

R E N E G A D E L E G I O N

TECHNICAL UPDATE

N E V E R E N D I N G O F F E N S I V E





In the 69th Century, the galaxy is at war...

From their command posts, the Prefects direct their troops, feint and counter-feint, rapid deployments, tactical strikes. At their disposal, every range of combat equipment, from the Bounce Infantry on the ground, to 3500m long Leviathans, slowly patrolling the stars. In between, Grav Tanks and Interceptors battle it out. Mobile is the name of the game, whether it be pulling full burn, racing around obstacles, or sending thousands of units across the inky blackness through FTL T-Space travel. Battles are fought, but the war is not yet won. TOG continues its campaign against the Commonwealth and their alien Allies. The Renegade Legions fight for their own home. The conflict grinds on...

Purpose of this document

Within the following pages one will find variant rules, weapons, construction items and a selection of new vehicles, all describing the latest battlefield conditions in the Alaric theatre of war. It is meant as a supplement to the existing rules set, an addition of material to enhance game play.

All the contents within this book were first published on my Renegade Legion web site; this book is just a way to create something easier to read and much easier to carry and use around the gaming table. All of this material was written pre-1997, and has **not** been revisited in any way. This means that some of the ideas might very well be rather dumb ones, or have inconsistencies, or make no sense -- in other words, I didn't go back over it to see if my ideas were sound ones, I just simply transferred the material from the html pages into this nice book. I also didn't spell or grammar check it, so please keep that in mind as you read through the book. Consider it an exercise in e-book-making.

Comments and questions are welcome, at kannik@madcoyote.com

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Table of Contents

RULES	V
CONSTRUCTION	XXV
WEAPONS	XXIX
INFANTRY	XII
VEHICLES	XIV



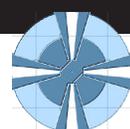
GAME RULES

THE RULES OF WARFARE ARE NEVER CONSTANT. THOSE WHO BELIEVE THEY ARE SHALL BE DOOMED TO REPEAT THE FAILURE OF THOSE THAT BE TO ANTICIPATE THE SPEED AND POWER OF THE BLITZKRIEG.

RULES ARE MEANT TO BE RE-WRITTEN AS THE NEED ARISES, AND THOSE WHO CAN GRASP THIS CONCEPT CAN LEAD THEIR MEN INTO THEIR OWN VIMY RIDGE.

WAR NEVER CEASES TO BE IN FLUX. RULES CHANGE. SO IT IS AS WELL WITHIN THE CONFINES OF THE RENEGADE LEGION GAME.

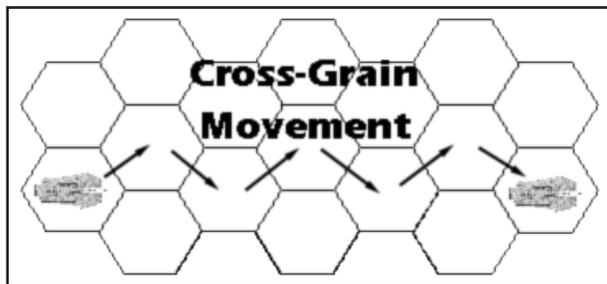
JUST AS TACTICS EVOLVE.



Cross-Grain Movement

Under the standard rules in all three games, due to the restrictive nature of the map's 60 degree grid it is often difficult to travel from point A to B in one turn, either because the hexes are arranged so one must travel a roundabout course to get there (costing thrust), or there is no choice but to go through some nasty terrain. Also, it is near-well impossible to move along certain map-edges, due to the offset of the hexes. These rules allow for a more complete (and realistic) movement capability.

Cross-Grain movement involves moving along the hex-points, rather than the hex-sides. By turning 30 instead of 60 degrees, the unit now faces a hex point (the junction between the hex-sides). To travel forward, the unit moves in a zig-zag/left-right pattern, so it always remains "in" a hex. The movement must alternate sides, ie if the unit just zigged right, it must now zag left. The cost for this "half turn" is half what it would normally cost. Therefore, in *Interceptor*, it would cost 1/2 Thrust Point to turn to a hex- point-facing, and one-half the required Thrust Points on the Heading Change Table to change heading. With "multi-hexed" ships, such as in *Leviathan*, the cost is again one-half the Thrust Points shown on the table, as well as one- half of the usual requirement in hexes-travelled, rounded up. Similarly, in *Centurion*, for a grav tank to enter cross-grain movement, it must travel only one-half (again, rounded up) the listed value on the Facing Change Table.



Ex: A *Spiculum*, travelling at a speed of 9, decides to enter cross-grain movement. First, the pilot changes facing to the hex point, costing .5 thrust points. After drifting 3 hexes this way, he applies thrust to change his heading. At a speed of 9, the required thrust is $(3/2)=1.5$ thrust points. The pilot begins his zig-zag pattern, and ends the turn 9 hexes later with 6 thrust points left.

In another situation, a *TOG grav tank* is booting along at a speed of 12, and spies a canyon it'd like to travel down. The desired cross-grain heading is such that the tank must turn through one hex-face as well, in other words, it's a 1.5 hex-face turn. Wanting to do this as quickly as possible, it will take the tank 5 hexes of forward movement to achieve this: 3 hexes before turning to the hex-face, followed by two more hexes ($3/2$, rounded up) in front of the hex-point turn.

Skill-Quality Roll

While pilots and gunners are generated in *Interceptor*, the skill levels are assumed to be 'average' in the other games. Rather than accept this commonality, a roll should be made for each vehicle in each game, even in *Leviathan*. Furthermore, using a 2d5 roll generates a bell-curve effect, better representing the spread of crew qualities.

Each game possesses its own table, as well as its own special rules:

Interceptor -- Roll twice on the table below for each pilot, once to determine the piloting skill level, once to generate their gunnery skill level. Roll once for each gunner, to generate their weapons-fire capabilities. Record the numbers rolled on the appropriate fighter sheet.

Centurion -- Using the same table, roll once for the driver to establish his piloting skill, once for the gunner for her gunnery skill, and once for the commander, also for gunnery skill. In combat, the gunnery skills break down as this: The commander's skill for painting laser fire and missiles fired at a secondary target (ie, different target than those of the direct-fire weapons), and the gunner's value for everything else. (Also, I would discard the pilot quality rules found later on in the standard Rules -- I don't like the shift-one-column rule... but that's me. -grin-)

Leviathan -- On a ship as large as a battleship, there is a huge averaging effect, and individual hotshots are overshadowed by the common majority. Thus, it is near well impossible to get better (or worse) overall ship performance. The quality of the commanders,

Skill Quality (cont)

however, is a different story. To generate the ranking of a Leviathan crew, roll on the Leviathan table below. This generates an initiative bonus for the ship. (also see Initiative Rules)

INTERCEPTOR & CENTURION			CENTURION LEADERSHIP		LEVIATHAN	
2D5	P	G	2D5	Ldr	2D5	Init
2	7	6	2	1	2	+2
3	6	5	3	1	3	+1
4	5	5	4	1	4	+1
5	5	4	5	2	5	+0
6	5	4	6	2	6	+0
7	5	4	7	2	7	+0
8	4	3	8	3	8	-1
9	3	2	9	3	9	-1
10	2	2	10	4	10	-2

Green, Regular, Veteran and Elite Units
 If a unit is listed as Regular, then no modifier applies, otherwise apply the following modifiers to the die roll: Green -2 Veteran +1 Elite +2 These modifiers apply to all tables.

