost unheard of.

### Game Notes

The Jupiter is often configured with two Mk35 torps, two mine dispensers, a smoke discharger and a chemical munitions discharger.

Armament	Mount	Location	HUD
• 1 x Mk.30 Blast Cannon	Turret	Front Qtr Right	+20
• 4 x Mk.10 Laser Cannons	Turret	Top	+15
• 4 x Mk.10 Laser Cannons	Turret	Top	+15
• Mk.10 Missile Launcher (Mag 15)	Flexible	Front Qtr Right	+15
• Mk.10 Missile Launcher (Mag 15)	Flexible	Front Qtr Left	+15
<b>Payload Pallets:</b> 2 x Mk.35; 4 x Mk.10			



**Name:** Jupiter**Class:** Maneuver Interface RoboticComboid**Unloaded Cost:** 4,850,000 Elmonits**HULL**

Mass (Category) ..... 850 (Small)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Quality ..... +0  
 Armor Belt ..... +20  
 Concussion Hits ..... 1,020

**POWER**

Reactor Rtg ..... Mk.110  
 Operating Duration ..... 10 days

**COMMUNICATIONS**

Microfrequency ..... Mk.35  
 Microfreq Capacity ..... 35  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**AUXILIARY SYSTEMS**

Auxiliary ..... Rtg 1 Gravitic Drive  
 Auxiliary ..... Mk.35 Microfreq  
 Auxiliary ..... Mk.1 Tight Beam  
 Auxiliary ..... Rtg 1 Sensor  
 Auxiliary ..... Rtg 3 Electronic Warfare  
 Auxiliary ..... Rtg 1 Screen  
 Auxiliary ..... Mk.90 Computer  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ..... 2 x Mk.35 Loads  
 Load 2 ..... 4 x Mk.10 Loads  
 Load 3 ..... 30 x Mk.10 Missiles

**ACCOMMODATIONS**

Crew Quarters ..... Yes  
 Rec Facilities ..... Yes  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 13  
 Rad Shield Bonus ..... +56  
 Cargo Hold ..... 3 cumets

**DRIVES**

Walker Drive Rtg ..... 9  
 Walker Movement Pts ..... 18  
 Jumper Drive Rtg ..... 4  
 Jumper Movement Pts ..... 8  
 Gravitic Effects Rtg ..... 4  
 Gravitic Effects Movement Pts ..... 8

**CONTROL**

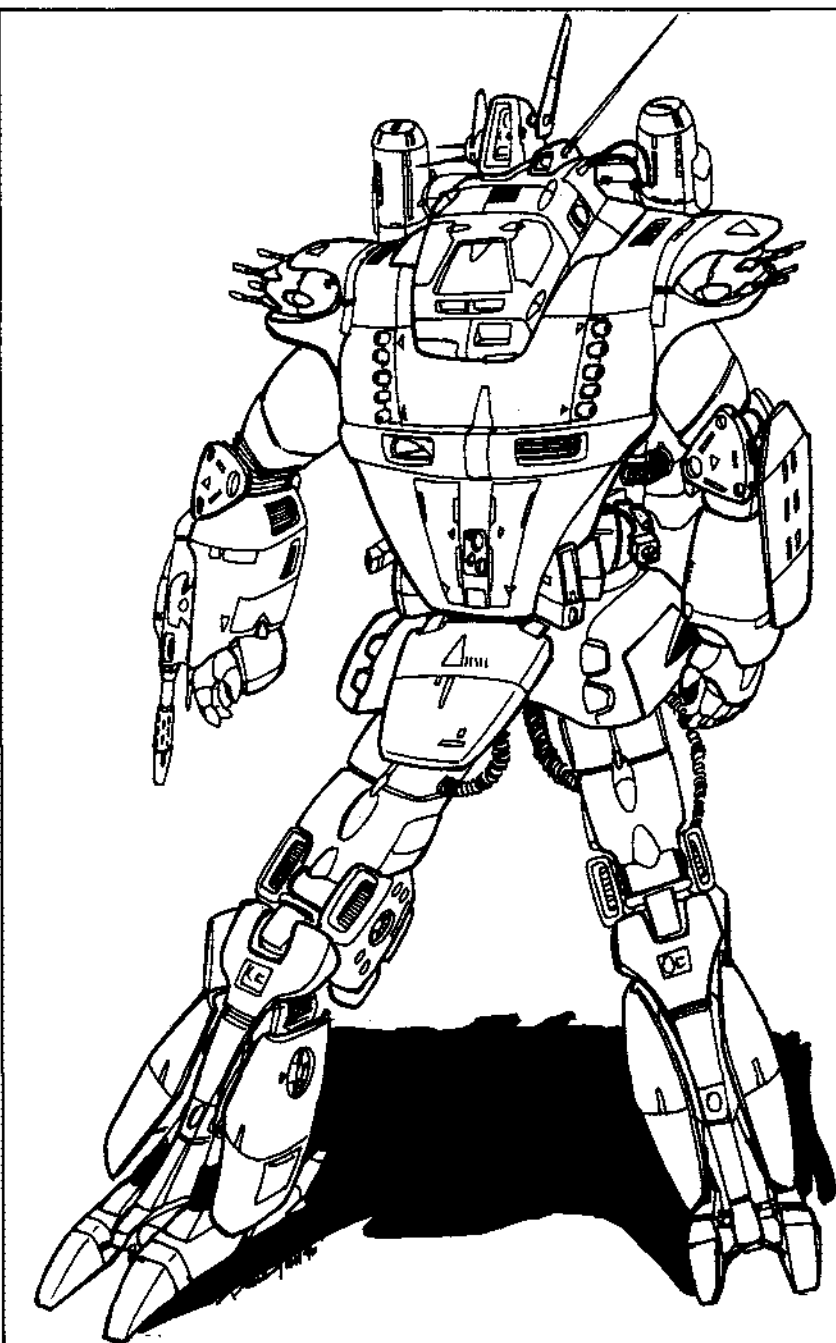
Control Points ..... 9  
 Crewmembers ..... 1  
 Computer ..... Mk.90

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 3  
 Electronic Warfare Bonus ..... +15  
 Screen Rtg ..... 2  
 Screen Bonus ..... +10

**MEDICAL**

Dispensary ..... Yes  
 Sick Bay ..... No



# MOUSE

## Oremus Machines D40T5a "Mouse"

### Commentary

The Mouse appears as anything but its designated name. At 850 tons, it is a colossal main battle tank, and it is to be truly feared. Since Oremus Machines is an Imperial contractor, the Mouse sees service in a number of armies, arming Core World and Provincial forces alike. Due to its size, the Mouse rarely finds its way out of heavy tank battalions and poorer nations with the vehicle only use them as divisional assets.

Crews of the Mouse tend to complain about the coaxial mounting of the Blaster main armament with the supplementary twin Laser Cannons. In their opinion, a separate turret and targeting system would have been far more utilitarian, but the access space such a configuration would require would make the design suffer in other areas.

As it is, the Mouse is a fine vehicle and will see continued use well into the future.

### Usage

This Oremus Machines product is used by Imperial forces as well as in the armies of the following Provincial powers: Aramae, Augustus-Hayes, Carlisle, Colos, Darran, Devon, Dneprodzerkutsk, Harkenbuhse, Hulugu, Jade-London, Kashmere, Klatus, Kubischev-Lloyd, LeGrange, Lilith Group, Logos, Moskava, Naphtali, Preus, Ptolemus, Red Star, Shantac, Siva, Six Nations, Struin, Thaan, Titania, Tokugawa, Vyrta, and Xapotec-Yunnan. Few insurgent armies have access to vehicles as big and sophisticated as the Mouse.

### Game Notes

The Mk30 Blast Cannon and twin Mk10 Lasers are mounted coaxially and are treated as such. The tank commander's copula sports an integrated heavy anti-personnel laser which acts as a Force 3 AIMS above and beyond the other armament listings.

Armament	Mount	Location	HUD
• 1 x Mk.30 Blast Cannon	Turret	Top	+20
• 2 x Mk.10 Laser Cannons	Turret	Top	+20
• 12 x Mk.6 Laser Cannons	Flexible	Forward	+15
• Mk.10 Missile Launcher (Mag 30)	Turret	Top	+15
<b>Payload Pallets:</b> 2 x Mk.30; 3 x Mk.10			

**Name:** Mouse**Class:** Heavy Grav AFV**Unloaded Cost:** 4,760,000 Elmonits**HULL**

Mass (Category) ..... 850 (Small)  
 Hull ..... Reinforced Crysteel  
 Con Armor Type ..... 25  
 Armor Quality ..... +0  
 Armor Belt ..... +25  
 Concussion Hits ..... 1065

**POWER**

Reactor Rtg ..... Mk.100  
 Operating Duration ..... 30 days

**COMMUNICATIONS**

Microfrequency ..... Mk.20  
 Microfreq Capacity ..... 20  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**DRIVES**

Jumper Drive Rtg ..... 1.5  
 Jumper Movement Pts ..... 3  
 Gravitic Effects Drive Rtg ..... 10  
 Gravitic Effects Movement Pts ..... 20

**CONTROL**

Control Points ..... 8  
 Crewmembers ..... 6  
 Computer ..... Mk.30

**MEDICAL**

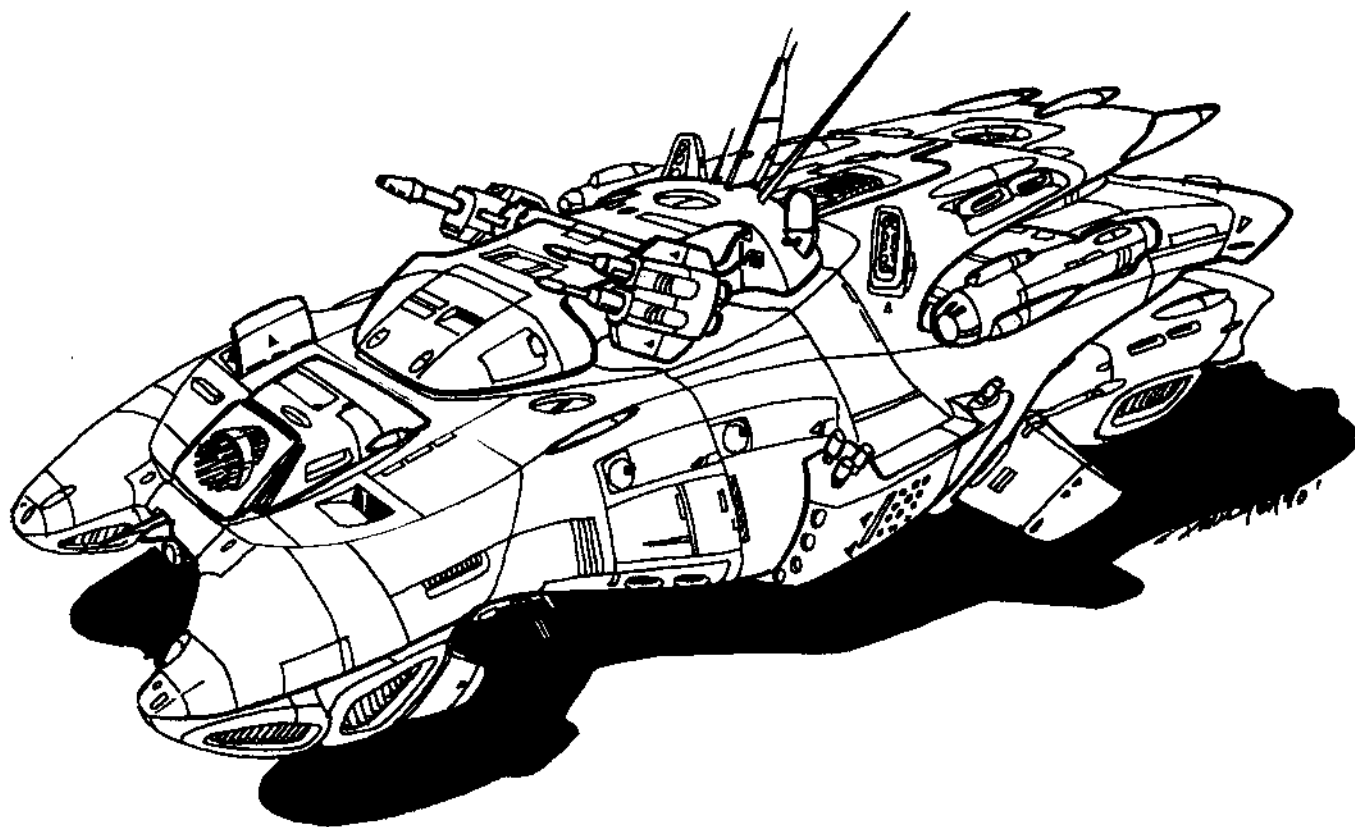
Dispensary ..... No  
 Sick Bay ..... No

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 1  
 Sensor Bonus ..... +5  
 Electronic Warfare Rtg ..... 5  
 Electronic Warfare Bonus ..... +25  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**AUXILIARY SYSTEMS**

Auxiliary ..... Rtg 5 Gravitic Drive  
 Auxiliary ..... Mk.20 Microfreq  
 Auxiliary ..... Rtg 1 Sensor  
 Auxiliary ..... Rtg 2 Electronic Warfare  
 Auxiliary ..... Rtg 1 Screen  
 Auxiliary ..... Rtg 30 Computer  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ..... 2 x Mk.30 Loads  
 Load 2 ..... 2 x Mk.10 Loads  
 Load 3 ..... 30 x Mk.10 Missiles

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... No  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 10  
 Rad Shield Bonus ..... +50  
 Cargo Hold ..... 2 cumets

# DESTROYER III

Imperial Titan/Trojan Systems JYN-300 cam1 "Destroyer III"

## Commentary

Production of the Destroyer III, one of the largest MIRC's ever built, was a joint Imperial-Provincial effort. Imperial Titan, with impending orders and project deadlines joined forces with a crack Trojan Systems design team to come up with the design for this huge vehicle.

As MIRC's go, its firepower is unparalleled, particularly with a last minute upgrade to a very heavy Plasma Cannon. The load carrying capability is impressive, as are the Electro/Neutrino systems and stalwart armor.

The cost for this MIRC is high, and few armies are willing to entrust so much hardware to individual warriors. Nevertheless, the Destroyer III has been shipped to several Imperial and Provincial armies to upgrade current elite 'comboid platoons. The design's toe-to-toe battle testing has proved that the vehicle is an awesome opponent for other MIRC units.

## Usage

The Destroyer III is currently used by elite Imperial troops, as well as those in the following Provincial armies: Aramae, Augustus-Hayes, Carlisle, Devon, Dneprodzerkutzk, Harkenbuhse, Jade-London, Kashmere, Klatius, Kubischev-Lloyd, LeGrange, Lilith Group, Logos, Moskava, Naphtali, Preus, Ptolemus, Red Star, Siva, Six Nations, Struin, Thaan, Titania, and Xapotec-Yunnan. Insurgent use of the Destroyer III is so far unheard of.

## Game Notes

This MIRC's "head" can separate from the "body" and can be operated by the pilot as a Gravitic Flitter scout ship armed with the quad Laser Cannon mount.

Due to the inability of a MIRC pilot to simultaneously discharge multiple cannon mounts, the Destroyer III's main reactor is only powerful enough to charge and fire one energy cannon weapon mount at a time (i.e., per Round).