Pilot Damage Rule

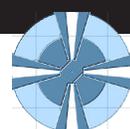
As a pilot or gunner in Interceptor or Centurion takes damage, their capacity to function is understandably affected. Therefore, apply the following modifiers to all their skill roles based on damage taken. Consciousness rolls still must be made, and are not affected by these modifiers. This degradation of skill aptitude may also mean that an Interceptor's SOT must also be recalculated.

	CENTURION	INTERCEPTOR
0 Hits	-0	-0
1 Hit	-1	-1
2 Hits	-1	-2
3 Hits	-2	-4
4 Hits	-3	DEAD
5 Hits	-4	DEAD
6 Hits	DEAD	DEAD

Interceptor Pilots are more adversely affected by damage than their Centurion counterparts due to the hazardous nature of the environment they work in.

(Space and Vacuum aren't always fun.)





RVLS INTERCEPTOR RULES

Initiative Rules

(These rules modify slightly what is in the 2nd Ed Interceptor rules.)

Roll 1d10 per unit (fighter, corvette, installation, etc) for initiative. Subtract one-half the unit's piloting familiarity bonus, the Pilot's Piloting Skill and add any Damage or Equipment modifiers.

$1d10 + (\text{Skill} + \text{Fam Bonus}) / 2 + \text{Modifiers} - \text{Damage}$

Units move in sequence from highest initiative number to the lowest. Ties are re-rolled once; if the units tie once again (including all modifiers) then they move simultaneously. Each player secretly records where their units will end up, then each moves their fighter at the same time. At any time during movement, a unit of a lower initiative ranking (ie lower initiative number) may declare it wishes "seize the initiative." That unit then immediately moves, after which the regular sequence continues. Note that during a "seized" movement, the initiative can be seized again by another lower ranked unit. A unit can only move once per turn; ie, seizing the initiative does not grant the ability to move twice.

Ships may no longer fire at any point in the turn, they must fire during their movement. This is where 'seizing the initiative' comes into play most often. A ship can no longer automatically declare itself to go after another if persuing, see below. All other rules remain the same.

The net effect (or difference) is to make more skilled/experienced pilots (or those with better stats, if using the RPG) even more effective in combat in their ability to react quicker.

Pursuit Rule

During a dogfight, pilots often get into the position of advantage of being in their target's cone of vulnerability, giving them the edge not only of greater damage possibilities, but also of the potential to "tail" them, reacting to their maneuvers and staying right on their six. In game terms, this means that under certain circumstances, a Pilot may attempt to pursue and move after a target with a lower Initiative Number.

In order to declare a pursual, the target fighter must be in the attacker's front deflection arc, while the attacking fighter must be in the defender's aft or line astern deflection arcs. (See below for deflection arcs)

The Pursuit roll is a piloting roll, modified by three things: the pilot qualities of both aviators, the difference between initiative ranks and any damage modifiers. The roll looks like this: (where A = Attacker, T = Target)

$1d10 \text{ vs}$

$A \text{ Pilot Skill} - (T \text{ Pilot Skill} - A \text{ Pilot Skill}) - (A \text{ Init} - T \text{ Init})$

So, for example, if an init rank 8 Spiculum (Pilot 6) was attempting to trail an init rank 5 Penetrator (Pilot 4), the roll would be: $1d10 \text{ vs } (6 - (4 - 6) - (8 - 5)) = (6 - -2 - 3)$ or $1d10 \text{ vs } 5$. Good luck!

With this rule, once behind an enemy interceptor, a pilot may be able to stick there and prevent a counterattack... Pilots advise to check six for a reason!

Thrust Reversers

All fighter craft are equipped with thrust reversers. These permit the fighter to decelerate without having to turn completely around. Thrust reversers are not as effective or as efficient a method for deceleration as using the main thrusters, but they are often far more convenient to use. (If turning around was the only way to decelerate, carrier landings would be near- well impossible!)

The amount of velocity gained or lost by a thrusting depends on the ships heading versus its facing, as determined on the table below.

	FACING	ACCEL	DECC
	1	1	2
	2	1	2
	3	2	2
	4	NONE	NONE
	5	2	2
	6	2	1
	7	2	1



Evasion Rule

There are times in combat when one would rather not take another hit. This is doubly true for units undergoing attack by a more powerful foe; often they are more interested in avoiding damage than they are in what little damage they could inflict. In such situations, a unit can use erratic maneuvering to reduce the chances of being struck. Also known as “jinking”, a pilot who is using evasion is throwing her fighter around in minor but sharp and random changes in course around a base course. This gives enemy gunners the fits trying to figure out just exactly where to shoot. Of course, it gives the evading craft’s gunner the fits as well.

To begin evasion, a pilot simply announces their intension to do so, immediately following the adjustment of their craft’s velocity at the beginning of their movement phase. Erratic maneuvering costs one-half the unit’s current velocity in thrust points. Units firing on the jinking craft suffer a -2 penalty to hit the fighter. Similarly, any fire from the craft also suffer a -2 penalty to hit. Running the ship around in random directions tends takes the pilot’s mind off other things, reducing the amount of weaponry they may fire per turn to 3, a -3 (total) penalty to their gunnery, and giving them a -2 penalty to any other piloting rolls they may have to do during the turn.

This makes jinking fun in asteroid fields...

Ground Row Movement

(1st Edition Rule)

According to the Interceptor rules, any craft ending its turn on a mapsheet with a ground row or atmosphere is moved one hex closer to the planet. Realistically, however, when a fighter gets within fifteen kilometres of the ground, it’s planetary-handling capabilities are greatly improved, either through the higher-density atmosphere (for streamlined fighters) or a more intense gravity field (for ships using anti-grav). Therefore, craft should be permitted to fly along the atmosphere hex-row immediately above the ground hex-row without the gravity-pull penalty.