Armament	Mount	Location	HUD
• 1 x Mk.40 Plasma Cannon	Fixed	Forward	+20
• 1 x Mk.40 Lob Cannon(Mag 25)	Fixed	Forward	+20
• 2 x Mk.20 Blast Cannons	Turret	Front Qtr Right	+20
• 4 x Mk.10 Laser Cannons	Turret	Top	+20
• Mk.10 Missile Launcher (Mag 20)	Fixed	Forward	+15
• Mk.10 Missile Launcher (Mag 20)	Fixed	Forward	+15

**Payload Pallets:** 1 x Mk.50; 2 x Mk.35; 5 x Mk.20

**Name:** Destroyer III**Class:** Heavy MIRC**Unloaded Cost:** 5,875,000 Elmonits**HULL**

Mass (Category) ..... 995 (Small)  
 Hull ..... Reinforced Crysteel  
 Con Armor Type ..... 25  
 Armor Quality ..... +0  
 Armor Belt ..... +25  
 Concussion Hits ..... 1245

**POWER**

Reactor Rtg ..... Mk.85  
 Operating Duration ..... 15 days

**COMMUNICATIONS**

Microfrequency ..... Mk.40  
 Microfreq Capacity ..... 40  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**MEDICAL**

Dispensary ..... Yes  
 Sick Bay ..... No

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.40 Microfreq  
 Auxiliary ..... Mk.1 Tight Beam  
 Auxiliary ..... Mk.100 Computer  
 Auxiliary ..... Mk.100 Computer  
 Auxiliary ..... Control Area  
 Auxiliary ..... Life Support  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ... 25 x Mk.40 Lob Cannon Rounds  
 Load 2 ..... 40 x Mk.10 Missiles  
 Load 3 ..... 1 x Mk.50 Load  
 Load 4 ..... 2 x Mk.35 Loads  
 Load 5 ..... 5 x Mk.20 Loads  
 Load 6 ..... Up to 200,000 Elmonits CIP

**ACCOMMODATIONS**

Crew Quarters ..... Yes  
 Rec Facilities ..... No  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... Yes  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay .. 8 ton Gravitic Flitter  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 10  
 Rad Shield Bonus ..... +50  
 Cargo Hold ..... 30 cumets

**DRIVES**

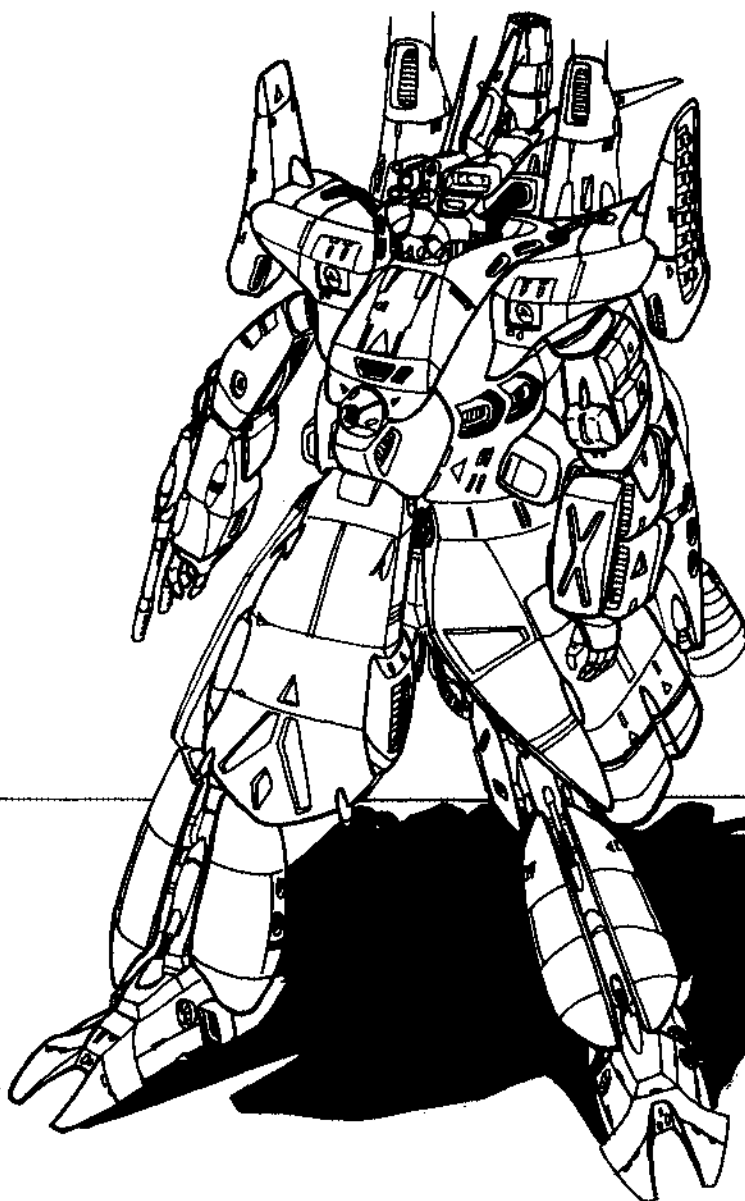
Walker Drive Rtg ..... 12  
 Walker Movement Pts ..... 22  
 Jumper Drive Rtg ..... 5  
 Jumper Movement Pts ..... 10  
 Gravitic Effects Rtg ..... 5  
 Gravitic Effects Movement Pts ..... 10  
 Sublight Drive Rtg ..... 5  
 Maneuver Thrust Pts ..... 5  
 Aircraft BMPs ..... 5

**CONTROL**

Control Points ..... 10  
 Crewmembers ..... 1  
 Computer ..... Mk.100

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 5  
 Sensor Bonus ..... +25  
 Electronic Warfare Rtg ..... 5  
 Electronic Warfare Bonus ..... +25  
 Screen Rtg ..... 2  
 Screen Bonus ..... +10



### Commentary

The Ark is the favored groundcraft carrier of House Harkenbuhse garrison forces. Capable of carrying up to four standard Harkenbuhse main battle tanks to a contested battle zone, the Ark has been extensively tested throughout the growing Shanto Accord / Red Star Triumvirate conflict. Siding with Red Star and House Preus to form the Triumvirate a decade ago, Harkenbuhse planets are the ones most at risk of falling to the Accord forces should open war be declared.

A system of quick force deployment, which includes the use of Ark carriers, is key to Harkenbuhse home defense plans, and these have been tested on numerous occasions as House Shantac raids on Harkenbuhse holdings have become more and more frequent.

### Usage

Currently, the Ark is used only by House Harkenbuhse home defense units, but tests for offensive employment are underway. This has caused orders for the groundcraft carrier to come in from Triumvirate allies Houses Red Star and Preus. No other forces, Imperial or Provincial, use the Ark specifically, though similar vehicles are used to various extents in most land armies of the Empire.

### Game Notes

The Ark's vehicle bay is best suited for use by four 250 ton vehicles. However, with slight modifications, any mix of vehicles adding up to a sum of 1000 tons of mass could use the bay efficiently.

Armament	Mount	Location	HUD
• 2 x Mk.10 Laser Cannons	Flexible	Front Qtr Right	+20
• 2 x Mk.10 Laser Cannons	Flexible	Front Qtr Left	+20
• 2 x Mk.10 Laser Cannons	Flexible	Aft	+20
• Mk.10 Missile Launcher (Mag 22)	Turret	Top	+20
<b>Payload Pallets:</b> 4 x Mk.20			

**Name:** Ark**Class:** Groundcraft Carrier**Unloaded Cost:** 7,685,000 Elmonits**HULL**

Mass (Category) ..... 3,000 (Medium)  
 Hull ..... Crysteel  
 Con Armor Type ..... 23  
 Armor Quality ..... +0  
 Armor Belt ..... +15  
 Concussion Hits ..... 3,450

**POWER**

Reactor Rtg ..... Mk.100  
 Operating Duration ..... 20 days

**COMMUNICATIONS**

Microfrequency ..... Mk.25  
 Microfreq Capacity ..... 25  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**DRIVES**

Gravitic Effects Drive Rtg ..... 5  
 Gravitic Effects Movement Pts ..... 10

**CONTROL**

Control Points ..... 9  
 Crewmembers ..... 6  
 Computer ..... Mk.30

**MEDICAL**

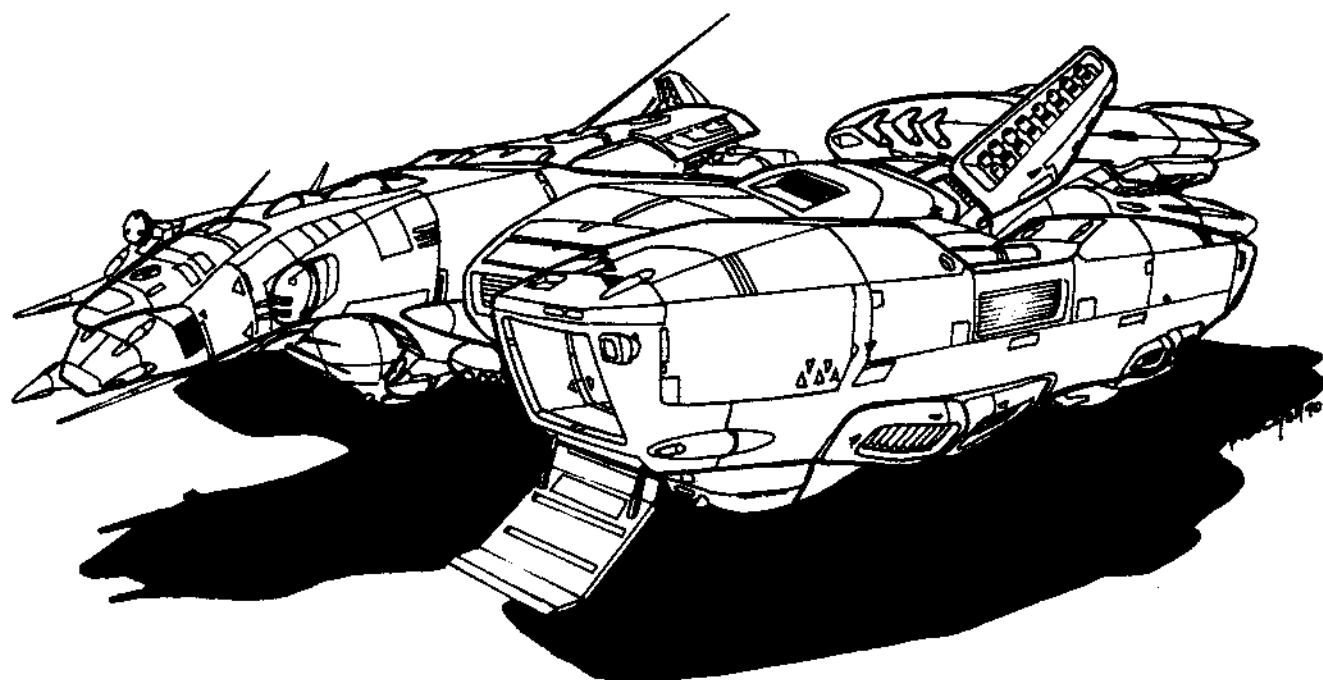
Dispensary ..... Yes  
 1st Sick Bay ..... 9 patients  
 2nd Sick Bay ..... 9 patients

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 3  
 Sensor Bonus ..... +15  
 Electronic Warfare Rtg ..... 3  
 Electronic Warfare Bonus ..... +15  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.10 Microfreq  
 Auxiliary ..... Rtg 1 Sensor  
 Auxiliary ..... Rtg 3 Electronic Warfare  
 Auxiliary ..... Rtg 30 Computer  
 Auxiliary ..... Control Area  
 Auxiliary ..... Control Area  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ..... 4 x Mk.20 Loads  
 Load 2 ..... 22 x Mk.10 Expl Missiles  
 Load 3 ..... Up to 1,080,000 Elmonits CIP

**ACCOMMODATIONS**

Crew Quarters ..... Yes  
 Standard ..... 4  
 Low/Military ..... 26  
 Cryogenic ..... 5  
 Rec Facilities ..... Yes  
 Life Support ..... Yes

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... 2 x 270 cumets  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... 1,000 ton capacity  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 8  
 Rad Shield Bonus ..... +40  
 Cargo Hold ..... 3 cumets

# PATRIARCH

Megalith CC100a "Patriarch"

## Commentary

The Patriarch is an example of a powerful trend in modern battlefield force utilization; the use of mobile command centers. The mobility of the unit allows it to change position with its controlled troops so as to avoid being pinned down and destroyed by opposing artillery, or being sought out and bombarded by enemy aircraft.

Megalith is an Imperial producer, and the Patriarch is currently made only for Imperial combat units. Provincial forces have caught wind of the vehicle's design principals and are in the process of developing their own mobile command center counterparts.

The Patriarch has only been battle tested in a few lopsided conflicts, and its defensibility is still an open question. That has not stopped many battalion-level commanders from requesting allocation of this unique vehicle.

## Usage

Megalith's CC100a Patriarch is used only by Imperial ground forces based on or near the Core Worlds. As the popularity of the design increases, so will distribution — but it is a costly acquisition for any army.

## Game Notes

Up to 8 of the Mk50 payload pallets are rigged to carry electronic warfare pods. If so configured, and all are used at maximum power, the mobile command center is essentially cloaked to conventional sensor scans. The other payloads usually carry an array of torps, dischargers and various supplemental munition systems.

Armament	Mount	Location	HUD
• 3 x Mk.10 Laser Cannons	Turret	Top	+25
• Mk.8 Missile Launcher (Mag 10)	Flexible	Forward	+20
<b>Payload Pallets:</b> 15 x Mk.50; 15 x Mk.30; 10 x Mk.20			



**Name:** Patriarch**Class:** Mobile Control Center**Unloaded Cost:** 19,775,000 Elmonits**HULL**

Mass (Category) ..... 4,850 (Medium)  
 Hull ..... Reinforced Crysteel  
 Con Armor Type ..... 25  
 Armor Quality ..... +0  
 Armor Belt ..... +10  
 Concussion Hits ..... 5,335

**POWER**

Reactor Rtg ..... Mk.100  
 Operating Duration ..... 30 days

**COMMUNICATIONS**

Microfrequency ..... Mk.130  
 Microfreq Capacity ..... 130  
 Tight Beam ..... Mk.60  
 Tight Beam Range ..... 60 LS

**DRIVES**

Tracked Drive Rtg ..... 1.5  
 Tracked Movement Pts ..... 3  
 Gravitic Effects Drive Rtg ..... 3  
 Gravitic Effects Movement Pts ..... 6  
 Sublight Drive Rtg ..... 2  
 Maneuver Thrust Pts ..... 2  
 Aircraft BMPs ..... 2

**CONTROL**

Control Points ..... 18  
 Crewmembers ..... 25  
 Computer ..... Mk.80

**MEDICAL**

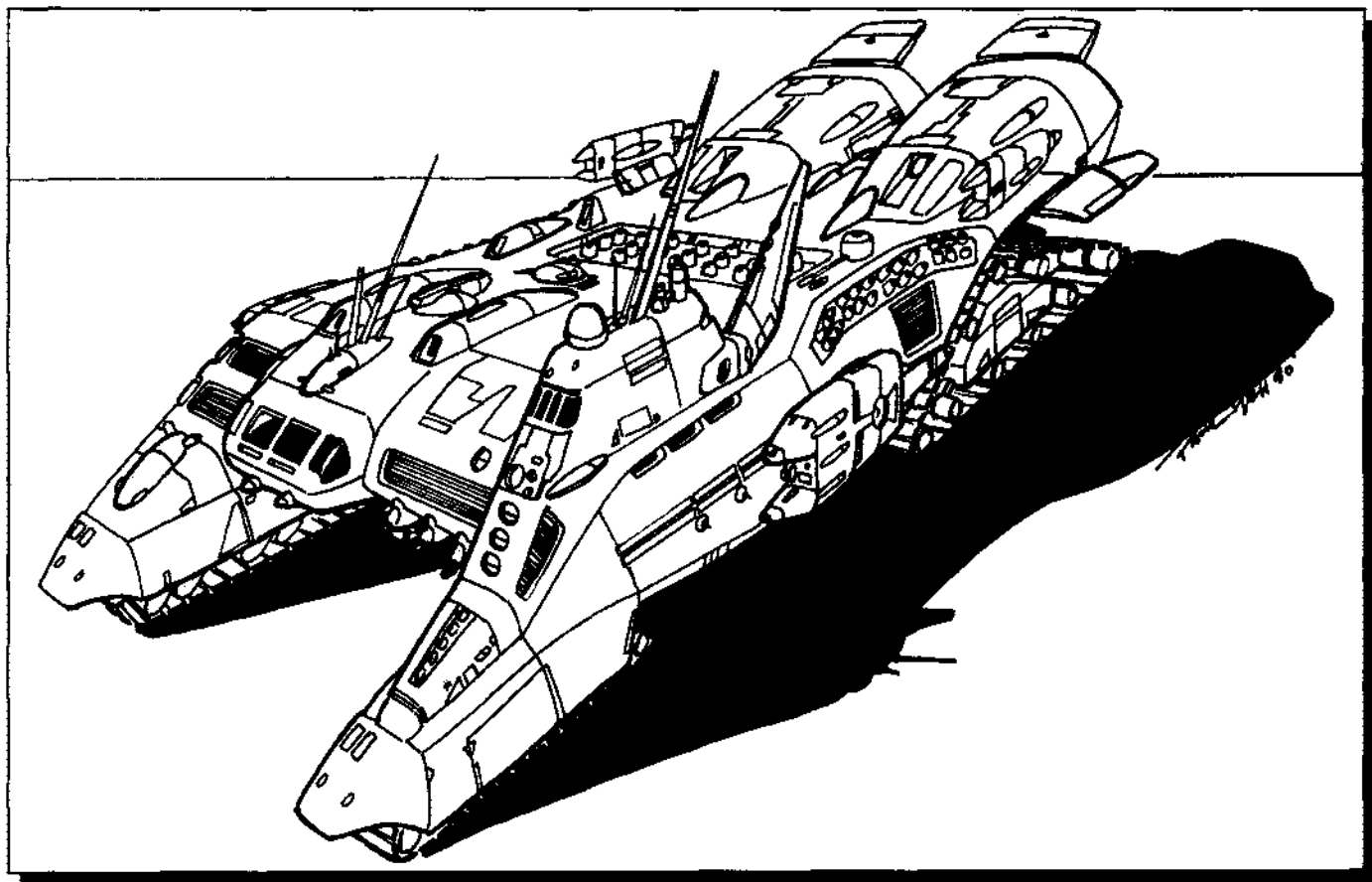
Dispensary ..... No  
 Sick Bay ..... 30 patients

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 10  
 Sensor Bonus ..... +50  
 Electronic Warfare Rtg ..... 15  
 Electronic Warfare Bonus ..... +60  
 Screen Rtg ..... 3  
 Screen Bonus ..... +15

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.130 Microfreq  
 Auxiliary ..... Mk.60 Tight Beam  
 Auxiliary ..... Rtg 5 Sensor  
 Auxiliary ..... Rtg 3 Electronic Warfare  
 Auxiliary ..... Rtg 80 Computer  
 Auxiliary ..... Control Area

**LOADS**

Load 1 ..... 15 x Mk.50 Loads  
 Load 2 ..... 15 x Mk.30 Loads  
 Load 3 ..... 10 x Mk.20 Loads  
 Load 4 ..... 10 x Mk.8 Expl Missiles  
 Load 5 ..... Up to 873,000 Elmonits CIP

**LABORATORIES**

There are no Laboratories.

**ACCOMMODATIONS**

Crew Quarters ..... Yes  
 First Class ..... 2  
 Standard ..... 5  
 Low/Military ..... 61  
 Cryogenic ..... 10  
 Rec Facilities ..... Yes  
 Life Support ..... Yes

**MISCELLANEOUS**

Workshop ..... Yes  
 Security Station ..... Yes  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... Yes  
 Rad Shield Rtg ..... 10  
 Rad Shield Bonus ..... +50  
 Cargo Hold ..... 26 cumets

# EXPLORER IV

Libecorp 2700 explr Series F "Explorer IV"

## Commentary

Produced by the Imperial interstellar manufacturer Libecorp, the Explorer IV is a large and somewhat daunting purchase for any exploration/survey force. However, it is well-outfitted with integral labs and extensive accommodations. This combination proved to be a successful one for Libecorp, and orders for the Explorer IV have been steady, if somewhat slow.