Self Destruct

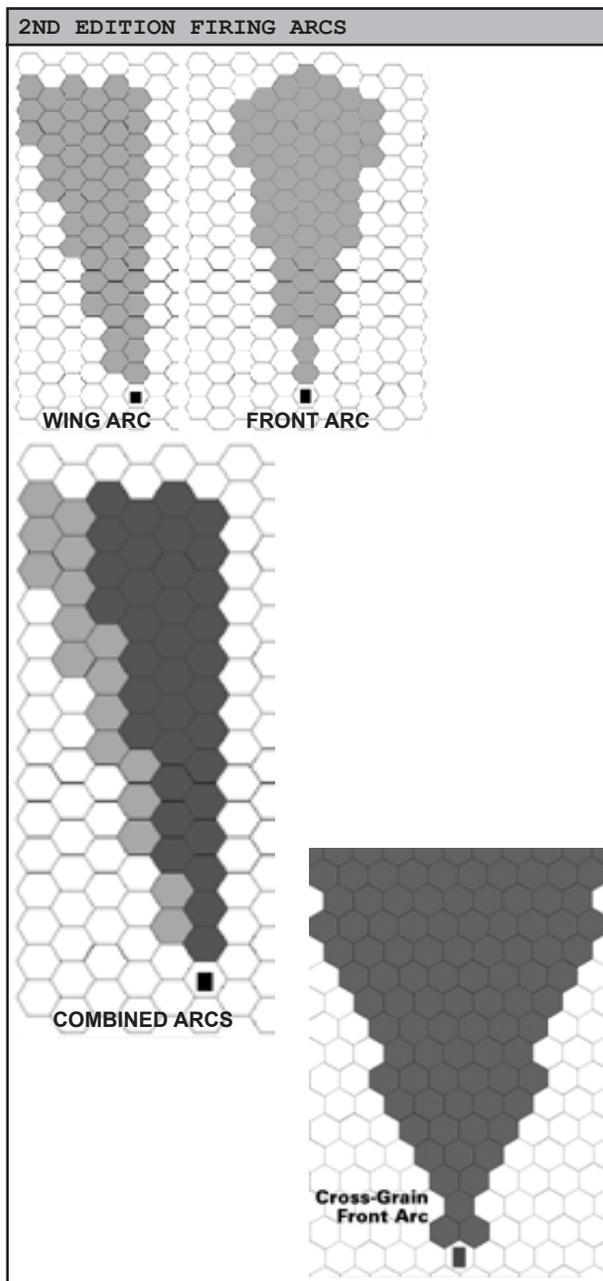
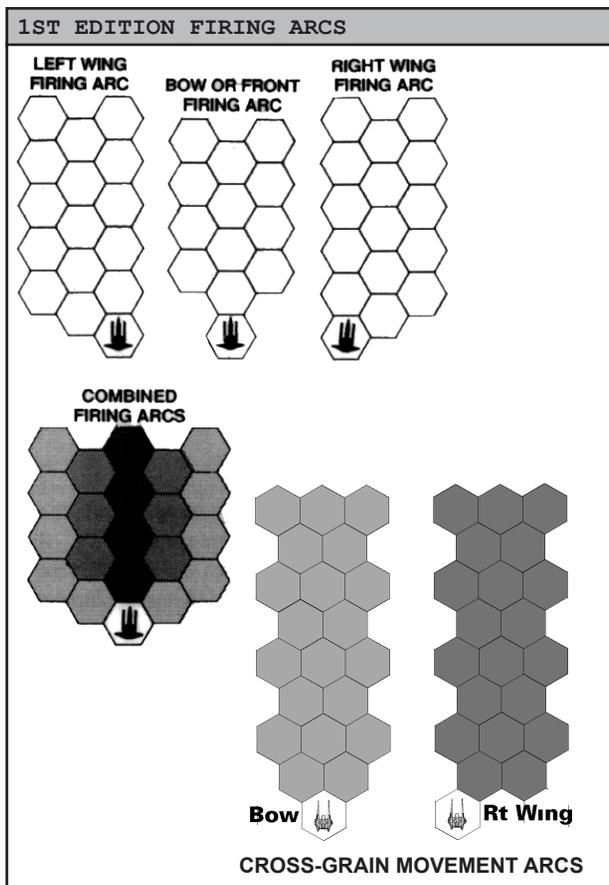
“Don’t let that fighter fall into enemy hands!”

Pilots wishing to self-destruct their craft must only roll a Piloting Check, with appropriate damage modifiers added in. If failed, there is no effect. If successful, the craft will explode in 1-3 minutes, destroying it and killing any crew inside unless they eject, or have climbed out during the intervening time.



Firing Arcs

This rule reverts a fighter's firing arcs to the 1st edition's, or something more akin to it. This gives fighters a more limited firing arc due to the fixed nature of their weapons when compared to larger ships which are capable of articulated mounts. Obviously, this drawback is negated partially by the fighter's greater maneuverability, but the new arc seems a bit broad, even though it makes more sense (the counter only represents a guesstimate of the interceptor's true facing).



Salvo Fire

(1st Ed Rule, but can be used in place or in addition to TOT in 2nd ed)

Often Interceptors have paired sets of weapons, that is, identical weapons in each wing and/or in the nose. Using Salvo Fire, pilots and gunners may fire these sets of ordinance simultaneously at a single target.

To declare Salvo Fire, the following requirements must be met: all the firing mounts must be of the same weapon type and damage capacity (ex 3 MDC10s), they must be direct-fire-weapons (no missiles) and all the weapon mounts to be discharged must be able to fire at the target, taking into consideration the relevant firing arcs and range.

Under Salvo Fire, one attack roll is made for all the weapons involved. (This works better under the optional Shield Rules, where a separate roll is made for hits and for shield penetration--all the weapons may strike the target, but the shield penetration rolls are done individually.) If it is successful, all the firing mounts strike the target (though each allocate and apply their damage separately); if the roll fails, all the weapons miss the target, period. In other words, it's an all-or-nothing shot!

For the purposes of allocating how many weapons a crewmember can fire in a turn, weapons fired in a Salvo count as follows:

$$2 \times \# \text{ Weapons Discharged} / 3$$

Rounded off. Therefore, two weapons fired in Salvo would count as 1 weapon fired, while 4 so fired would count as 3.



Size-Based To Hit Modifier

The following table shows the size of the target and the to-hit bonus for an opposing ship firing on them.

SHIP CLASS	FRONT	SIDE
LIGHT FIGHTER	1	2
MEDIUM FIGHTER	1	2
HEAVY FIGHTER	2	2
GUNBOAT	NONE	NONE
LIGHT CORVETTE	2	2
MEDIUM CORVETTE	2	1
HEAVY CORVETTE	2	1

Angle of Attack Modifiers

OPTION A

This is the simpler of the two new Angle of Attack Modifiers, and is simply an addition to the base rules in order to take into account the addition of cross grain movement. Starting with the Rear shot (as shown on P 21 of the Interceptor rulebook) and working one 30 degree turn at a time towards a front attack angle, the modifiers go:

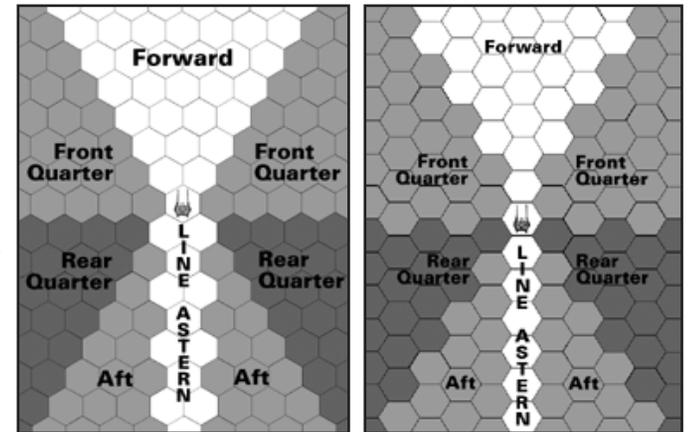
-0 | -1 | -2 | -3 | -4 | -2 | -1

As one can see, none of the original modifiers have been changed (ie, Left Frontside is still -4) and the new hex-point facings are simply the increment between the original hex-face modifiers.

OPTION B

While this method is far more complex, it also better represents AoA modifiers, particularly in the case of turreted attacks.

To determine the Angle of Attack Modifier, first determine in which deflection arc (see the accompanying diagrams for a craft's deflection arcs) the target occupies relative to the attacker, and vice versa. Then, looking on the chart below, cross reference the two results. If the chart indicates a +x or -x number, then that is the deflection modifier. If the chart indicates a x.x, then find the target's speed on the chart to the right, and multiply it by the x.x number. This then becomes the Angle of Attack modifier.