The prime mission of the Explorer IV is to undertake survey work and act as a mobile base for personnel on worlds that are environmentally and/or socially hostile. Its variety of motive forms insures that it can handle most terrain types it will come across.

Explorer IVs are often transported to new worlds on huge interstellar carriers and soft-landed by massive dropships. Once free of their transport they are always up to the task of long-duration explorations.

## Usage

Libecorp has an open sales policy, but because the Explorer IV is a tough sell, many powers lease these craft on affordable terms for a limited duration. Most Major Houses and more than a few Minor Clans on the Frontier operate Explorer IVs. A few of these vehicles have been captured by dissident forces and are used by them as mobile command posts or, in poorly defended areas, combat vehicles.

## Game Notes

The Explorer IV is generally considered to be one of the best equipped survey groundcraft in its class. Sensor and cargo pods generally fill the payload pallets.

Armament	Mount	Location	HUD
• 2 x Mk.10 Laser Cannons	Turret	Top	+15
• 2 x Mk.10 Laser Cannons	Turret	Top	+15
<b>Payload Pallets:</b> 3 x Mk.50; 10 x Mk.30; 10 x Mk.20			

**Name:** Explorer IV**Class:** Surface Exploration Base**Unloaded Cost:** 17,370,000 Elmonits**HULL**

Mass (Category) ..... 6,750 (Medium)  
 Hull ..... Crysteel  
 Con Armor Type ..... 23  
 Armor Quality ..... +0  
 Armor Belt ..... +15  
 Concussion Hits ..... 7,765

**POWER**

Reactor Rtg ..... Mk.125  
 Operating Duration ..... 100 days

**COMMUNICATIONS**

Microfrequency ..... Mk.60  
 Microfreq Capacity ..... 60  
 Tight Beam ..... Mk.1  
 Tight Beam Range ..... 1 LS

**DRIVES**

Wheeled Drive Rtg ..... 3  
 Wheeled Movement Pts ..... 6  
 Gravitic Effects Drive Rtg ..... 5  
 Gravitic Effects Movement Pts ..... 10  
 Hydromotive Drive Rtg ..... 2  
 Hydromotive Movement Pts ..... 4

**CONTROL**

Control Points ..... 13  
 Crewmembers ..... 13  
 Computer ..... Mk.60

**MEDICAL**

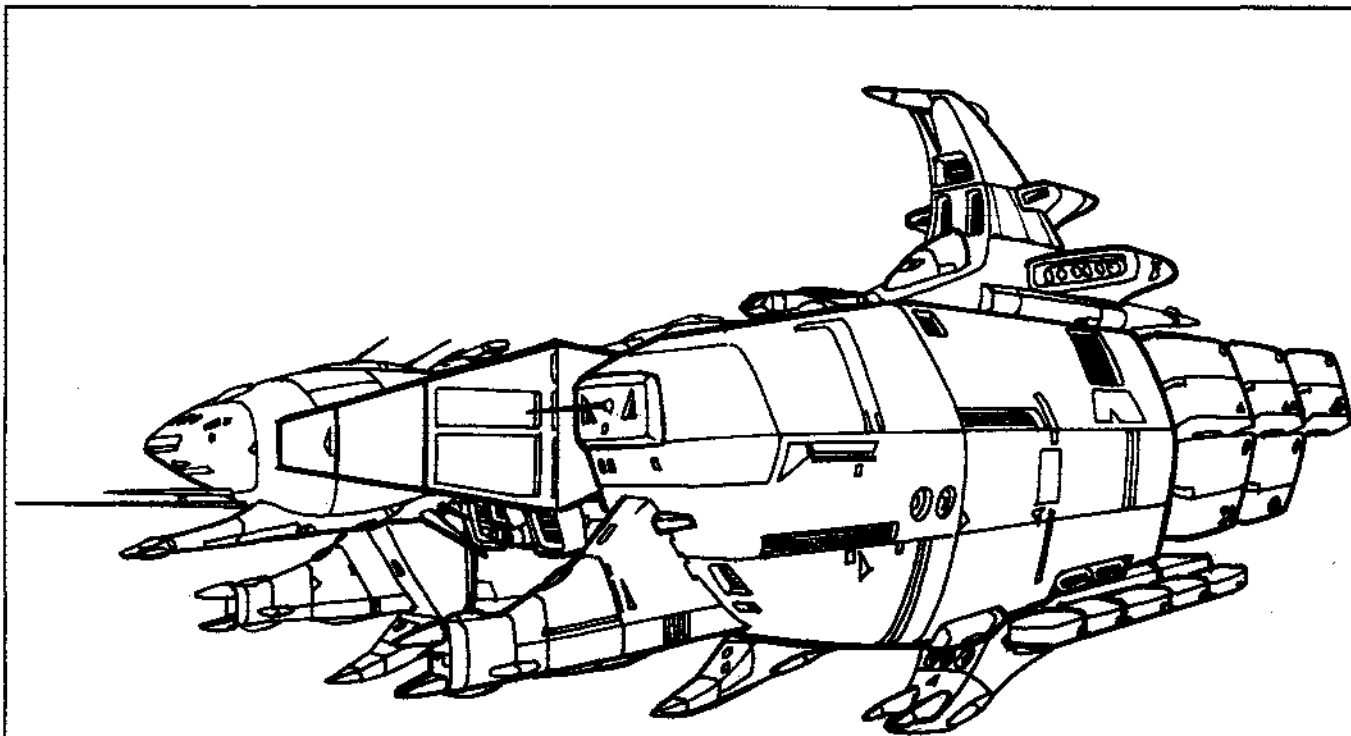
Dispensary ..... No  
 Sick Bay ..... 25

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 10  
 Sensor Bonus ..... +50  
 Electronic Warfare Rtg ..... 3  
 Electronic Warfare Bonus ..... +15  
 Screen Rtg ..... 1  
 Screen Bonus ..... +5

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.60 Microfreq  
 Auxiliary ..... Mk.1 Tight Beam  
 Auxiliary ..... Rtg 1 Sensor  
 Auxiliary ..... Rtg 60 Computer  
 Auxiliary ..... Control Area  
 Auxiliary ..... Control Area  
 Auxiliary ..... Life Support  
 Auxiliary ..... Life Support

**LOADS**

Load 1 ..... 3 x Mk.50 Loads  
 Load 2 ..... 10 x Mk.30 Loads  
 Load 3 ..... 10 x Mk.20 Loads  
 Load 4 ..... Up to 3,645,000 Elmonits CiP

**ACCOMMODATIONS**

Crew Quarters ..... Yes  
 Standard ..... 2  
 Low/Military ..... 30  
 Cryogenic ..... 5  
 Rec Facilities ..... Yes  
 Life Support ..... Yes

**LABORATORIES**

Anthropology ..... +50  
 Astronomy ..... +50  
 Botany ..... +50  
 Chemistry ..... +50  
 Genetics ..... +40  
 Medical ..... +50  
 Metallurgy ..... +50  
 Planetology ..... +50  
 Zoology ..... +50

**MISCELLANEOUS**

Workshop ..... 3 x 608 cumets  
 Security Station ..... Yes  
 Fighter Bay ..... 10 ton capacity  
 Shuttle/Vehicle Bay ..... 300 ton capacity  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 10  
 Rad Shield Bonus ..... +50  
 Cargo Hold ..... 100 cumets

### Commentary

The Maloch is the standard light MIRC dropship used by Imperial forces to soft-land up to 3000 tons of combat ready MIRC's into a battle area. In practice, this means that a single Maloch is capable of tending and deploying a troop of about six MIRC's in the 500 ton range. In addition, this dropship can carry a sizable maintenance and command force for the MIRC troop.

### Usage

Maloch dropships are used by innumerable Imperial ground assault forces, and they are favored by many of the Empire's Millennia Warrior units. Provincial fleets use similar equipment, though they are usually locally manufactured.

### Game Notes

This design is a Star Strike vessel, but considering that it is often found planetside it is included in this listing. The Maloch's MIRC's are stored, carried and deployed from the Fighter Bay, while the Shuttle Bay usually houses courier ships and the like.

The Maloch's rated programs are as follows: Tactics, Predict and Evade are all Rtg.3.

Armament	Mount	Location	HUD
• 2 x Mk.20 Blast Cannons	Flexible	Top	+20
• 2 x Mk.20 Blast Cannons	Flexible	Bottom	+20
• 2 x Mk.20 Blast Cannons	Flexible	Front Qtr Right	+20
• 2 x Mk.20 Blast Cannons	Flexible	Front Qtr Left	+20
• 2 x Mk.20 Blast Cannons	Flexible	Rear Qtr Right	+20
• 2 x Mk.20 Blast Cannons	Flexible	Rear Qtr Left	+20
• 2 x Mk.20 Blast Cannons	Flexible	Aft	+20
• 4 x Mk.10 Laser Cannons	Flexible	Forward	+20
• 8 — 4 x Mk.10 Laser Cannons	Flexible	1 per Firing Arc	+20
• 3 — Mk.10 Missile Launchers (Mag 25 @)	Turret	Top	+20
• 3 — Mk.10 Missile Launchers (Mag 25 @)	Turret	Bottom	+20

**Payload Pallets:** 5 x Mk.30; 8 x Mk.20; 10 x Mk.10

**Tractor Beams:** 1 x Mk.30; 2 x Mk.20

**Name:** Maloch**Class:** Light MIRC Dropship**Unloaded Cost:** 59,000,000 Elmonits**HULL**

Mass (Category) ..... 25,000 (Medium)  
 Hull ..... Crystanium  
 Con Armor Type ..... 24  
 Armor Belt ..... +10  
 Concussion Hits ..... 27,500

**POWER**

Reactor Rtg ..... 1250  
 Andrium ..... 100 units

**COMMUNICATIONS**

Microfrequency ..... Mk.250  
 Microfreq Capacity ..... 250  
 Tight Beam ..... Mk.60  
 Tight Beam Range ..... 60 LS

**DRIVES**

Sublight Drive Rtg ..... 3  
 Max Sublight Accel ..... 30 km/s/s  
 Maneuver Thrust Pts ..... 3  
 Translight Drive Rtg ..... 3  
 Translight Displacement ..... 3 LY/day

**CONTROL**

Control Points ..... 26  
 Crewmembers ..... 26  
 Computer ..... Mk.145

**MEDICAL**

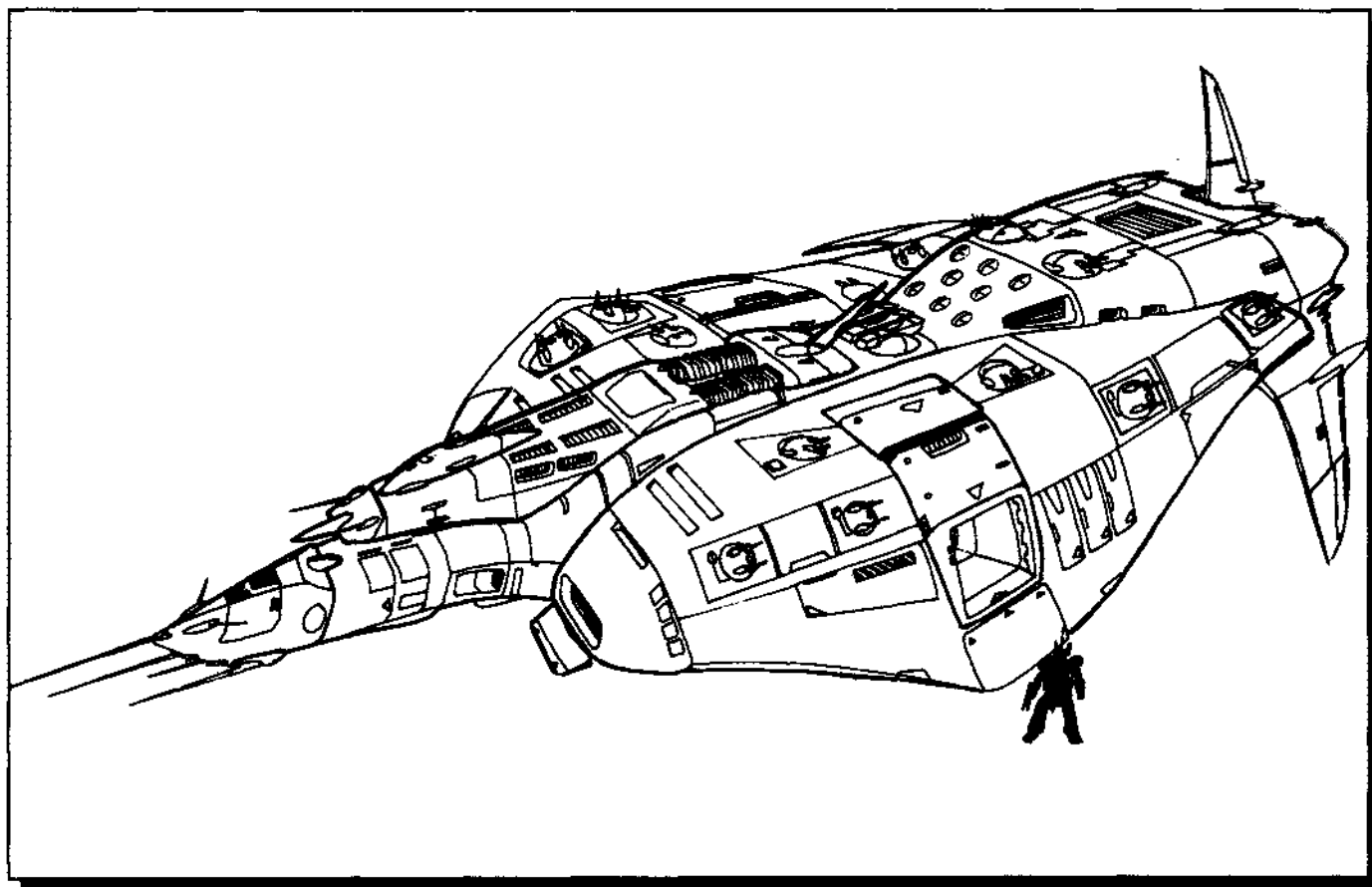
Dispensary ..... 2 x 145 cumets  
 1st Sick Bay ..... 25 patients  
 2nd Sick Bay ..... 25 patients

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 10  
 Sensor Bonus ..... +50  
 Electronic Warfare Rtg ..... 4  
 Electronic Warfare Bonus ..... +20  
 Screen Rtg ..... 2  
 Screen Bonus ..... +10

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.250 Microfreq  
 Auxiliary ..... Mk.60 Tight Beam  
 Auxiliary ..... Control Area  
 Auxiliary ..... Mk.145 Computer  
 Auxiliary ..... Life Support  
 Auxiliary ..... Life Support  
 Auxiliary ..... 2 x RIF

**LOADS**

Load 1 ..... 150 x Mk.10 Expl Missiles  
 Load 2 ..... 5 x Mk.30 Loads  
 Load 3 ..... 8 x Mk.20 Loads  
 Load 4 ..... 10 x Mk.10 Loads  
 Load 5 ..... Up to 9,000,000 Elmonits C/P

**LABORATORIES**

Cybernetics ..... +10  
 Medical ..... +10  
 Planetology ..... +10

**ACCOMMODATIONS**

Crew Quarters ..... Yes  
 First Class ..... 4  
 Standard ..... 10  
 Low/Military ..... 105  
 Cryogenic ..... 50  
 Rec Facilities ..... Yes  
 Life Support ..... Yes

**MISCELLANEOUS**

Workshop ..... 2 x 2,250 cumets  
 Security Station ..... Yes  
 Fighter Bay ..... 3,000 ton capacity  
 Shuttle/Vehicle Bay ..... 1,200 ton capacity  
 Atmospheric Streamlining ..... Yes  
 Landing Gear ..... No  
 Rad Shield Rtg ..... 6  
 Rad Shield Bonus ..... +30  
 Cargo Hold ..... 5,635 cumets

# LANKOR

## Imperial Transtar 9200 Series K "Lankor"

### Commentary

Big brother to the Maloch light MIRC dropship, the Lankor sets the Imperial standard for the medium MIRC dropship. With a bay capacity of 7000 tons, this craft is capable of tending a platoon of about fourteen 500 ton 'comboids.

Like the Maloch, the Lankor is slow through hyperspace, reducing its ability to surprise the planetary defenses of a prospective foe. Because of its poor speed, however, it is more likely that faster fleet elements will get to a battle zone before it, preparing the way with preliminary bombardments.

### Usage

Lankor dropships are used by Imperial ground assault forces and are excellent for maintaining MIRC platoon integrity.

### Game Notes

This design is a Star Strike vessel, but considering that it is often found planetside it is included in this listing. This vessel's MIRCs are stored in and deployed from the Fighter Bay, while the Vehicle/Shuttle Bay usually houses courier ships or other surface vehicles.

The Lankor's rated programs are as follows: Tactics, Predict and Evade are all Rtg.4.