TARGET IS IN THIS DEFLECTION ARC OF THE ATTACKER	ATTACKER IS IN THIS DEFLECTION ARC OF TARGET				
	FWD	F Q	R Q	AFT	L A
FORWARD	0.5	2.0	1.0	+0	+1
FRONT QUARTER	1.5	1.0	0.5	0.5	+0
REAR QUARTER	1.0	0.5	1.0	1.0	0.5
AFT	-1	1.0	1.0	0.5	N/A
LINE ASTERN	-1	1.0	1.5	0.5	+0

TARGET SPEED MODIFIER	
0	+1
1	+0
2-3	-1
4-6	-2
7-10	-3
11-15	-4
16-21	-5
22-29	-6
30+	-7



Missile Types

To begin: the weights of the missiles are changed, giving more variance. A hardpoint can mount as many missiles as it has weight, up to a maximum of 4 missiles per HP.

Further (optional): This reverts the missile mechanics back one notch to 1st edition, in that missiles no longer automatically move to their target and hit, instead, they must suffer travel time giving fighters a chance to outmaneuver or shoot down incoming missiles.

MISSILE	WEIGHT	THRUST	INITIAL VELOCITY: FIRING CRAFT +1
DAP	3	18	
DFM	1.5	DIRECT	
RIS	1.5	14	COST TO TURN 1
SSS	2	16	HEXSIDE:
TGM	2	16	0

Note that HELLS are no longer available as a dogfighting missile. Instead, the only HELLS available are torpedos, usable against larger ships and installations.



Shields

The following rules split the to-hit sequence for direct-fire weapons into two autonomous phases: checking to see if the weapon strikes the target, and then a separate roll to see if the weapon actually penetrates the target's shield. Separating the two actions may be more accurate in representing the weapon's chances of getting through the flicker shield. (NOTE: this has already been done in the 2nd edition rules)

Using the statement in the Interceptor Technical Manual "Under combat conditions, a shield rated at 70 would intercept most incoming attacks 50 percent of the time", shield ratings and their associated percentages were extrapolated.

Under this rule, the to-hit sequence is slightly modified. First, the firer rolls to hit as normal, applying all relevant modifiers, EXCEPT for the shield factor. If this roll is successful, the weapon has connected, and must then check for shield penetration. Each shield rating has a percentage associated with it, listing the chance the shield will stop the round. Simply make a percentage roll against the listed value--if it succeeds, the shield stopped the impact; if it fails the weapons goes through the shield, and hits the hull beneath.

Damage amount and allocation remains unchanged. This system is used for direct fire weapons (MDCs, EPCs, NPCs, Lasers, TPPs, etc) only.

There are no changes to the base rules for missiles or any other weapon.

SHIELD RATING	% CHANCE TO DEFLECT SHOT
10	20
20	28
30	34
40	40
50	44
60	48
70	52
80	57
90	61
100	65
110	68
120	71
130	75
140	79
150	82
160	84
170	87
180	89
190	92
200	94





Danger Space

This simply adds a modifier for other ships in the same hex. Since they weren't being aimed at, they are unlikely to be hit.

TARGET :	MODIFIER :
2ND	-3
3RD	-5
4TH	-7
5TH	-8
6TH	-9
7TH+	-10

DFM and Laser Damage

DFM damage should be handled the exact same way SMLM damage is handled in the Centurion Technical Update, for the same reasons. As well, handle laser damage as described in the Technical Update.

Alternate DFM Rule: DFMs are a cluster of rockets, gang-fired to saturate the target. As such, they do wildly varying damage depending on how many rockets make contact. To reflect this, use the following rules to determine damage inflicted:

Roll 2d10

+1/roll over what was needed to hit

-2/roll under what was needed to hit

-shield rating/10

So, if you roll well to hit, you hit with more clusters.

Allocate all damage in 1 point hits.

DFMs continue to receive their to-hit bonus of +4. This may result in damage lower than the general 12 points that is accorded now, but it may work out in the end (because you'll usually do *some* damage).

Construction Rules

(2nd Edition)

This reverts some of the construction rules back to the original 1st edition. I prefer the smaller profile of fighters vs the larger ships.

Keep 4 shield facings for fighters, return shields to 2/generator (to regain some of the weight). Turrets have a smaller armour block of 5x5 boxes max, and are hit 10% of the time. To further regain weight, and to make for more variance at lower engine ratings, 50 rated engines weigh 1/2 a ton, add 1 ton to engines between 250-350, and two tons to all engines 400 and above. This nearly re-balances the tonnage.





Construction Classes

The table below describes the characteristics of the different fighter classes, including max weight, number of weapons per facing, and max armour per facing.

SHIP CLASS	TONS	BOW	L/R WING	TURRET	FACINGS	ARMOUR/FACING
LIGHT FIGHTER	< 100	2	2	3	4	100
MED FIGHTER	< 225	3	4	4	4	100
HEAVY FIGHTER	< 350	4	4	5	4	100
GUNBOAT	< 500	5	5	6	4	150
LT CORVETTE	<1000	NO LIMIT + SIDES		8	6	200
MD CORVETTE	<2500	NO LIMIT + SIDES		8	6	230
HV CORVETTE	<5000	NO LIMIT + SIDES		8	6	260
ESCORT	>5000	NO LIMIT + SIDES		8	6	300

For 1st Ed players, note that there are no more x-hex class ships. All ships counters are now one hex. (See Leviathan for further details) Maneuverability for a ship is determined by its thrust and its class:

Interceptors may turn as many hexsides in a single hex as they desire.

Gunboats are essentially heavier Interceptors, and they may make one heading change per hex. Units firing at a Gunboat gain a +1 bonus to hit, due to their larger size and lower maneuverability.

Patrol Class ships and Corvettes are larger, more powerful affairs. (The original 2-hex ship) They must travel at least one hex straight before making a heading change. Units firing at a Patrol Class ship gain a +2 bonus to hit.

Escort vessels are the border between the big leviathans and the smaller fighter-class ships. Escort ships need to move two hexes in a straight line before they may change heading.

At first glance, both the Gunboat and Patrol class ships seem limited in the same fashion--"one turn per hex" and "must travel one hex before turning" work out to the same thing. HOWEVER, the difference lies in the fact that the Gunboat need not declare its turns before executing them... so, for example, it could turn right at the start of its movement before moving forward any hexes (provided it hadn't already turned in that hex.) The Corvette, on the other hand, if it wished to execute a turn right at the start of its movement, would have to declare it's turn, and then proceed forward for one hex before it could actually change heading. It is a big difference, and turn declarations MUST be enforced in order to preserve this.

See the Leviathan rules for more details.



A pilot flying an interceptor may elect to fire up to four single weapon systems in a turn. (Where weapon system counts as a single hardpoint, a single direct fire weapon, or several direct fire weapons discharged under Salvo Fire.)

As a gunner is not busy trying to fly the craft at the same time, they may fire up to six individual weapon systems in a turn. Direct-fire weapons, however, may only be fired from a turret, and from only one turret. (They cannot fire a ship-mounted weapon, as they have no control over where it is pointing) They may, however, fire any of the craft's missiles.