Armament	Mount	Location	HUD
• 8 — 2 x Mk.30 Blast Cannons	Flexible	1 per Firing Arc	+20
• 2 — 4 x Mk.10 Laser Cannons	Flexible	Forward	+20
• 2 — 4 x Mk.10 Laser Cannons	Flexible	Front Qtr Right	+20
• 2 — 4 x Mk.10 Laser Cannons	Flexible	Front Qtr Left	+20
• 2 — 4 x Mk.10 Laser Cannons	Flexible	Rear Qtr Right	+20
• 2 — 4 x Mk.10 Laser Cannons	Flexible	Rear Qtr Left	+20
• 2 — 4 x Mk.10 Laser Cannons	Flexible	Rear Qtr Right	+20
• 2 — 4 x Mk.10 Laser Cannons	Flexible	Aft	+20
• 2 — 4 x Mk.10 Laser Cannons	Flexible	Top	+20
• 2 — 4 x Mk.10 Laser Cannons	Flexible	Bottom	+20
• 2 — 4 x Mk.10 Auto (Mag 30 @)	Flexible	Top	+20
• 2 — 4 x Mk.10 Auto (Mag 30 @)	Flexible	Bottom	+20
• 2 — 4 x Mk.10 Auto (Mag 30 @)	Flexible	Front Qtr Right	+20
• 2 — 4 x Mk.10 Auto (Mag 30 @)	Flexible	Front Qtr Left	+20
• 2 — 4 x Mk.10 Auto (Mag 30 @)	Flexible	Aft	+20
• 6 — Mk.10 Missile Launchers (Mag 25 @)	Turret	Top	+20
• 6 — Mk.10 Missile Launchers (Mag 25 @)	Turret	Bottom	+20

**Payload Pallets:** 5 x Mk.50; 8 x Mk.30; 10 x Mk.20; 25 x Mk.10

**Tractor Beams:** 2 x Mk.30; 3 x Mk.20

**Name:** Lankor**Class:** Heavy MIRC Dropship**Unloaded Cost:** 187,500,000 Elmonits**HULL**

Mass (Category) ..... 75,000 (Medium)  
 Hull ..... Crysteel Double Hull  
 Con Armor Type ..... 26  
 Armor Belt ..... +15  
 Concussion Hits ..... 86,250

**POWER**

Reactor Rtg ..... 2485  
 Andrium ..... 100 units

**COMMUNICATIONS**

Microfrequency ..... Mk.250  
 Microfreq Capacity ..... 250  
 Tight Beam ..... 60  
 Tight Beam Range ..... 60 LS  
 TBD Range ..... 5 LY

**DRIVES**

Sublight Drive Rtg ..... 4  
 Max Sublight Accel ..... 40 km/s/s  
 Maneuver Thrust Pts ..... 4  
 Translight Drive Rtg ..... 3  
 Translight Displacement ..... 3 LY/day

**CONTROL**

Control Points ..... 35  
 Crewmembers ..... 35  
 Computer ..... Mk.180

**MEDICAL**

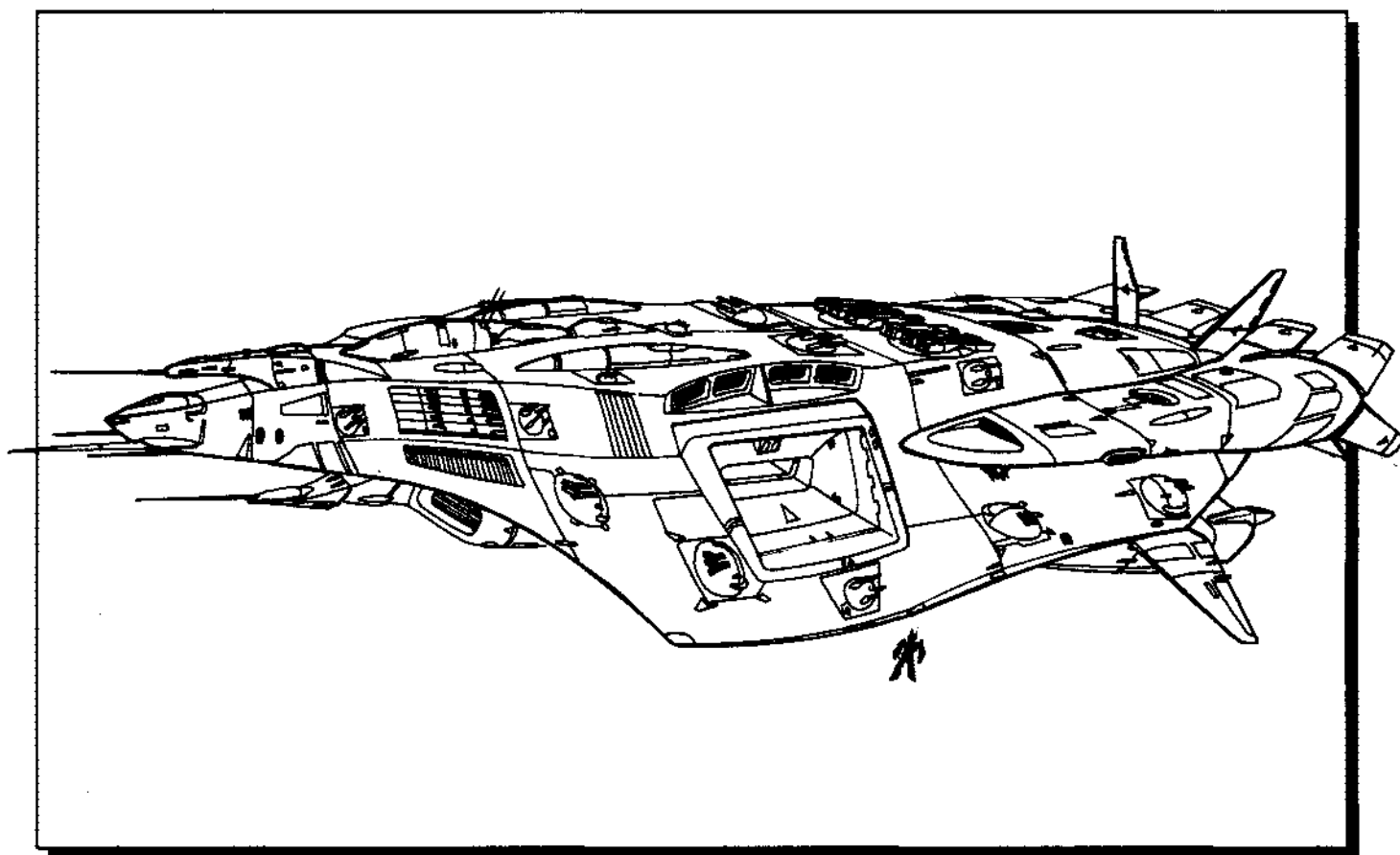
Dispensary ..... 3 x 280 cumets  
 1st Sick Bay ..... 50 patients  
 2nd Sick Bay ..... 50 patients

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 10  
 Sensor Bonus ..... +50  
 Electronic Warfare Rtg ..... 4  
 Electronic Warfare Bonus ..... +20  
 Screen Rtg ..... 3  
 Screen Bonus ..... +15

**AUXILIARY SYSTEMS**

Auxiliary ..... Mk.250 Microfreq  
 Auxiliary ..... Mk.60 Tight Beam  
 Auxiliary ..... Mk.180 Computer  
 Auxiliary ..... Control Area  
 Auxiliary ..... Life Support  
 Auxiliary ..... Life Support  
 Auxiliary ..... RIF  
 Auxiliary ..... RIF

**LOADS**

Load 1 1200 x Mk.10 Autocannon Rounds  
 Load 2 ..... 300 x Mk.10 Missiles  
 Load 3 ..... 5 x Mk.50 Loads  
 Load 4 ..... 8 x Mk.30 Loads  
 Load 5 ..... 10 x Mk.20 Loads  
 Load 6 ..... 25 x Mk.10 Loads  
 Load 7 .... Up to 54,000,000 Elmonits CIP

**ACCOMMODATIONS**

First Class ..... 4  
 Standard ..... 10  
 Low/Military ..... 231  
 Cryogenic ..... 50  
 Rec Facilities ..... Yes

**LABORATORIES**

Cybernetics ..... +10  
 Medical ..... +10  
 Planetology ..... +10

**MISCELLANEOUS**

Workshop ..... 4 x 6,750  
 Security Station ..... Yes  
 Fighter Bay ..... 7,000 tons  
 Shuttle/Vehicle Bay ..... 1,500 tons  
 Atmospheric Streamlining ..... Yes  
 Landing Gear ..... No  
 Rad Shield Rtg ..... 6  
 Rad Shield Bonus ..... +30  
 Cargo Hold ..... 1,215

# DOMINUS

Imperial Transtar/Imperial Robotics 10700-2 Series A prototype "Dominus"

## Commentary

The fact that this 90,000 ton roboticized monster was ever manufactured is nothing short of astounding. As a prototype "continental control vehicle", reviews are mixed. Most ask why a prototype was ever built. What was the practicality of such a structure? Where would they be utilized? These are fair questions with answers not soon to come to light. What is known is that only one has been completed, while another is undergoing construction. It is said that the Dominus is perhaps one of the Emperor's pet projects.

## Usage

Only one functional prototype has appeared so far, and it has yet to be deployed for action.

## Game Notes

This is a fully automated vehicle. The Armor Quality modifier is not actually for an alloy; it represents the Defensive Bonus generated by the vehicle's Ordium II Double Hull. The Mk500 payload pallets are only equipped to handle AAVMs. The Workshop represents completely automated damage control facilities that allow for the vehicle to make its own field repairs.

Armament	Mount	Location	HUD
• 2 — 1 x Mk.50 Disruptor Cannon	Turret	Top	+0
• 6 — 1 x Mk.30 Blast Cannon	Turret	Top	+0
• 1 x Mk.30 Lob Cannon (Mag 200)	Fixed	Forward	+0
• 6 — 1 x Mk.30 MLA Cannon (Mag 200 @)	Fixed	1 per side arc	+0
• 5 — 2 x Mk.10 Laser Cannons	Turret	Forward	+0
• 4 — 2 x Mk.10 Laser Cannons	Turret	Front Qtr Right	+0
• 4 — 2 x Mk.10 Laser Cannons	Turret	Front Qtr Left	+0
• 4 — 2 x Mk.10 Laser Cannons	Turret	Rear Qtr Right	+0
• 4 — 2 x Mk.10 Laser Cannons	Turret	Rear Qtr Left	+0
• 4 — 2 x Mk.10 Laser Cannons	Turret	Aft	+0
• 3 — Mk.10 Missile Launcher (Mag 200 @)	Flexible	Front Qtr Right	+0
• 3 — Mk.10 Missile Launcher (Mag 200 @)	Flexible	Front Qtr Left	+0
• 3 — Mk.10 Missile Launcher (Mag 200 @)	Flexible	Aft	+0
• 2 — Mk.10 Missile Launcher (Mag 200 @)	Flexible	Top	+0

**Payload Pallets:** 2 x Mk.500 AAVM Pallets; 12 x Mk.50; 35 x Mk.30



**Name:** Dominus**Class:** Robotic Continental Control AFV**Unloaded Cost:** 4,000,000,000 Elmonits**HULL**

Mass (Category) ..... 90,000 (Medium)  
 Hull ..... Ordium II Double Hull  
 Con Armor Type ..... 30  
 Armor Quality ..... +25  
 Armor Belt ..... +25  
 Concussion Hits ..... 112,500

**POWER**

Reactor Rtg ..... Mk.1705  
 Operating Duration ..... 300 days

**COMMUNICATIONS**

Microfrequency ..... Mk.250  
 Tight Beam ..... Mk.90  
 Tight Beam Range ..... 90 LS  
 TBD Range ..... 5 LY

**DRIVES**

Gravitic Effects Rtg ..... 10  
 Gravitic Effects Movement Pts ..... 20

**CONTROL**

Control Points ..... 37  
 Crewmembers ..... 0  
 Computer ..... Mk.750

**MEDICAL**

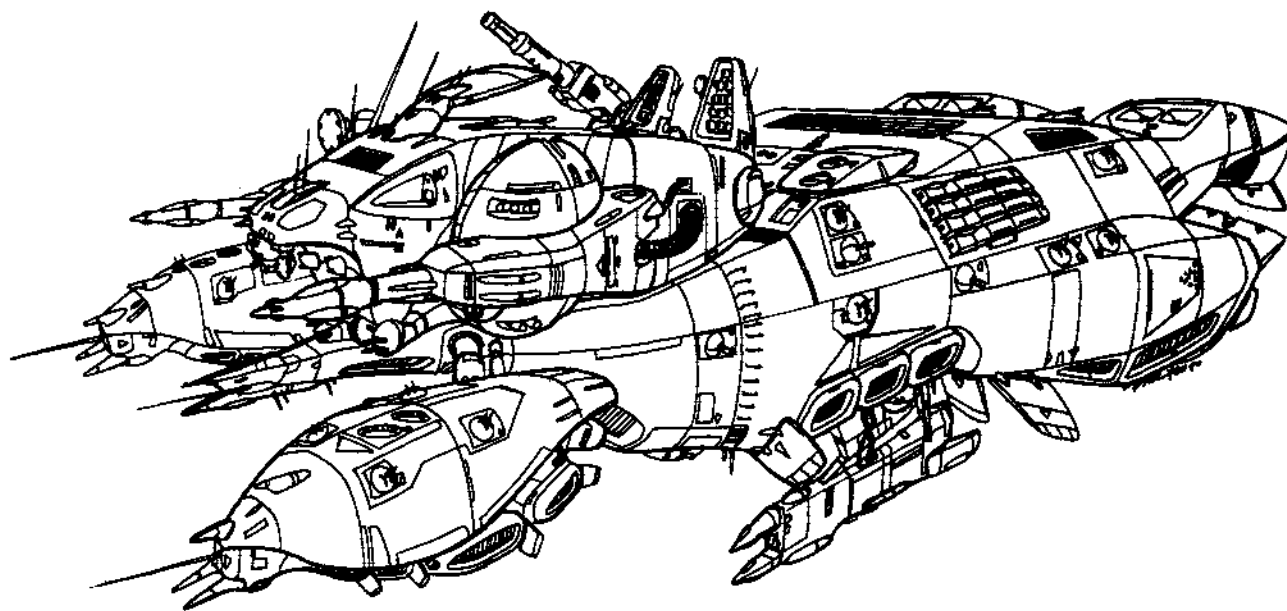
Dispensary ..... No  
 Sick Bay ..... No

**ELECTRO/NEUTRINO**

Sensor Rtg ..... 25  
 Sensor Bonus ..... +75  
 Electronic Warfare Rtg ..... 10  
 Electronic Warfare Bonus ..... +50  
 Screen Rtg ..... 5  
 Screen Bonus ..... +25

**AUXILIARY SYSTEMS**

Auxiliary ..... Rtg 4 Gravitic Drive  
 Auxiliary ..... Mk.250 Microfreq  
 Auxiliary ..... Mk.90 Tight Beam  
 Auxiliary ..... Rtg 10 Sensor  
 Auxiliary ..... Mk.750 Computer

**LOADS**

Load 1 ..... 200 x Mk.30 Lob Ammo  
 Load 2 ..... 1,200 x Mk.30 MLA Ammo  
 Load 3 ..... 2,200 x Mk.10 Missiles  
 Load 4 .. 2 x Mk.500 APVM (100 uses ea.)  
 Load 5 ..... 12 x Mk.50 Torpedoes  
 Load 6 ..... 35 x Mk.30 Loads  
 Load 7 .... Up to 16,200,000 Elmonits C/P

**ACCOMMODATIONS**

Crew Quarters ..... No  
 Rec Facilities ..... No  
 Life Support ..... No

**LABORATORIES**

There are no Laboratories.

**MISCELLANEOUS**

Workshop ..... Yes  
 Security Station ..... No  
 Fighter Bay ..... No  
 Shuttle/Vehicle Bay ..... No  
 Hydro Streamlining ..... No  
 Rad Shield Rtg ..... 20  
 Rad Shield Bonus ..... +70  
 Cargo Hold ..... 0 cumets

# Muskrat

Hvy Metals PAPA-4 (recce) "Muskrat"

**Class:** Light Scout Armor

**Base Cost:** 20,800 Elmonits

## HULL

Con Armor Type ..... 22  
Hull ..... Hardened Steel  
Armor Quality ..... +0  
Concussion Hits ..... 2

## MOVEMENT

Hopper MPs ..... 8

## TROOPER EFFECTS

Troop Type	OB	DB	IMV	AMPV
Guard	170	120	35	624,000
Commando	155	115	32	312,000
Elite	140	110	29	187,200
Storm	125	105	26	124,800
Shock	110	100	23	20,800

## CANNON

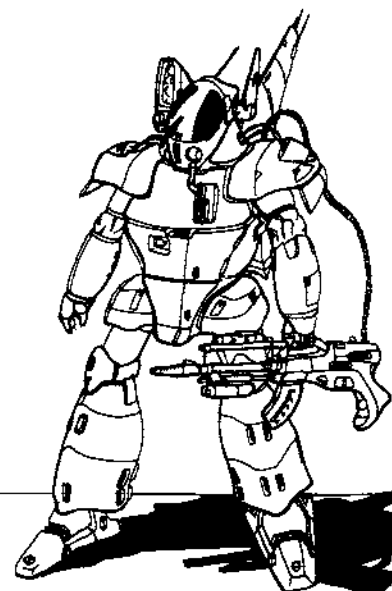
Cannon 1 ..... None

## SPECIAL WEAPONS

Weapon 1 ..... READ  
Weapon 2 ..... MASK-D

## CLOSE COMBAT

Force Level ..... 3  
Base Melee Value ..... 5



# RAM VI

Trojan Systems SDX-300 (a) "Ram VI"

**Class:** Main Battle Armor

**Base Cost:** 30,100 Elmonits

## HULL

Con Armor Type ..... 23  
Hull ..... Crysteel  
Armor Quality ..... +0  
Concussion Hits ..... 3

## MOVEMENT

Hopper MPs ..... 5

## TROOPER EFFECTS

Troop Type	OB	DB	IMV	AMPV
Guard	170	105	40	903,000
Commando	155	100	37	451,500
Elite	140	95	34	270,900
Storm	125	90	31	180,600
Shock	110	85	28	30,100

## CANNON

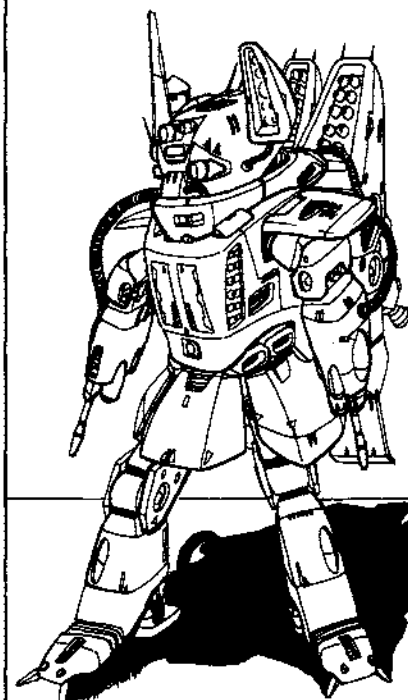
Cannon 1 ..... Mk.6 Laser Cannon  
Cannon 2 ..... Mk.6 Laser Cannon