LEVIATHAN RVLS

Initiative Rules

Each unit rolls 1d10 for initiative. Add any modifiers for leadership quality and special circumstances, then add the modifiers from the table below:

UNIT CLASS	INIT MODIFIER
FIGHTER SQUADRON	-6
FIGHTER FLIGHT	-5
FIGHTER GROUP	-4
GUNSHIP	-3
CORVETTE	-2
ESCORT	-1
DESTROYER	+0
FRIGATE	+1
CRUISER	+3
BATTLESHIP	+5

Units move in sequence from highest initiative number to the lowest. Ties are re-rolled once; if the units tie once again (including all modifiers) then they move simultaneously. Each player secretly records where their units will end up, then each moves their ship at the same time.

At any time during movement, a unit of a lower initiative ranking (ie lower initiative number) may declare it wishes “seize the initiative.” That unit then immediately moves, after which the regular sequence continues. Note that during a “seized” movement, the initiative can be seized again by another lower ranked unit. A unit can only move once per turn; ie, seizing the initiative does not grant the ability to move twice.

Ship Size & Movement

There are no more x-hex class ships. Maneuverability for a ship is still determined by its thrust and its class, however, all ships counters are now one hex in size. This removes some very odd firing arcs and some even odder range counting (especially since they specifically state the ship is really only in the last hex of its counter) as well as making counter moving easier (especially with overlapping ships!!).

The breakdown of classes and their movement capabilities are as such:

Fighter counters have no facing, and as such, do not have to worry about “turning”. They may move any way they please, up to their total movement allowance.

Patrol Class ships do have to keep track of facing, heading and speed, and may make as many heading changes in a hex as they desire.

Destroyers may make one heading change per hex.

Frigates must travel at least one hex straight before making a heading change.

Cruisers need to move two hexes in a straight line before making a turn.

Battleships are required to cruise three hexes prior to executing a turn.

Frigates, Cruisers and Battleships must declare their turns before they are allowed to execute them. At any point during their movement, a player may announce the ship will begin a turn. Place a counter to indicate

the start of the turn; once the required amount of hexes (as defined above) has been acquired, the ship may turn. **THIS IS A VITAL COMPONENT UNDER THESE RULES.** This is because, at a first glance, both the Destroyer and Frigate class ships seem limited in the same fashion--”one turn per hex” and “must travel one hex before turning” work out to the same thing. **HOWEVER**, the difference lies in the fact that the Destroyer need not declare its turns before executing them... so, for example, it could turn right at the start of its movement before moving forward any hexes (provided it hadn’t already turned in that hex.) The Frigate, on the other hand, if it wished to execute a turn right at the start of its movement, would have to declare it’s turn, and then proceed forward for one hex before it could actually change heading. It is a big difference, and turn declarations **MUST** be enforced in order to preserve this.

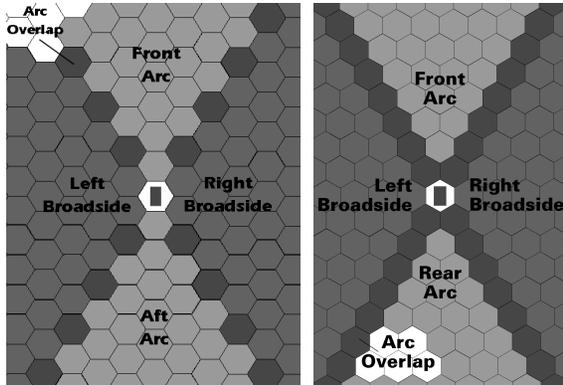
A ship may cancel its turn once it has been declared, however, it loses the thrust that would have been required for the turn (using some thrust to start the turn, then using the remaining thrust to move it back onto its original heading).

Sometimes, a ship is travelling to fast to be able to deliver the power required to execute a heading change in one turn. Ships are therefore allowed to expend thrust over several turns to accumulate the trust needed to veer the ship. The player declares the turn, and then declares they are accumulating thrust. Once started, thrust may not be used for any other purposes until the turn; doing so cancels the turn and all “stored” thrust is lost.

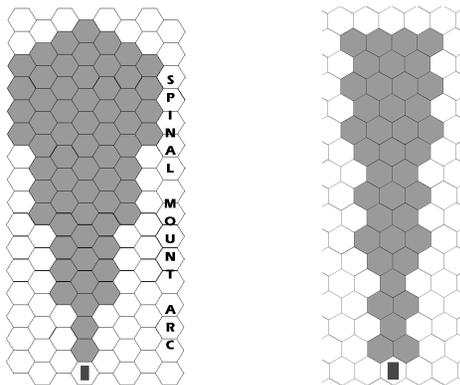
All other movement rules still apply.

Firing Arcs

Weapons in Leviathan have new firing arcs; see the accompanying diagrams below for details. As well, with all ships now being one-hex affairs, shield arcs for all ships are identical to the original Destroyer shield arcs (as per Leviathan rules).



Forward/Rear facing bay mounts have a 60 degree arc. Broadside bay mounts have a 120 degree firing arc.



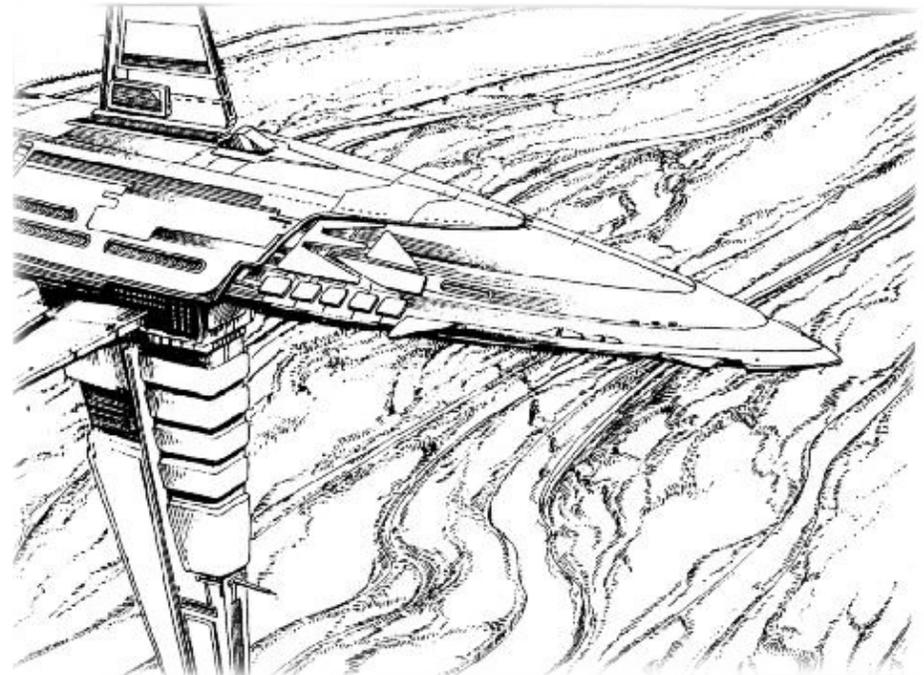
Spinal mounts have a 15 degree firing arc from the bow of the ship.

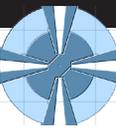
Turret arcs remain the same.