## SPECIAL WEAPONS

Weapon 1 ..... V-MINE  
Weapon 2 ..... SCDP  
Weapon 3 ..... APAM  
Weapon 4 ..... CHEM-D  
Weapon 5 ..... MASK-D

## CLOSE COMBAT

Force Level ..... 3  
Base Melee Value ..... 10



# Tarok

## Tal Industries RDDM 100 A5d "Tarok"

**Class:** Main Battle Armor

**Base Cost:** 49,800 Elmonits

### HULL

Con Armor Type ..... 24  
Hull ..... Crystanium  
Armor Quality ..... +0  
Concussion Hits ..... 3

### MOVEMENT

Hopper MPs ..... 6

### TROOPER EFFECTS

Troop Type	OB	DB	IMV	AMPV
Guard	170	110	75	1,494,000
Commando	155	105	70	747,000
Elite	140	100	65	448,200
Storm	125	95	60	298,800
Shock	110	90	55	49,800

### CANNON

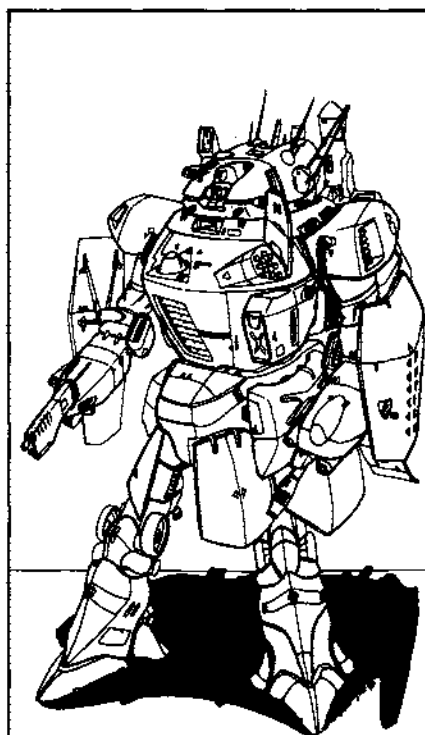
Cannon 1 ..... Mk.6 Auto Cannon  
Cannon 2 ..... Mk.6 Blast Cannon

### SPECIAL WEAPONS

Weapon 1 ..... MORT  
Weapon 2 ..... SCDP  
Weapon 3 ..... I-MINE  
Weapon 4 ..... MASK-D

### CLOSE COMBAT

Force Level ..... 5  
Base Melee Value ..... 25



# Azora

## Imperial Robotics HC-68 THX "Azora"

**Class:** Heavy Battle Armor

**Base Cost:** 390,000 Elmonits

### HULL

Con Armor Type ..... 30  
Hull ..... Ordium II  
Armor Quality ..... +10  
Concussion Hits ..... 5

### MOVEMENT

Hopper MPs ..... 10  
Gravitic Effects MPs ..... 10

### TROOPER EFFECTS

Troop Type	OB	DB	IMV	AMPV
Guard	170	180	75	11,700,000
Commando	155	170	70	5,850,000
Elite	140	160	65	3,510,000
Storm	125	150	60	2,340,000
Shock	110	140	55	390,000

### CANNON

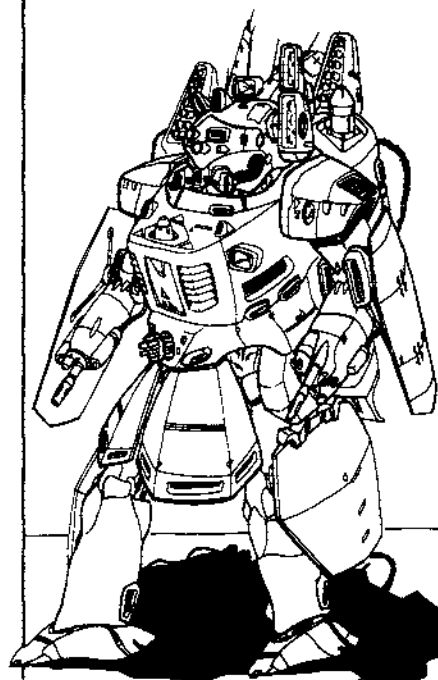
Cannon 1 ..... Mk.6 Laser Cannon  
Cannon 2 ..... Mk.6 Blast Cannon

### SPECIAL WEAPONS

Weapon 1 ..... READ  
Weapon 2 ..... V-MINE  
Weapon 3 ..... MORT  
Weapon 4 ..... SCDP  
Weapon 5 ..... APAM  
Weapon 6 ..... CHEM-D  
Weapon 7 ..... MASK-D

### CLOSE COMBAT

Force Level ..... 5  
Base Melee Value ..... 25



# Albatross

Sabra, Inc. LGT 400 lx "Albatross"

**Class:** Scout Aerocraft

**Unloaded Cost:** 68,000 Elmonits

## MOVEMENT

Base Movement Points .....3

Accel/Decel ..... 1/1

Maneuverability .....6

Hover Capability ..... Yes

## COMBAT

Defensive Bonus .....+50

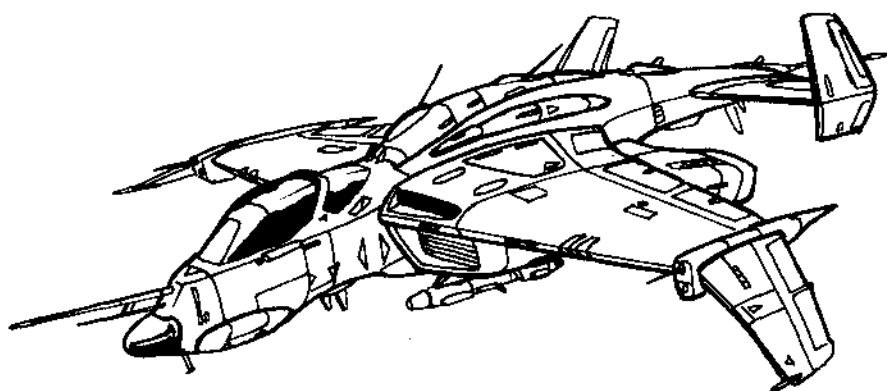
Cannon ..... None

Payload Pallets ..... 2 x Mk.10

## TRANSPORT

Passenger Capacity # .....0

Cargo Capacity ..... 2 cumets



# Sturmovov

Dammerung ST-20 (GA) "Sturmovov"

**Class:** Ground-Support Fighter

**Unloaded Cost:** 125,000 Elmonits

## MOVEMENT

Base Movement Points .....3

Accel/Decel ..... 1/1

Maneuverability .....5

Hover Capability ..... No

## COMBAT

Defensive Bonus .....+65

Cannon 1 ..... Mk.6 Laser Cannon

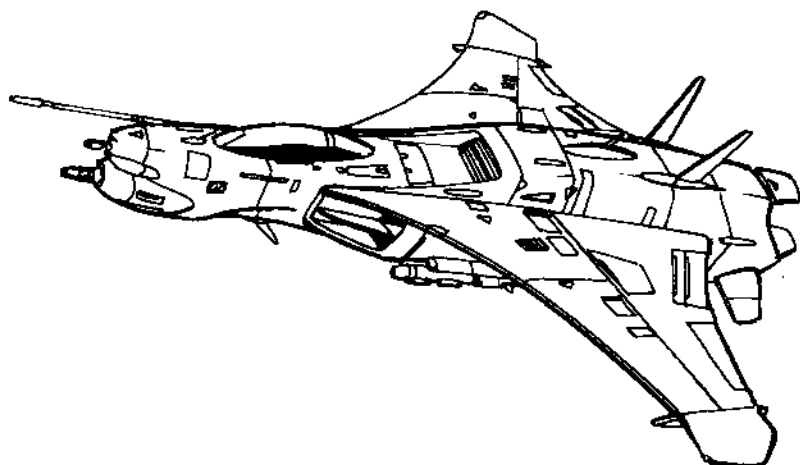
Cannon 2 ..... Mk.6 MLA Cannon  
(Mag 10)

Payload Pallets ..... 2 x Mk.10

## TRANSPORT

Passenger Capacity # .....0

Cargo Capacity ..... 0 cumets



# Orpha

Rathin Neogy Dynamics FF-30 "Orpha"

**Class:** Air Superiority Fighter

**Unloaded Cost:** 150,000 Elmonits

## MOVEMENT

Base Movement Points ..... 15

Accel/Decel ..... 2/2

Maneuverability ..... 3

Hover Capability ..... No

## COMBAT

Defensive Bonus ..... +75

Cannon 1 ..... Mk.10 Laser Cannon

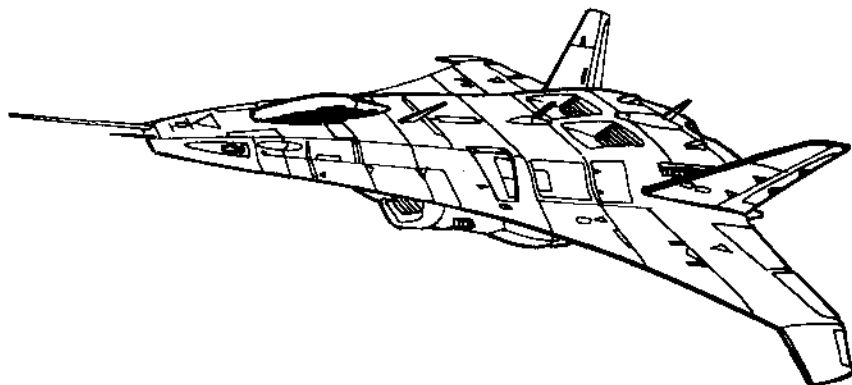
Cannon 2 Mk.6 Missile Launcher (Mag 5)

Payload Pallets ..... None

## TRANSPORT

Passenger Capacity # ..... 0

Cargo Capacity ..... 0 cumets



# Hauken

Cobra Systems DF-22c "Hauken"

**Class:** Air Superiority Fighter

**Unloaded Cost:** 99,000 Elmonits

## MOVEMENT

Base Movement Points ..... 20

Accel/Decel ..... 2/3

Maneuverability ..... 1

Hover Capability ..... No

## COMBAT

Defensive Bonus ..... +15

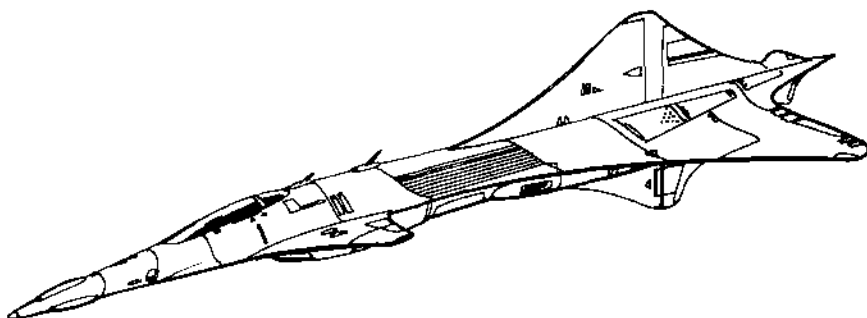
Cannon ..... Mk.6 Laser Cannon

Payload Pallets ..... 1 x Mk.6

## TRANSPORT

Passenger Capacity # ..... 0

Cargo Capacity ..... 0 cumets



# Hurm

## Aunnerud/Coburg SSR 7050 mk1 "Hurm"

**Class:** Attack Transport

**Unloaded Cost:** 100,000 Elmonits

### MOVEMENT

Base Movement Points ..... 10

Accel/Decel ..... 1/2

Maneuverability ..... 4

Hover Capability ..... Yes

### COMBAT

Defensive Bonus ..... +80

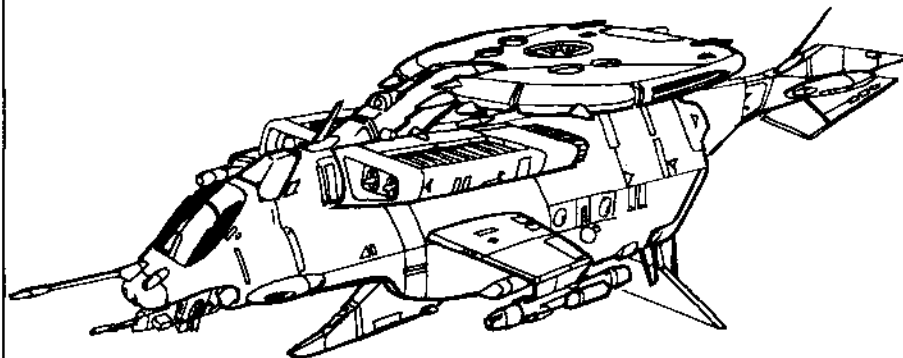
Cannon ..... Mk.5 Laser Cannon Turret

Payload Pallet ..... 2 x Mk.6

### TRANSPORT

Passenger Capacity # ..... 1

Cargo Capacity ..... 0 cumets



# Asgurd

## Scion P-210 b (export) "Asgurd"

**Class:** Heavy Troop Transport

**Unloaded Cost:** 100,000 Elmonits

### MOVEMENT

Base Movement Points ..... 5

Accel/Decel ..... 1/2

Maneuverability ..... 7

Hover Capability ..... Yes

### COMBAT

Defensive Bonus ..... +70

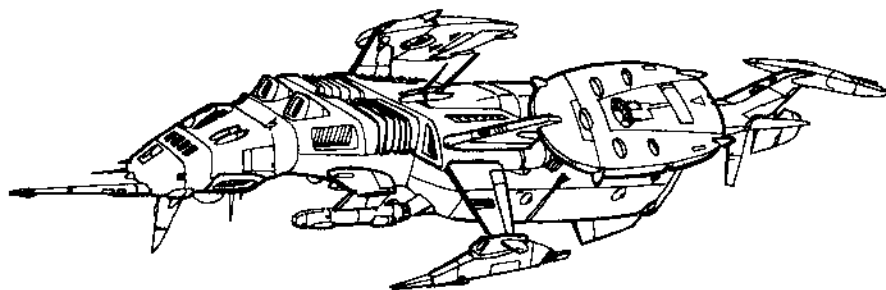
Cannon ..... None

Payload Pallets ..... 2 x Mk.6

### TRANSPORT

Passenger Capacity # ..... 3

Cargo Capacity ..... 0 cumets



# SCENARIOS

In the Imperial Year 469, the Imperial Dynasty Throne conceived a plot to bring about the downfall of House Ptolemus, a Greater Family overseeing a pre-eminent Inner Province. Duke Ptolemus was held in extreme disfavor by the Emperor; his slanderous blatherings at the Imperial Senate Hall were as embarrassing as they were damning to the Emperor's plans for future Frontier expansion and alien race subjugation.

## THE COLOSIAN SOLUTION

Agents of the Imperial Dynasty Throne approached certain military leaders in the House Colos command hierarchy and broached the subject of a fully-sanctioned invasion of Ptolemean space. House Colos, one of the Emperor's favorite operating forces, soon developed plans for hostilities against Duke Ptolemus and his House of accused miscreants. The Colosians stood to gain incalculable benefits from the Ptolemean downfall: new systems, habitable worlds, and a repressed labor pool, not to mention more Imperial "favors".

A propaganda campaign of massive disinformation was instigated by House Colos early in the new Imperial decade (Imp.470). The Imperial Intelligence Directorate lent its support to this effort. The target was House Ptolemus. Despite their reputation as bumbling Imperial lackeys, the Colosians were successful in turning the opinion of many Provincial Houses against Ptolemus.

Preparations for the invasion were going well. The Colosians had already sealed a pact with two other Provincial powers, Thaan and LeGrange, to form the "Band of Iron" alliance. These two Houses were privy to Colos' plans against Ptolemus, and approving, they agreed to lend support in the upcoming war effort. Near the end of Imp.474, the Colosians were on the brink of mobilizing their vast reserve of deep space forces when, of all things, they were pre-empted.

## AN UNEXPECTED INTRUSION

In late Imp.474, the forces of House Dneprodzerkutzk quite unexpectedly invaded a system held as a Ptolemean protectorate. War was declared and a standing Ptolemean task force, expecting action, was rushed to the contested planet. The Colosians quickly revised their plans to take advantage of the Dneprodzerkutzk incursion.

On the eve of their invasion, the Colosians were confident that the security surrounding their preparations remained intact. Total surprise would be achieved.

But even as the first fleet elements were entering hyperspace, Duke Ptolemus was assassinated by a Dneprodzerkutzk double agent. With a state of emergency in effect, the Duke's son took the House's rulership immediately. A much more moderate individual, and well-liked by many of Ptolemus' current detractors, the new Duke put out a plea for help against this unprovoked Dneprodzerkutzk aggression to several Provincial leaders.

News of this latest development reached House Colos just as the Imperial Dynasty Throne announced the sanctioned invasion and Colosian ground assault forces were landing on key Ptolemean worlds. The combined effect of all these events was disastrous for House Colos.

Sympathy for House Ptolemus culminated "overnight" in a general condemnation of the Colosian invasion by a vast assemblage of Provincial and Clan leaders. Rumor had it that the Colosians had a hand in the assassination of the elder Duke Ptolemus. Accusations of collusion were rampant, and many points of interprovincial law seemed to have been breached.

Aid soon flowed in to House Ptolemus just as it was crumbling under the weight of a double invasion. The Imperial Senate denounced the actions of Colos, as well as Dneprodzerkutzk.

A balance of power soon developed, with neither of the three sides in the conflict able to gain an upper hand for some time.