Bay Geometry

The following table details what each class of Leviathan can carry, and where:

UNIT CLASS	MAX BAYS MOUNTED PER SIDE						MAXBAYS TOTAL
	FRONT	F LEFT	F RIGHT	A LEFT	A RIGHT	AFT	
CORVETTE	0	1	1	0	0	0	2
ESCORT	0	1	1	1	1	0	4
DESTROYER	1	1	1	1	1	1	6
FRIGATE	2	2	2	2	2	2	8
CRUSIER	2	2	2	2	2	2	12
B-SHIP	2	3	3	3	3	2	16





CENTURION RULES

Initiative Rules

Before play, all units must be assigned into platoons. Infantry carried by vehicles are considered part of that platoon until they dismount, at which point they form a separate element. The Centurion turn is now divided as follows:

Initiative Phase
Action Phase
End Phase

For Initiative, each side rolls 1d10. The Centurion's Leadership Rating plays a role, and before any initiative rolls, the Centurion may allocate his rating points, granting a +1 modifier to the initiative roll per point of rating used. Centurions with negative ratings must, however, expend **all** their Rating Points as -1 Initiative modifiers. Lastly, apply any modifiers for special equipment or extraneous situations, if any.

The side with the higher modified roll has the initiative for the turn; the winner may decide if they will activate a unit first, or if their opponent must.

During the Action Phase, each side takes turns 'activating' a unit (platoon). An activated platoon then performs all its actions for the turn--all vehicles/tanks/etc in a unit are moved simultaneously, though their individual actions are completely flexible (two could move, while the third stays still). While activated, the unit performs all its movement, paints and fires at targets (at any point), and may receive incoming fire. All attacks are resolved immediately and all damage also takes effect immediately.

Once all elements of a unit have performed their actions, a counter/chit/marker should be used to mark the unit as having taken their activation for the turn.

Platoons on alternating sides are activated in turn as chosen by their commanders (players) until all units have been activated, ending the action phase and moving to the End Phase. If one side has a greater number of units than the other, the 'extra' units should be activated in pairs (or tripples, if so badly outnumbered) as evenly distributed as possible during the middle of the action phase.

During the battle, a Centurion with a positive Leadership Rating may opt to 'burn' one of their Leadership points to activate a unit when it is not their turn, either due to having lost initiative, or to activate multiple units (one unit per LP used) at the same time. At a cost of 3 points, a Centurion may activate a unit that has already been activated that turn, thus giving them a double activation. A unit may only be activated thusly once per scenario. Points 'burned' for either of these activations cannot be used later in the scenario either for bonuses to the Initiative Roll or for unit activation.

The End Phase is handled as per standard Centurion Rules.

Though each turn is roughly a minute of action, it should not be viewed as discrete packets of time, but rather as the continual ebb and flow of a battle. Attention must be constantly focused, and tactical decisions constantly revised. Should one allow the opponent to make it to the pass, and perchance box them in, or is it wiser to deny them access by moving troops to the entrance? Do you remove your wounded tanks, or leave them in, hoping to rescue them? The decision, is yours.

Special Actions

Opportunity Fire: During another's action, a platoon/unit may declare Opportunity Fire if they meet the following conditions:

- The unit was stationary (velocity 0) at the end of last round, and they have not yet been activated this turn

- A unit may, during their own action phase, drop to 0 velocity, and make themselves available for opportunity fire for the remainder of the turn

Opportunity Fire halts the target's action/movement immediately while the attack against it resolved and all damage taking effect. If it is still capable, it may then continue its action phase. Note that opportunity fire may only be declared once by a unit and does not give the ability to fire twice (or more) during a turn.

Popup: A GravTank at velocity 0 at the beginning of a turn, and behind cover (a hill, building, etc) may perform a special maneuver called a Pop-Up Attack, if a spotter or observing unit is available. This permits the units to 'pop-up' from behind cover, fire at their target (at a +1 penalty to their attack rolls) and then drop down once again.

Platoon sizes, etc (to see what constitutes a unit) can be found in the Centurion and Prefect rulebooks.

Familiarity Bonus

Apply the familiarity bonus as described in *Interceptor* to individual units in *Centurion* as well.

Terrain Occupation

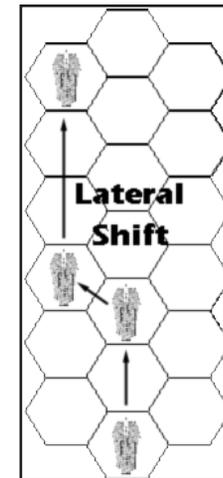
The hexes presented on the map represent 200 metres of land. It is therefore unrealistic to force units to enter a terrain or level contained within if the terrain in question does not occupy the entire hex. Therefore, a player may declare where in the hex their tank's location really is upon entering.

However, a vehicle must enter the hex's terrain type **IF**: the terrain occupies the whole hex, the hex contains a barricade or rubble, the hexside between the adjacent hexes being moved from and to is covered by a specific terrain type all along its length or a terrain feature crosses the length of a hex, and the moving unit wishes to exit the hex on the other side of the feature.

For purposes of LOS, the unit's position and elevation level are determined by what was declared upon entering the hex.

Lateral Shift

A Grav tank may perform one other mode of movement -- a lateral shift. Instead of performing a turn, a unit may shift laterally one hex by spending one thrust point. The unit must also pay the VPs for entering the new hex. Lateral shifting follows all other rules pertaining to turns. (Including the Facing Change Table)





Emergency Turns

In Centurion, there are times when you just HAVE to make that turn now. Grav tanks who find themselves in that situation may do so, at a risk. By dumping power into the turning vanes, the unit can decrease its turning radius quite dramatically, but at the chance of temporarily, or worse, permanently burning out the vane. (This rule as written requires the use of the Damage Rules and Record Sheet later in this document)

For every thrust point spent pumping into the turning vane, one hex of required “turning movement” is negated. So, using the example on p 14 of the Centurion Rules: a Horatius is travelling at a current velocity of 10. That means it must travel straight forward for at least two hexes before it can change its facing by one hexside. If it wanted to turn in just one hex, it would have to spend one thrust point. Similarly, if the Horatius had a current velocity of 20, then it would have to travel straight for four hexes before it could turn one hexface. Deciding to turn in just one hex, the Horatius must spend three thrust points to negate the hexes of required straight travel (that it won’t be taking).

There is a price to pay for this haste, however. Every time thrust is dumped into the vane this way, a saving roll must be made to prevent the vane from shorting or burning out. Several saving rolls must be made: the first checks to see if the vane has been burned out. If the vane survives this check, a second roll is made to see if the vane takes any damage at all. Lastly, the third roll is to prevent the vane from shorting out for a turn.

All the rolls are based on the vane’s current target number’s due to damage, and as listed in the Damage Rules. For each roll, apply a -1 penalty to the target number for each point of thrust forced into the vane. The first and third rolls are the standard saving rolls for the vane; simply roll versus the listed target number, and apply failures as normal. The second roll is essentially the same as the first, with an added -1 penalty to the target number. If this roll fails, the vane suffers one point of damage. Cross out one damage box on the record sheet.

It sounds horrifically complicated, but in practice, it really isn’t.