## THE SCENARIOS

Early on in the invasion, House Colos landed a considerable troop compliment on the Ptolemean planet known as Kneset's World. Since it was strategically key, the Ptolemean forces fought tooth-and-nail to keep it. The focus of their defensive effort was achieving space supremacy, which Ptolemean fighter units were able to maintain throughout most of the planetside battle. With the Colosians unable to resupply or reinforce their ground assault units, they were eventually churned into submission.

The following scenarios outline some of the significant operations during the Kneset's World battle. They can each be played separately, or in succession, to recreate samples of focal points in the campaign.

## FORCES

The scenarios use units from this compendium, as well as those presented in the *Armored Assault Assault Book*.

# FIRST ENCOUNTER OF A CLOSE KIND

## SITUATION

Strike Force Commander Alkor Meakole had distinguished himself in many previous Colosian campaigns, but the Ptolemean War brought a unique opportunity for advancement into the Colosian General Staff. His test would be the capture of Kneset's World. This was one of House Ptolemus' prime habitable planets, with an abundance of both agriculture and industry. The submission of the Kneset garrison would cripple the Ptolemean war effort. The fall of the world would mark the beginning of the end of a Great House, and Alkor Meakole relished the opportunity to bring it about.

His plan called for a quick two-stage invasion, leading to the collapse of the planetary capital. First he would set up a base on a moon orbiting Kneset's World, then create a "beachhead" on the planet below from which his ground forces would drive towards the capital and essentially capture the government.

Meakole's advance units were able to soft-land a battle contingent virtually unopposed on one of the

small, airless moons of Kneset's World. Choosing a TBD communications station as the logical target of the first strike (to insure that there remained a link with the Grand Colosian HQ), the invaders closed in.

## FORCES

### Side A: Advance Colosian Forces

- 1 x Stryder Walker AFV
- 3 x Targ Raja Tracked AFV
- 4 x Elite Powered Trooper Type 350

### Side B: Ptolemean TBD Station Defense Forces

- 1 x Gemini Raider Wheeled APC
- 1 x Stinger Armored Car
- 2 x Storm Ram VI Powered Trooper

## TERRAIN

### MAP SET UP

	D
A	C
B	

Green = Clear

Grey = Rocky

Brown = Softsand

Blue = Crater

Buildings = Heavy Buildings

**Special 1:** Treat all Woods hexes as Rock Spires.

**Special 2:** No vehicle may enter any building at any time.

**Special 3:** This scenario takes place in an airless, vacuum environment.

## SET UP

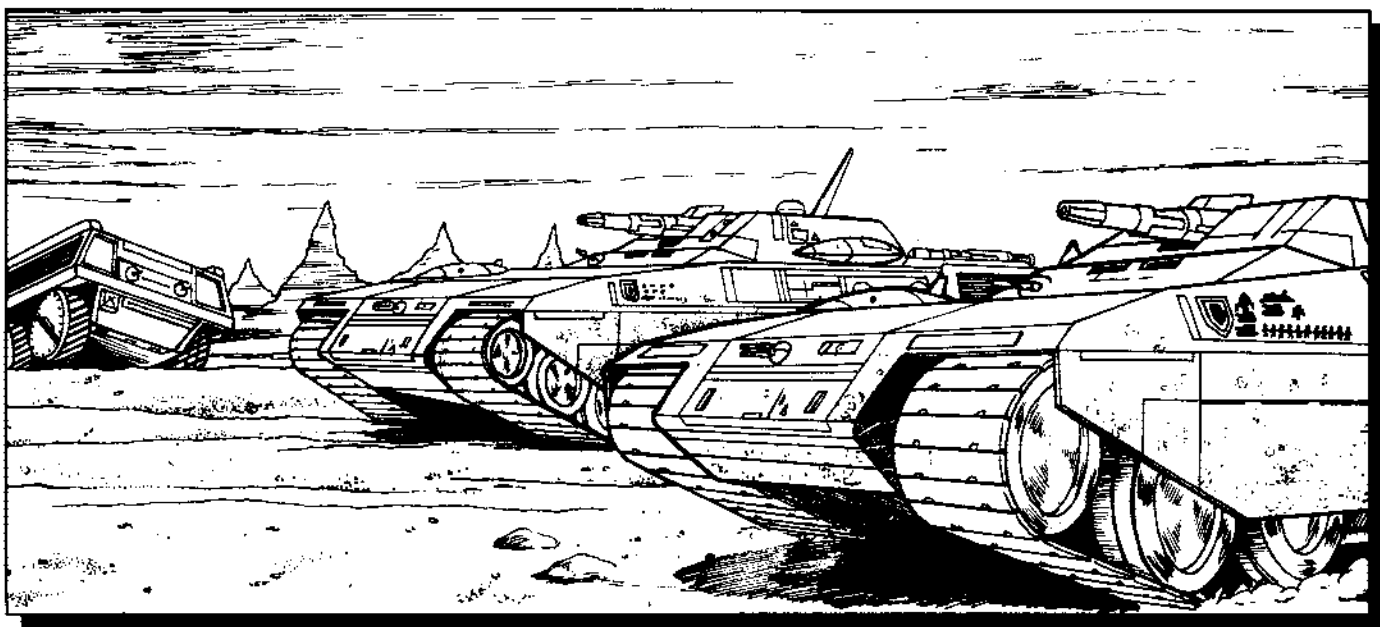
**Side A:** Enter Turn 1 from any Map A edge.

**Side B:** Set up first anywhere on the map. At least half the forces must be within 5 hexes of a building.

## VICTORY CONDITIONS

**Side A:** Disable or Destroy all of Side B's units by the end of Turn 5. Also, no more than two buildings may be reduced to rubble.

**Side B:** Avoid Side A's victory conditions.





# THE REAL THING

## SITUATION

Once the communications base on the moon had finally been secured, the Colosians needed to set up a planetside beachhead. As usual, the first to be sent in to engage the enemy were the elite marines of the Colos Strike Force. Choosing a clear area relatively close to the capital city of Kneset's World, the advance contingent made spaceborne drops into the landing zone. The mission of these first invaders on the planet was to clear the area of enemy forces so the rest of the Colosian Strike Force could be soft-landed. Then an combat headquarters base would be set up and the drive to the capital would begin.

House Ptolemus was receiving very good intelligence from friendly Provincial agencies. This would prove valuable in their resistance against the Colosians.

Being fully forewarned of the chosen landing zone, the Ptolemean Garrison Commander left only a token holding force in the area. They had orders to put up a good fight, then withdraw to the main line of resistance

This scenario depicts what happened when two platoons of elite Colosian Marines landed virtually on top of an Ptolemean mechanized infantry platoon holding a portion of the chosen landing zone.

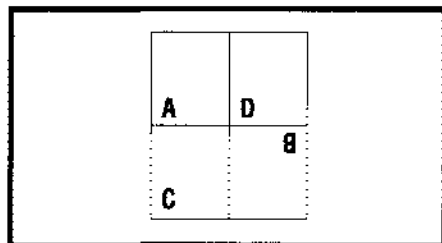
## FORCES

### Side A: Colosian Marines

- 1 x Gunslinger MIRC
- 1 x Reaper MIRC
- 1 x Guard Pow Trooper Type 500
- 5 x Elite Pow Trooper Type 350
- 1 x Elite Muskrat Pow Trooper
- 4 x REA Type 300

### Side B: Ptol Mech Inf Platoon

- 3 x Mercury Scout AFV
- 1 x Gemini Raider Wheeled APC
- 1 x Shock Infantry Team Type 600
- 3 x Reg Infantry Team Type 300
- 1 x Sturmovov Aircraft
- 2 x REA Type 100



## TERRAIN

- Green = Clear
- Grey = Broken/Rocky
- Brown = Brush
- Blue = Hydrographic

**Special:** Ignore all buildings.

## SET UP

**Side A:** All units follow the Optional Powered Trooper Spaceborne Drop rules presented in the Assault Book. A maximum of three platoons can be dropped per Turn (a Platoon can consist of up to 4 Troopers and 1 MIRC), and Platoons must be dropped together.

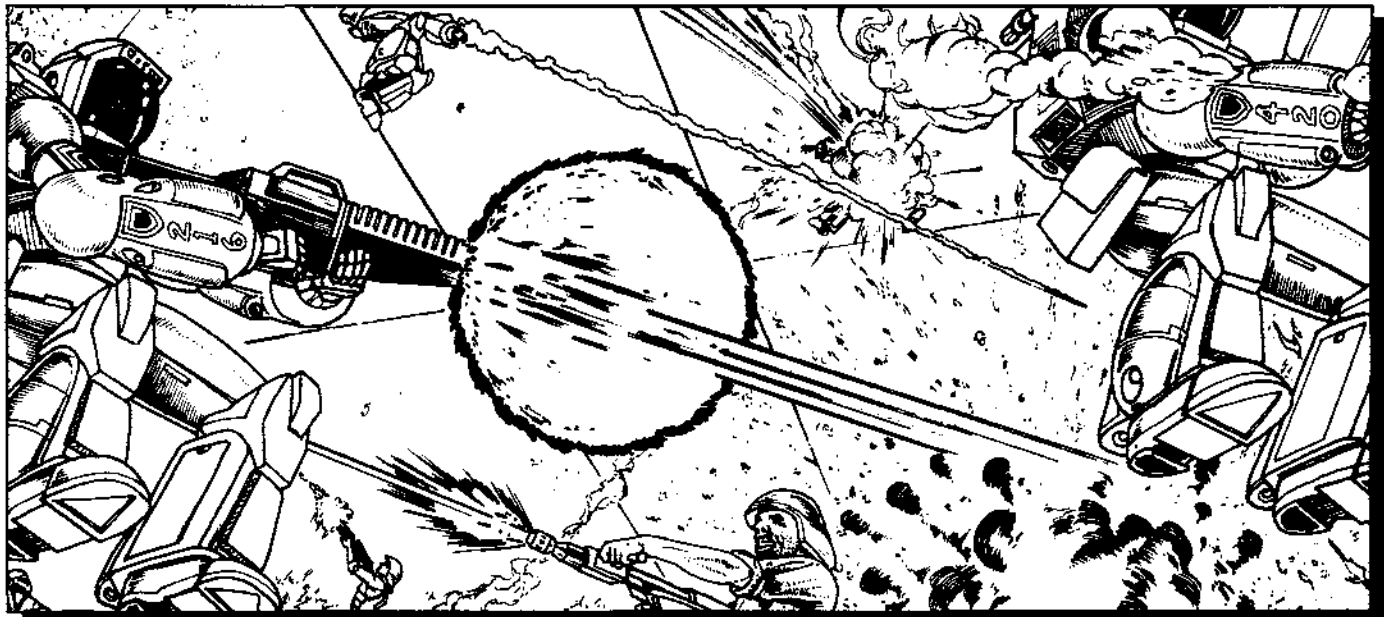
**Side B:** Set up on A, B, and/or C.

## VICTORY CONDITIONS

**Side A:** Disable or Destroy all of Side B's forces before Turn 8.

**Side B:** Avoid Side A's victory conditions. Alternatively, Disable or Destroy at least twice as many Side A AMVPs as you sustain.

**Special:** None of Side B's units may leave the map until at least half its forces (measured in AMVPs) have been Disabled or Destroyed.



# THE DRIVE NORTH

## SITUATION

Once the beachhead had been secured, the Colosian main body started their drive north toward the capital of Kneset's World. This drive started slowly, due to inclement weather and unexpected heavy resistance, but it did grind inexorably toward its objective.

The drive was marked, however, by fitful leaps and small gains, followed by periods of relatively little advance, or even slight regressions. This was due to Ptolemean knowledge (supplied by House Jade-London intelligence) of the general battle plan being used against them.

The Colosians showed their strengths in the relatively open area near the planetary beachhead, so they made their greatest gains early in the the offensive.

One of the more closely fought battles at this time occurred near the small Ptolemean village of Searas. Elements of the 3rd Colosian Mechanized Brigade met a reinforced patrol of Ptolemean regulars. When the two sides got bogged down, reinforcements were sent in and the battle was on. This

scenario depicts the opening engagement of that battle.

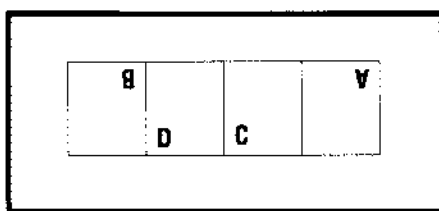
## FORCES

**Side A:** Elements of 3rd Colosian Mechanized Brigade.

- 4 x Targ Raja Tracked AFV
- 2 x Guardian Gravitic APC
- 2 x Grenadier Infantry Team Type 500
- 2 x Commando Powered Armor Type 400
- 1 x Albatross Aircraft
- 1 x Sturmbovov Aircraft
- 1 x REA Type 300
- 1 x REA Type 200

**Side B:** Reinforced Ptolemean Patrol

- 3 x Interloper Surface Effects AFV
- 2 x Mercury Scout AFV
- 4 x Regular Infantry Team Type 300
- 1 x Orpha Aircraft
- 2 x REA Type 400



## TERRAIN

Green = Clear  
Grey = Brush  
Brown = Broken/Rocky  
Blue = Clear

**Special:** Ignore all Building and Gully symbols.

**Special:** Ignore Tree symbols on Map C.

## SET UP

**Side A:** Enter Turn 1 from any Map A edge hex. The infantry teams must begin the scenario loaded in vehicles.

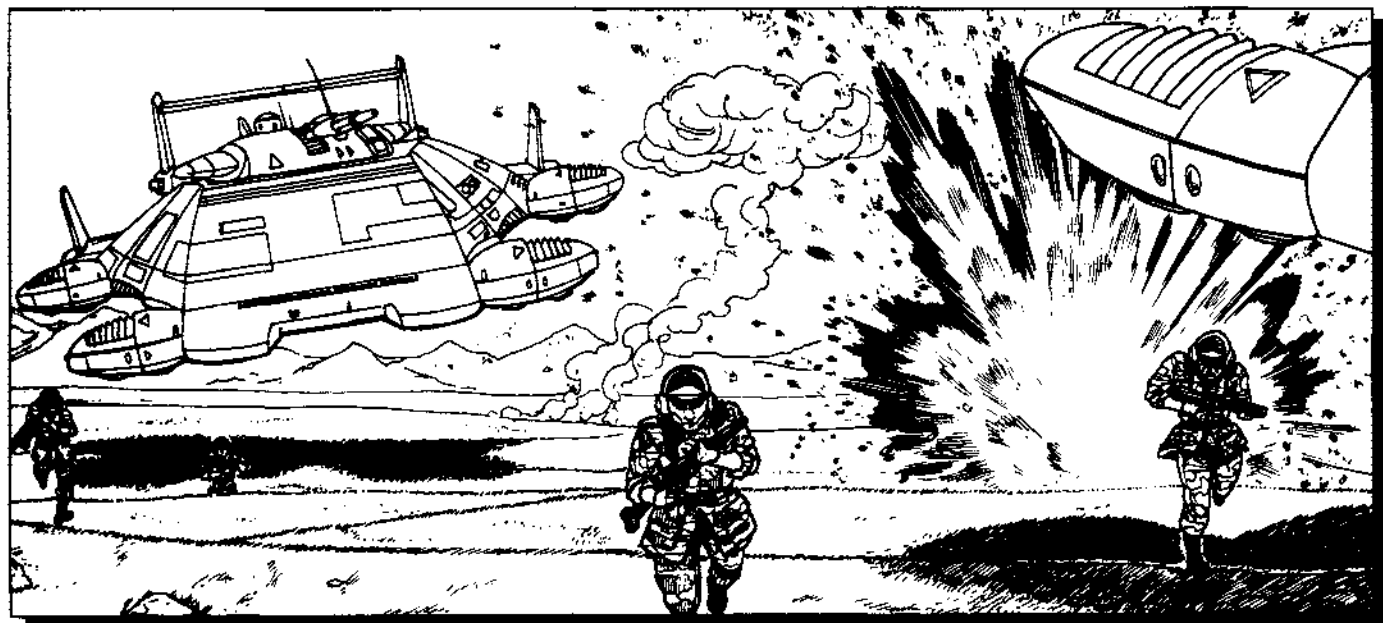
**Side B:** Set up anywhere on Maps B and/or D.

## VICTORY CONDITIONS

**Side A:** Disable, or Destroy all of Side B's ground units by the end of Turn 10.

**Side B:** Disable, or Destroy all of Side A's ground units by the end of Turn 10.

**Special:** If neither Side A nor Side B have fulfilled their Victory Conditions, the scenario is considered a draw.



# GUNS AND BUTTER

## SITUATION

As the drive advanced to Kneset's capital, the Colosians ranged farther and farther from their beachhead. Though they intended to be resupplied by spacedrop, a orbital battle raged overhead and the Ptolemean forces were winning. The House Colos ground assault units had to rely on conventional resupply from the stores originally brought down to their beachhead.

But the further north the Colosians drove, the more tenuous their supply lines became. Near the end of the northern operation, Ptolemean guerrilla units began appearing, seemingly out of nowhere, to harass Colosian supply lines. These guerrillas would wait in ambush along the convoy routes, often constructing formidably reinforced foxholes from materials at hand. Sometimes they would use mined roadblocks to stop the convoys, other times relying only on overwhelming firepower to hit-and-run before

convoy escorts could effectively deploy against them. These guerrilla attacks were rarely more than a severe inconvenience to the Colosians, but most battle reviewers agree that they did help speed the end of the northward drive.

This scenario depicts what usually happened when a group of well-emplaced and determined guerrillas ambushed a lightly guarded supply convoy.

## FORCES

### Side A: Colosian Convoy

- 1 x Pacer Armored Car
- 6 x Tarsus Combat Supply Truck
- 2 x Allegiance Combat Supply Truck
- 2 x Poor Infantry Team Type 200

### Side B: Ptolemean Guerrilla Force

- 1 x Shock Infantry Team Type 600
- 3 x Marine Infantry Team Type 400
- 2 x Regular Infantry Team Type 300
- 3 x Surface Bunker Type 2 (Max Cap 1)
- 2 x Personnel Trench (Max Cap 1)

## TERRAIN

Green = Clear  
Grey = Brush  
Brown =  
Broken/Rocky

**Special:** A Poor Road is considered to extend down hexrow H of the entire length of the mapboard.

## MAP SET UP

D

B

A

## SET UP

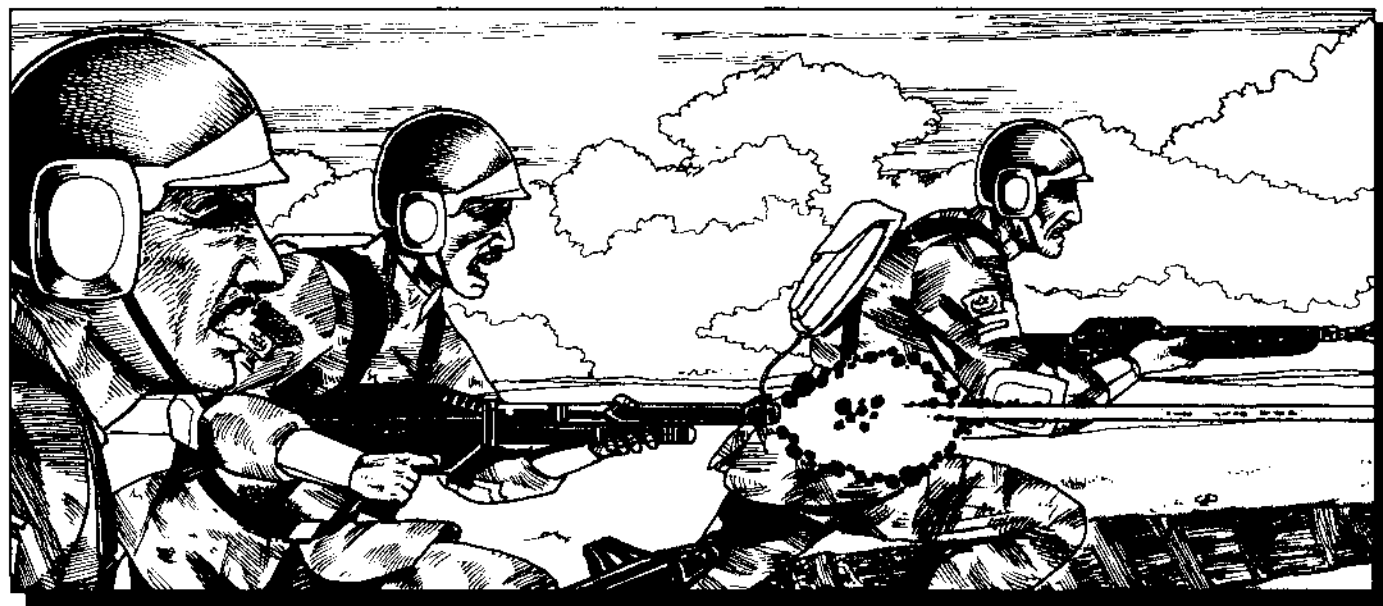
**Side A:** Enter Turn 1 on bottom edge of Map A. The Infantry Teams must be loaded into trucks, and may not unload until any one unit is attacked. No unit may use more than 1/3rd of its MPs until any unit has been attacked.

**Side B:** Set up anywhere on Maps A, B, and/or D. Alternately, Side B may trade in two of his Surface Bunkers for one Small Barricade.

## VICTORY CONDITIONS

**Side A:** Exit at least three trucks from the top of Map D.

**Side B:** Avoid Side A's Victory Conditions.



# MIRC TECHNOLOGY TAKES THE FIELD

## SITUATION

As their northern operation stalled out short of the objective, the Colosians began to fall back to their original beachhead. It was a time of rear guard actions, sudden thrusts, feints, and many strange battles. Of the many skirmishes during this period, one of the most remarkable occurred when a detachment of the 26th Colosian MIRC Rangers engaged a Ptolemean MIRC patrol from the Armored Cavaliers Battalion.

Because MIRC-on-MIRC battles are so rare, this is possibly one of the most simulated and studied engagements of the entire Kneset's World campaign, much in excess of its actual importance to the flow of the entire war.

The area where this battle took place was very rocky and broken, perfectly fitted for Walker driven vehicles. The two patrols happened upon each other quite by accident and, smelling blood, the Ptolemeans took the fight to the

Colosian invaders. The Colosians, on the other hand, were primarily interested in rejoining their main body of troops.

## FORCES

**Side A:** Detachment of the 26th Colosian MIRC Rangers

- 1 x Tempest Scout MIRC
- 2 x Jupiter MIRC
- 3 x Gunslinger MIRC
- 2 x Stryder Walker AFV

**Side B:** Patrol of the Ptolemean Armored Cavaliers Battalion.

- 3 x Jaxartes MIRC
- 2 x Demiter MIRC APC
- 1 x Reaper MIRC
- 4 x Storm Ram VI Powered Troopers

## TERRAIN

### MAP SET UP

	B
C	
	A
D	

Green = Broken/Rocky  
Grey = Mud Pit  
Brown = Marsh  
Blue = Hydrographic

## SET UP

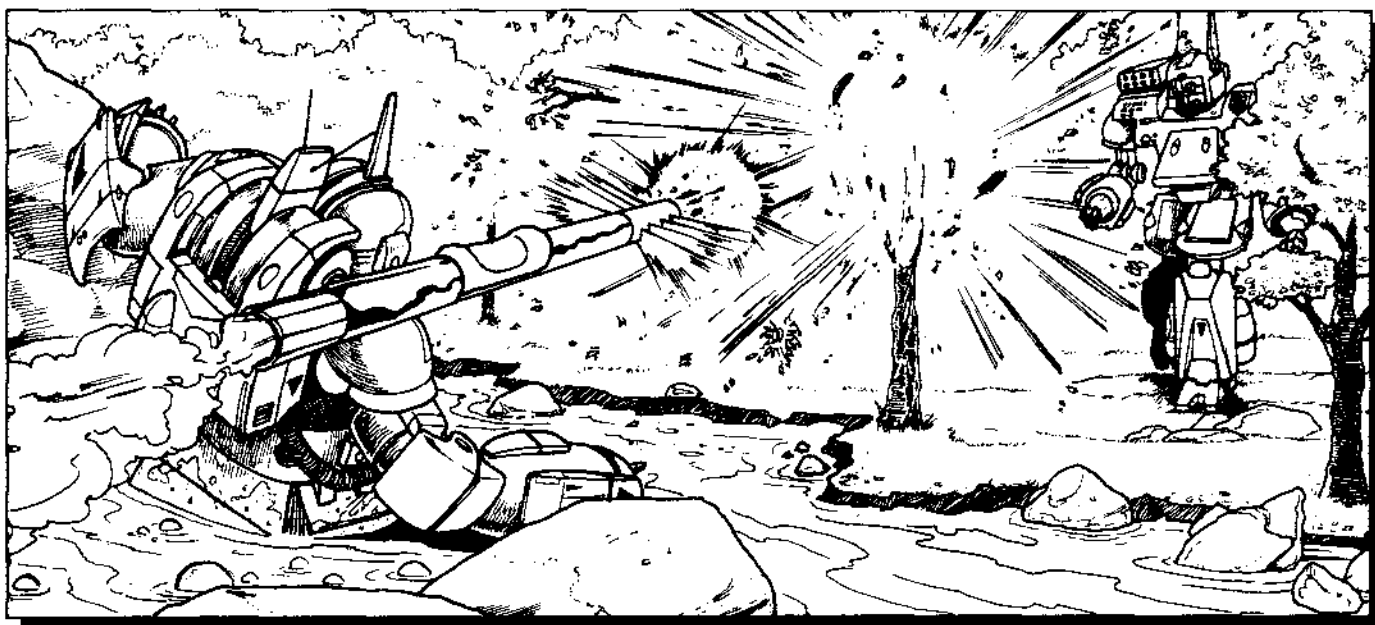
**Side A:** Enter Turn 1 on any single Map D edge hex.

**Side B:** Roll 1D10, then consult the following information to determine Set Up requirements. 1-3: Enter Turn 1 on any Map A edge hex. 4-6: Enter Turn 1 on any Map B edge hex. 7-9: Enter Turn 1 any Map C edge hex. 10: Enter Turn 1 any Map A, B, and/or C edge hex.

## VICTORY CONDITIONS

**Side A:** Exit at least half your AMVP worth of vehicles from the edge of Map B.

**Side B:** Avoid Side A's Victory Conditions.



# DESERT SANDS

## SITUATION

One of the last attempts to salvage something from the failed northern drive to the planet's capital was a small offensive through the Great Kneset Desert. A weakened division of Colosian armor was pulled together to try to outflank the eastern Ptolemean battle group and catch the combined Kneset garrison force from the rear.

Ptolemean/Jade-London intelligence remained up to the task of predicting Colosian movements and several defensive regiments were dispatched to meet the attack. They clashed in the deep desert and battled nearly to the last man. If it weren't for the desperate survivors (and a few still-functional spy satellites), no one might ever have known how the battle unfolded.

This scenario depicts a small portion of that far-flung battle in the desert sands. A full company of Colosian AFVs, running hell-bent-for-leather, crashes head-on

into the cannons of a waiting enemy. The engagement is an excellent example of a free-wheeling armor battle.

## FORCES

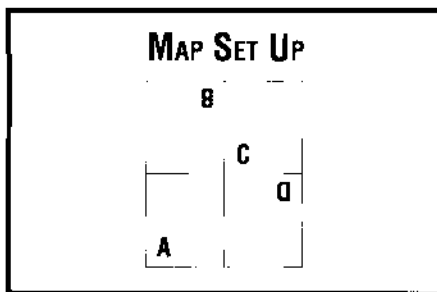
### Side A: Colosian Outflanking Forces

- 4 x Mars Macron Grav AFV
- 6 x Paroxysm Grav AFV
- 2 x REA Type 100

### Side B: Ptolemean Blocking Forces

- 3 x Invader Grav AFV
- 3 x Interloper Surface Effects AFV
- 2 x Storm Tarok Powered Trooper
- 3 x Vehicle Pit (Small)
- 2 x Personnel Trench (Cap 3)
- 6 x V-MINE
- 3 x REA Type 400

## TERRAIN



Green = Clear  
Grey = Softsand  
Brown = Clear  
Blue = Clear

**Special:** Ignore all Building, Gully and Tree symbols

**Special:** Reduce all contour lines by 2 levels to a minimum of 0.

**Special:** All elevations greater than 0 are Dunes. Treat as Softsand.

## SET UP

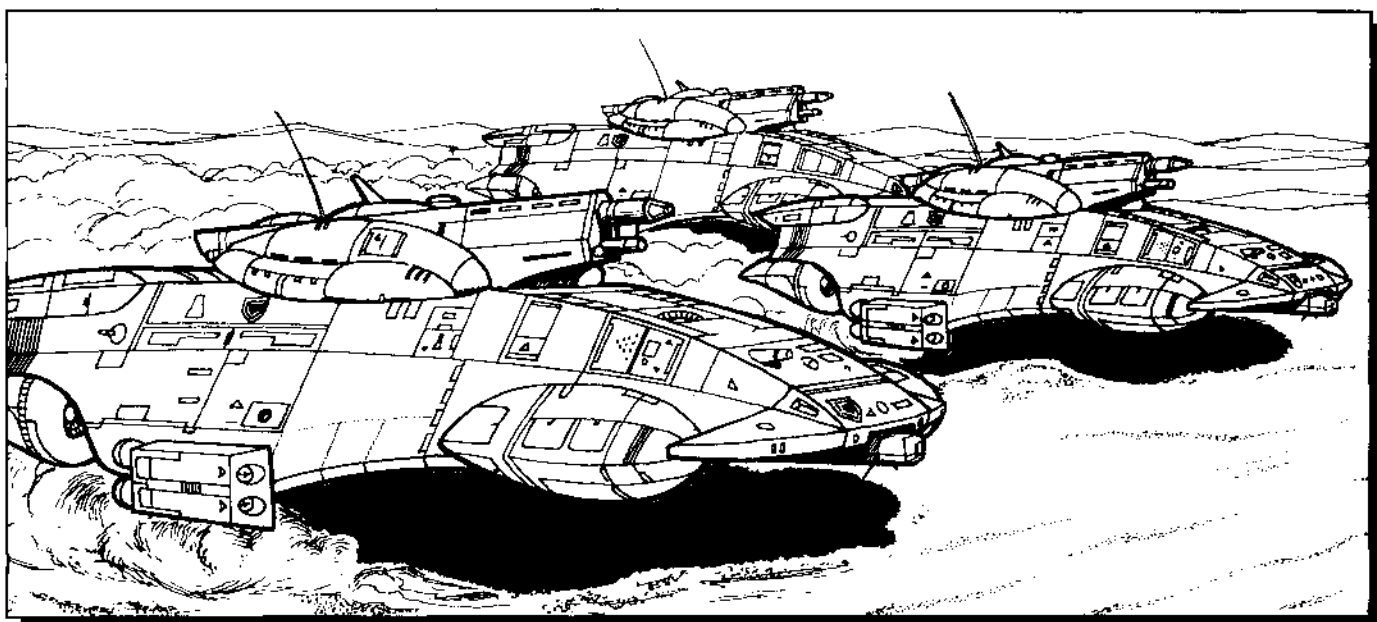
**Side A:** Enter any time during Turns 1, 2 and/or 3 along the short edge of Map A.

**Side B:** Set up anywhere on Maps A, B, C, and/or D. Also, secretly note the hex co-ordinates of the six V-MINES.

## VICTORY CONDITIONS

**Side A:** Exit at least 60% of AMVPs worth of vehicles from the short edge of Map C.

**Side B:** Avoid Side A's Victory Conditions.



# OPERATION QUICKSILVER

## SITUATION

In order to break up the cordon that was beginning to form around them, the Colosians needed to take some quick action. This took the form of a battle plan called "Operation Quicksilver". In a nutshell, the idea was to form a salient, a dagger thrust of House Colos forces driving deep into the Ptolemean rear areas. This would force the enemy to withdraw or be surrounded by fast-moving gravitic AFVs and Powered Troopers. The plan was bold in concept and required swift and confident execution to be successful. To their credit, the Colosians didn't do too badly.

The keys to the success of the operation were massed nighttime airborne assaults. These were ordered to capture important Ptolemean communications, travel and supply centers.

This scenario depicts what happened to the crack Commando team sent in to capture a Ptolemean communications relay station near Mount Ceres. Due to a Colosian Intelligence Services error, nobody seemed to be aware

that the 6th Kneset Armored was catching a little R&R in the area. The ensuing blood-bath has subsequently been the basis for several holo-vids around the Empire.

## FORCES

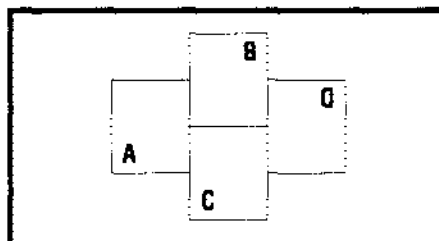
### Side A: Colosian Commando Force

- 6 x Asgurd Transport Aircraft
- 1 x Elite Powered Armor Type 300
- 8 x Commando Infantry Team Type 900

**Special:** *None of the Commando Infantry Teams are equipped with Shields: reduce their Total Cost by 40,000, their AMVP by 100,000, and their DB by 30.*

### Side B: Elements of the 6th Kneset Armored Regiment

- 1 x Shinobi Jumptank
- 2 x Paroxysm Grav AFV
- 3 x Warmonger Wheeled APC
- 2 x Storm Ram VI Pow Troopers
- 1 x REA Type 200



## TERRAIN

Green = Clear  
Grey = Broken/Rocky  
Brown = Brush  
Blue = Medium Wood

## SET UP

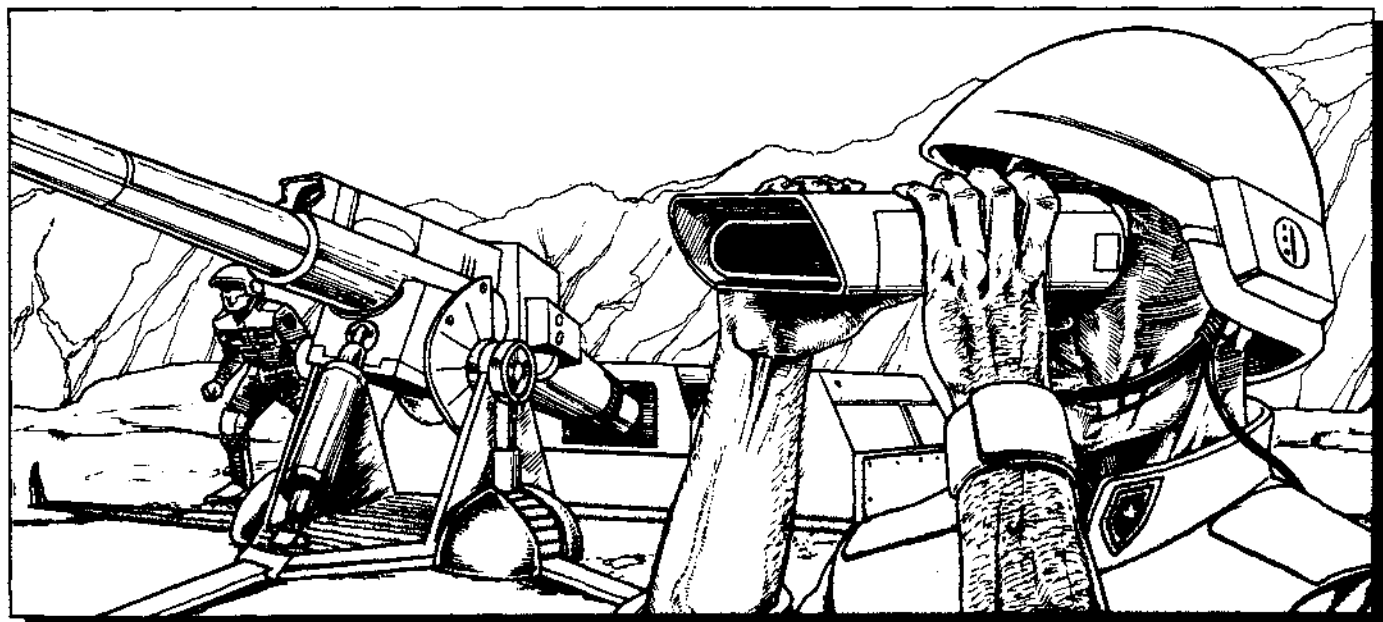
**Side A:** Before Side B sets up, secretly choose any edge hex on Map A, B, or D. All units must enter within 2 hexes of the chosen hex. At the beginning of each Turn roll 1D10; this is the number of Asgurd aircraft which must enter (with troops loaded) during that Turn. Discontinue rolling the entrance die roll once all forces have been brought into play.