Example: A Liberator is travelling at a speed of 14. Having just completed a turn, it travels into the next hex and decides to turn again, in the hex it just entered. The required straight line movement for a speed of 14 is 3; therefore, it will cost the Liberator two thrust points to execute the maneuver. The Liberator turns, and proceeds to the next hex. The player must now roll to see if this power turn has any adverse effects on the left turning vane. Combat has just begun, so the Liberator has suffered no damage. The target numbers for an undamaged vane are 9 and 9. The modified save number versus destruction is 9 minus 2 (for the thrust used) for a target number of 7. The player rolls a 5, and avoids instant burnout. Next, the player must roll to avoid vane damage. $9 - 2$ (for thrust) $- 1$ (vane damage) equals a target number of 6. The die is rolled, and a 9 comes up. The player must mark a single box off the Left Vane on the record sheet. Lastly, the player rolls versus Vane Shortage. $9 - 2$ is the target number, and the roll is a 1. No problem. The Liberator continues on its merry way.

Ramming

Desperate? We thought so...

For a Vehicle or Grav tank to ram another unit in Centurion, a declaration must be made during the Movement Phase, before the unit has moved. The unit must finish its movement in the same hex as the intended target, and at a velocity over 0. After the Combat Phase, the ramming attempt is resolved.

Both units involved (the rammer and the ramme) must make a roll: $1d10 + \text{Piloting Skill (and Familiarity Bonus) + Modifiers (damage, etc)}$. As well, the unit with the higher thrust gains a bonus of the unit’s thrust difference. The unit that rolls the higher total may then declare whether the ramming attempt is a success or a miss. Any ties go to the defender (the ramme). If the defender is immobile (grounded, building, etc) than the ram automatically succeeds unless the attacker rolls a 1 on the d10.

Ex: A Liberator decides to whack itself into a Trajan. Each pilot has a skill of 5, though the Trajan’s driver has a +2 familiarity bonus. The Trajan rolls a 6, adding in 5 and 2 for a total of 13. The Liberator rolls but a four, adding in 5 and 2 (for the thrust difference) for a total of 11. The Trajan player declares the ram a failed attempt.

If the ram is successful, damage is applied to both units. The defender takes 12 times the Attacker’s Velocity in damage. The Attacker takes 8 times his velocity in damage. Apply damage in the same manner as Grounding Damage, save the damage is taken on the appropriate location (roll for location on the defender, the attacker automatically takes it on their front).



Self Destruct

Like you're going to let Renegade scum scavenge your tank for it's superior tech...

Crews wishing to self-destruct their vehicle must only roll a Piloting or Gunnery Check, with appropriate damage modifiers added in. If failed, there is no effect. If successful, the craft will explode in 1-3 minutes, destroying it and killing any crew inside unless they have climbed out during the intervening time.

Salvo Fire

As in Interceptor, Salvo Fire is an option available to Grav Tank Crews. However, it is handled slightly differently, due to the nature of ground combat and grav tank construction.

To declare Salvo Fire, the following two requirements must be met: all the firing mounts must be of the same weapon type and damage capacity (ex 3 MDC10s), they must be direct-fire weapons (no missiles) and all the weapon mounts to be discharged must be in the same location, either hull (both Hull 1 and Hull 2 counts as the Hull) or the turret.

Under Salvo Fire, one attack roll is made for all the weapons involved. (This works better under the optional Shield Rules, where a separate roll is made for hits and for shield penetration.) If it is successful, all the firing mounts strike the target, with hit location and damage allocation proceeding normally. If the roll fails, all the weapons miss the target, period. In other words, it's an all-or-nothing shot.

Unlike Salvo Fire in Interceptor, weapons fired in Salvo on grav tanks count one-for-one for the purposes of allocating how many weapons can fire in a turn. There are no other bonuses or penalties.

Shields

The following rules are the same as the shield rules presented earlier in the book under the Interceptor rules, ie, splitting the attack into a roll to hit and a roll to penetrate shields. The only difference is a simplified velocity modifier (though those wishing to use the full deflection tables may do so).

SHIELD RATING	% CHANCE TO DEFLECT SHOT
10	20
20	28
30	34
40	40
50	44
60	48
70	52
80	57
90	61
100	65
110	68
120	71
130	75
140	79
150	82
160	84
170	87
180	89
190	92
200	94

TARGET SPEED	MOD
0-1	+0
2-3	-1
4-6	-2
7-10	-3
11-15	-4
16-20	-5
21+	-6

Tank Weaponry

A Grav tank may carry a certain amount of weaponry based on it's size and class:

UNIT CLASS	WEAPON ALLOCATION
LIGHT TANK	3 WEAP/LOC + AP OR VULCAN
MEDIUM TANK	4 WEAP/LOC + AP OR VULCAN
HEAVY TANK	5 WEAP/LOC + AP OR VULCAN

So a medium grav tank could carry four weapons and an AP laser on each of it's hull locations, and 4 weapons plus a Vulcan (or AP laser) in it's turret. (It would appear that Grav classifications are the same as for fighters: Light = 0-1500 rated engines, Med = 1501-2000, Hvy = 2001-2500)

What weapons, and how many, a crewmember can fire depends on their role:

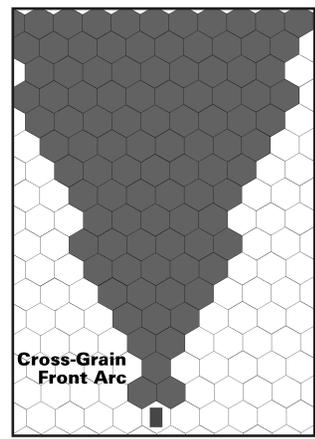
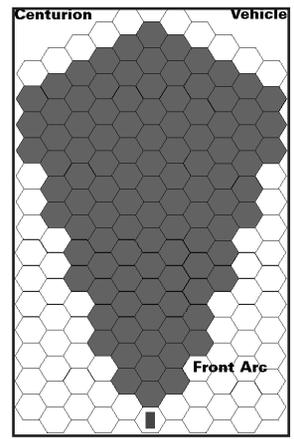
Drivers are normally far to busy to fire any weapons. However, it is possible, but at a price. For each weapon a driver fires, the safe velocity of the terrain the tank occupies/travels through next turn is reduced by a third. Furthermore, all weapons fire by the driver are at a -2 penalty to hit and the driver must make an immediate piloting roll.

The gunner handles all direct-fire weaponry, and can handle any of the missile systems as well. No more than 8 (total) weapon systems can be fired by the gunner in a single turn.

The commander fires the targeting laser (very important) and can handle the missile systems (either at the primary or secondary target) and the AP lasers. They also set the rate of interceptions for the Vulcan system. If the gunner dies, then the commander may elect to take control of all the weapon systems, and can fire 8 systems total, including the painting laser.

Firing Arcs

Weapons have a firing arc based on the type of weapon system and their placement.