**Side B:** After Side A's entry hex has been noted, set up anywhere on Maps A, B, and/or C.

## VICTORY CONDITIONS

**Side A:** No functional enemy unit may remain within 10 hexes of any building by the end of Turn 10. Also, no more than 2 buildings may be reduced to rubble.

**Side B:** Avoid Side A's Victory Conditions.



# HERE WE GO AGAIN

## SITUATION

With the success of Operation Quicksilver (more or less), a westward drive began to expand the salient. Swinging northward again, the Colosians hoped to surround the lion's share of the Ptolemean field army. That was the plan, anyway.

Initially, the drive met with some success. The House Colos troops were becoming acquainted with Ptolemean tactics and, tending to be a bit more dogged than their opponents, managed to push to within a few kilometers of their objective.

This scenario depicts part of the battle which took place just outside the village of Markusse. The Battle of Markusse proved to be a turning point in the Kneset's World campaign. It was here that the Ptolemean forces were able to finally turn back the Colosian army and, not so incidentally, break much of their fighting will. Though it is much debated among military historians, there are some who

believe this is the first engagement where the Ptolemeans used Ketian Mercenaries (provided by House Red Star).

The Colosian Invader AFVs are actually captured Ptolemean stock.

## FORCES

### Side A: Colosian Battle Group

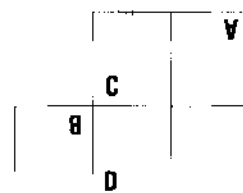
- 3 x Mars Macron Grav AFV
- 3 x Gunslinger MIRC
- 6 x Invader AFV
- 2 x Stinger Armored Car
- 4 x REA Type 300

### Side B: Ptolemean Battle Group

- 1 x Karnak Mobile Bunker
- 4 x Reaper MIRC AFV
- 3 x Westwynd Tracked AFV
- 3 x Parallax Jumper AFV
- 2 x Marine Infantry Team Type 400
- 1 x Guard Azora Powered Trooper
- 1 x Commando Infantry Team Type 900
- 3 x REA Type 300
- 3 x Vehicle Pit (Small)
- 2 x Barricade (Small)
- 3 x V-MINE
- 2 x Personnel Trench (Max Cap 3)

## TERRAIN

### MAP SET UP



Green = Clear  
Grey = Light Rubble  
Brown = Brush  
Blue = Clear/Soggy

## SET UP

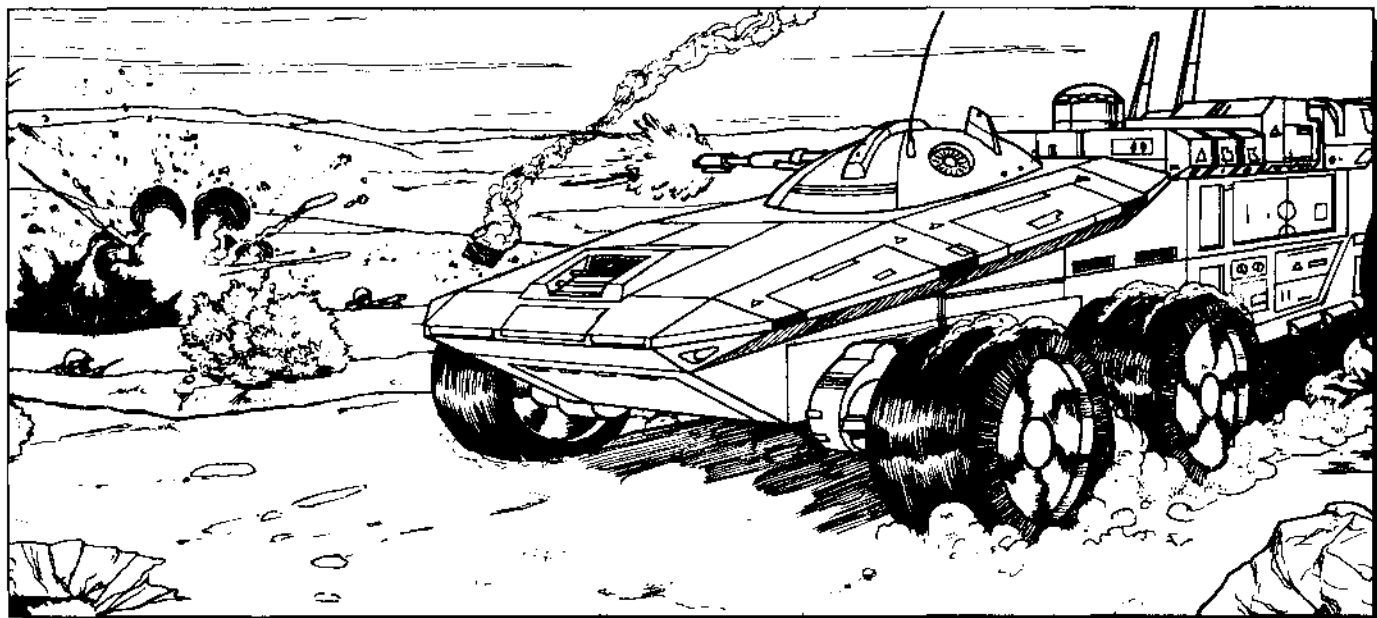
**Side A:** Enter Turn 1 along the edge of Map A.

**Side B:** Set up anywhere on Maps B, C, and/or D.

## VICTORY CONDITIONS

**Side A:** Exit at least 60% of AMVPs off of any Map B edge by the end of Turn 10. Alternately, Disable or Destroy all Side B forces by the end of Turn 10.

**Side B:** Avoid Side A's Victory Conditions.



# JUNGLE FIGHT

## SITUATION

As the Quicksilver salient began to collapse, the Ptolemeans felt it was time to pull off the kid gloves. They began pulling their reserves in from other parts of the Province and started building up their strength to deliver a death blow to the now-stranded Colosian forces. The Ketian mercenaries supplied to Ptolemus by House Red Star were first used in strength. It was at this time that fighting spread along the equatorial jungles of Kneset's World as the Colosians desperately probed for weak spots in the enemy's encroaching encirclement.

This scenario recreates a pitched battle between a company of Colosian Regulars and an advance guard of Ketian Mercenaries. This small meeting engagement is

typical of pure infantry battles that, though rare, are more common outside Imperial borders. Two patrols, scouting out enemy positions, stumble upon each other and do what fighting men do best: try to survive.

## FORCES

### Side A: Colosian Regulars

- 1 x Westwynd Tracked AFV
- 3 x Grenadier Infantry Team Type 500
- 9 x Regular Infantry Team Type 300
- 4 x REA Type 300

### Side B: Ketian Mercenaries

- 1 x Lynx Tracked APC
- 2 x Commando Infantry Team Type 900
- 7 x Marine Infantry Team Type 400
- 2 x REA Type 400

## TERRAIN

### MAP SET UP



Green = Jungle  
Grey = Mud Pit  
Brown = Dense Wood

**Special:** Tree symbols are inconsequential.

## SET UP

**Side A:** Enter on Turn 1 along the edge of Map A.

**Side B:** Enter on Turn 1 along the edge of Map B.

## VICTORY CONDITIONS

**Side A:** Avoid Side B's Victory Conditions.

**Side B:** Disable, Destroy or force the exit of at least half of Side A's AMVPs.





# MOPPING UP

## SITUATION

With fresh forces and Ketian experience on their side, the Kneset's World garrison was soon able to completely bottle up the Colosian forces. The Colosians attempted one last operation to meet their objective but failed miserably. Their fighting will had been completely broken. Strike Force Commander Alkor Meakole, stranded on Kneset's World with his troops, committed suicide.

Shortly thereafter, The Ptolemeans overwhelmed the Colosian planetside headquarters unit. At that point, the campaign had for all practical purposes ended. All that was left for the few Colosian stragglers was to either surrender, or try to find a way off-planet by linking-up with friendly starcraft that had won their way through to the planet's surface to evacuate survivors. Taking up guerrilla tactics of their own, these remaining troops caused quite a few headaches for Ptolemean security forces before they were finally rounded up.

This scenario depicts a small, broken group of Colosians who are heading for a rendezvous with a damaged but operable friendly starcraft that has secretly soft-landed not far away. These House Colos remnants fight through a cordon of security troops in an attempt to make their escape.

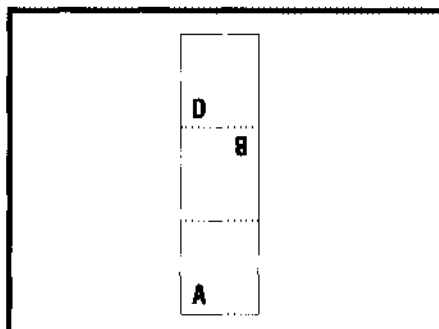
## FORCES

### Side A: Mixed Colosian Forces

- 1 x Stinger Armored Car
- 2 x Gemini Raider Wheeled APC
- 1 x Shock Muskrat Pow Trooper
- 1 x Shock Inf Team Type 600
- 2 x Marine Inf Team Type 400

### Side B: Ptolemean Cordon Units

- 2 x Tempest Scout MIRC
- 3 x Pacer Armored Car
- 9 x Regular Inf Team Type 300



## TERRAIN

Green = Medium Wood

Grey = Clear

Brown = Swamp

**Special:** Tree symbols are inconsequential.

## SET UP

**Side A:** Enter Turn 1 along the bottom edge of Map A.

**Special:** The Stinger Armored Car has only 2 x Mk.20 and 1 x Mk.10 Loads remaining, determined by the Side A player. The Infantry Teams each have only one Special Weapon Capability remaining, also determined by the Side A player. The Powered Armor is completely depleted of Special Weapons.

**Side B:** Set up anywhere on Map B and/or D.

## VICTORY CONDITIONS

**Side A:** Exit at least 3 units from the top edge of Map D.

**Side B:** Avoid Side A's Victory Conditions.



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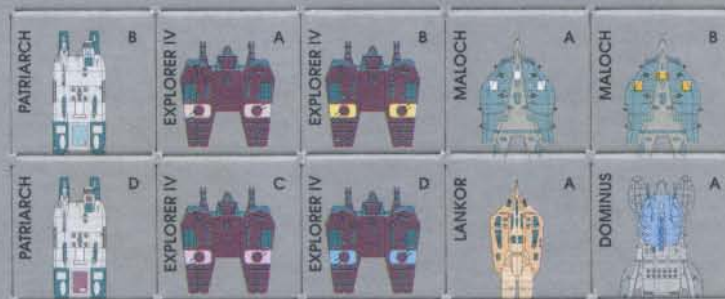
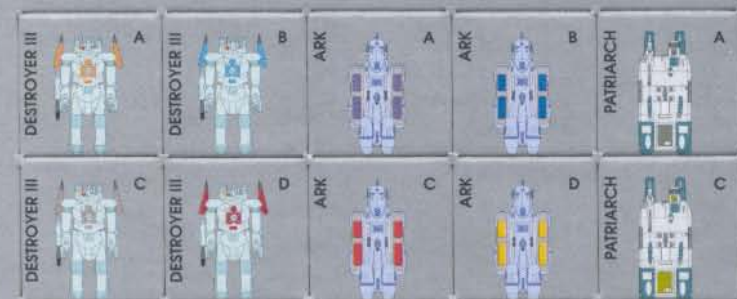
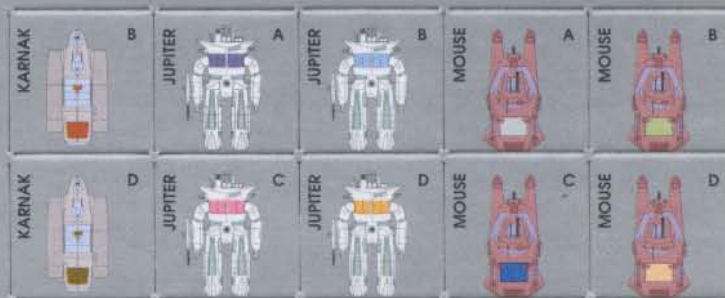
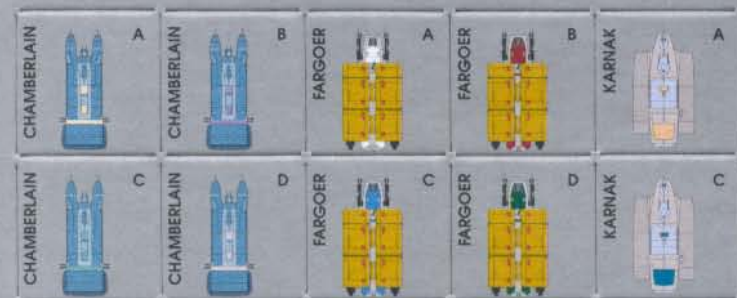
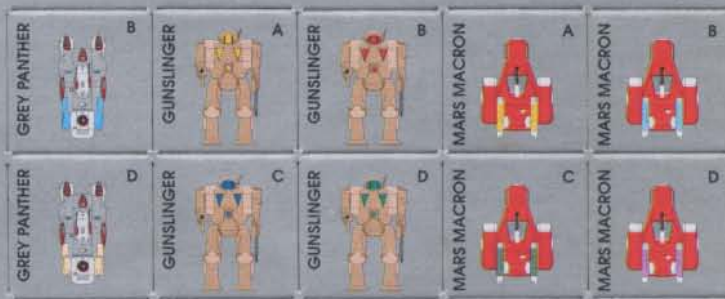
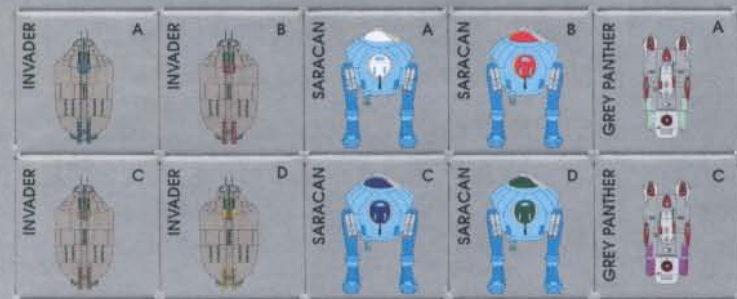
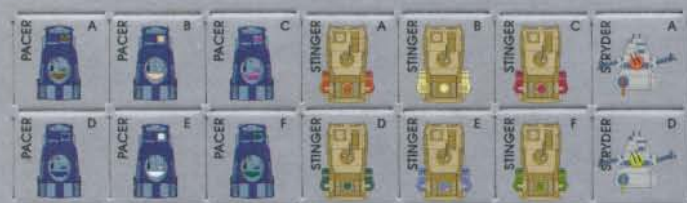
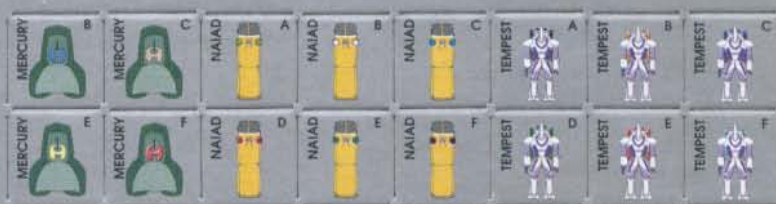
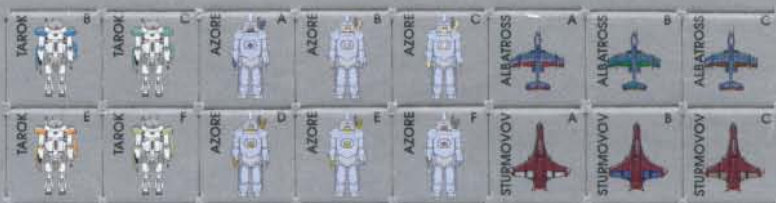
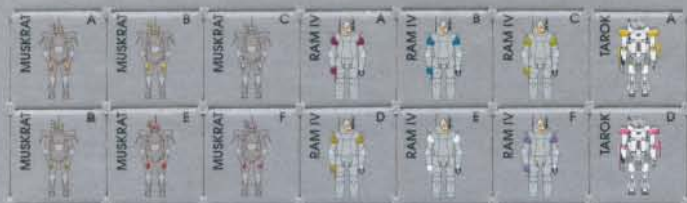
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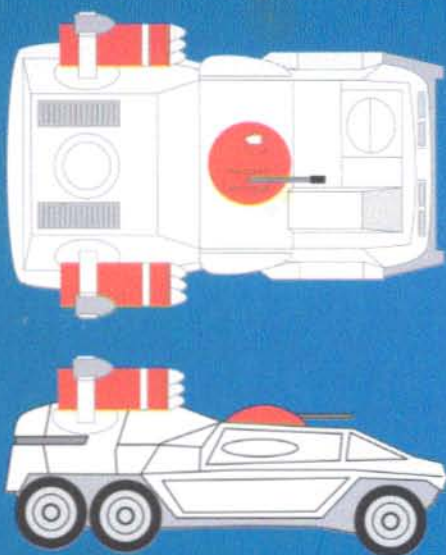
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