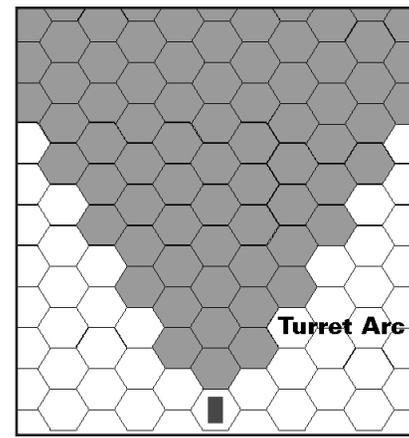
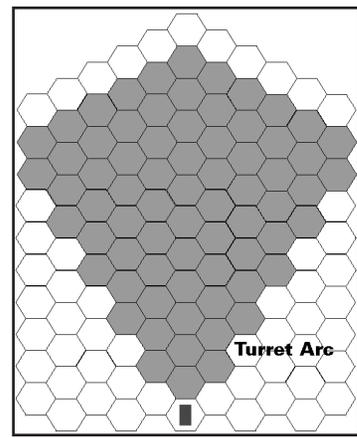


Missiles have a 120 degree arc of fire for hull mounted systems, or 120 degrees based on the facing of the turret for turret mounted systems. (This is the "standard" arc from Centurion)

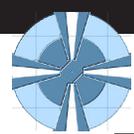
AP lasers have a large arc of fire--turret mounted systems have a full 360 degree arc, while hull mounted AP lasers may fire at units in the forward 120 degree arc and along the left (or right) side

Lastly, Vulcan systems have no real facing, and can hit any incoming missile

Direct-fire hull mounted weapons have a 45 degree arc. (Alternatly, one may use the arcs from Interceptor)



Turret mounted weapons have an arc of approx 60 degrees *from the direction the turret itself was aimed.*



Movement Rules

Ground vehicles are not created equally. Each differing movement system offers advantages, and disadvantages. Grav vehicles, wheeled, tracked--they all perform differently. Each movement type has their own terrain costs (noted on the Terrain Table) as well as some special construction rules:

Wheeled vehicles: Wheeled Vehicles range from 4 to 8 wheels, and combat vehicles are always made for off road combat. Add +2 Movement Points to wheeled vehicles (above their resulting base). They are, however, the most limited in the terrain they can travel. If a wheeled vehicle spends a full turn travelling along a prepared road, they gain 150% (gravel road) to 200% (paved road) their regular movement.

Tracked vehicles: Tracked vehicles usually have 2 tracks, but sometimes 4, and are optimised for off road combat. They only gain a bonus of 150% movement when on a well prepared road--this, however, seriously increases the wear on the tracks.

Hover vehicles: The step just before Grav movement, hover vehicles behave essentially like grav vehicles, though they have far less power behind them. Hover vehicles must install lifting engines, which cost 1/2 the weight of a grav drive. They gain 200% movement on ANY road (so long as they spend their full turn travelling on it)

Grav vehicles: Lastly we have Grav vehicles, which we all know well. Like hover vehicles, they gain 200% on any road. Level changes are handled a bit differently as well. A Grav tank may occupy whatever level it wishes, riding high above the terrain by simply paying the cost of a level change as listed on

the terrain table. To change to LAF, two thrust points must be spent, as well as a hex of forward movement, putting the tank quite high up (and allowing high velocities).

Travelling through terrain for all movement types has also changed. Listed on the terrain table is the *extra* cost of negotiating the terrain. For conventional vehicles, the listed cost is in MPs. An NA means the terrain is not traversable by that movement system. Of course, the base cost to enter a hex, is one MP/VP.

Grav vehicles, by the nature of their movement mechanics, operate differently. A Grav vehicle's VPs are its 'maneuver envelope', which allows it to travel over distance. When it must negotiate terrain, either woods, or rough ground, it weaves a bit left and right, slowing down here and there, and expending thrust to pop up, twist left, and the like. Thus, the value listed on the terrain table is the extra VPs expended to traverse the terrain, but these VPs are burned off. Subtract these VPs from the final velocity of the tank at the end of the turn (effectively, 'slowing' down the tank). Of course, thrust can be used to keep the velocity the same.

Alternately, since thrust and VPs are quite interchangeable in many ways, instead of the value on the table burning VPs, it is instead the thrust cost needed to traverse the terrain. There is no velocity adjustment. Semantics, perhaps, but to some it may make more sense, and be easier to administer.

There are no changes to the maximum velocity rules.

Terrain Table

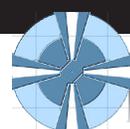
The new, expanded, terrain table is found on the following page.





TERRAIN TYPE	MAX SPEED	MPs/VPs/THRUST							COMBAT MODS							TERRAIN NOTES	
		G	H	T	W	B	L	P	M	I							
ACTIVITY																	
Drop to Ground	--	0t	0t	NA	NA	-	-	-	-	-	-	-	-	-	-	-	At End of Movement
Rise Up	--	1t	1t	NA	NA	-	-	-	-	-	-	-	-	-	-	-	At Start of Movement
Exit Crater	--	2t	2t	1	2	-	-	-	-	-	-	-	-	-	-	-	At Start of Movement
LAND TERRAIN																	
Clear	20	0	0	0	0	-	-	-	-	-	-	-	-	-	-	-	Farmland
Cultivated	20	0	0	0	1	-	-	-	-	-	-	-	-	-	-	-	Farmland
Road/Paved	20	0	0	0	0	-	-	-	-	-	-	-	-	-	-	-	Farmland
Desert Sand	18	0	0	1	2	-	-	-	-	-	-	-	-	-	-	-	Sand
Rough	10	1	1	1	3	-	-	-	-	-	-	-	-	-	-	-	Rocky/Broken
Bush Woods	12	1/2	1/2	1/2	1	-0.5	-0.5	-0.5	-0.5	-0.5	-0.5	-0.5	-0.5	-0.5	-0.5	-0.5	Scrub, 3 Hexes Block LOS
Light Woods	8	1	1	1	2	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	Sparse Woods, 1 Hex Blocks LOS
Heavy Woods	6	3	3	2	4	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	Dense Woods, 1 Hex Blocks LOS
Jungle Woods	3	NA	NA	4	NA	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	Hvy Undergrowth, 1 Hex BLks LOS
Hedge/Treeline	14	1/2	1/2	1/2	1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	Thick Treeline
Rubble	8	2	2	3	6	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	Destroyed Building/Equipment
TERRAIN MODS																	
Crater	--	0	0	1	2	*	*	*	*	*	*	*	*	*	*	*	See Hull Down Rules
Buildings	10	0	0	0	0	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	See Rules
Light Snow	18	0	0	0	1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	
Deep Snow	15	0	0	1	2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	
Soggy/Muddy	20	0	0	1/2	1	-0	-0	-0	-0	-0	-0	-0	-0	-0	-0	-0	
1 LVL Increase	20	1	1	1	1	-	-	-	-	-	-	-	-	-	-	-	
2 LVL Increase	20	2	2	2	2	-	-	-	-	-	-	-	-	-	-	-	
3 LVL Increase	20	3	3	3	4	-	-	-	-	-	-	-	-	-	-	-	
4 LVL Increase	16	4	4	NA	NA	-	-	-	-	-	-	-	-	-	-	-	
5 LVL Increase	16	5	5	NA	NA	-	-	-	-	-	-	-	-	-	-	-	
1 LVL Decrease	20	0	0	0	0	-	-	-	-	-	-	-	-	-	-	-	
2 LVL Decrease	20	-1	-1	0	0	-	-	-	-	-	-	-	-	-	-	-	
3 LVL Decrease	20	-1	-1	-1	-1	-	-	-	-	-	-	-	-	-	-	-	
4 LVL Decrease	16	-2	-2	NA	NA	-	-	-	-	-	-	-	-	-	-	-	
5 LVL Decrease	16	-3	-3	NA	NA	-	-	-	-	-	-	-	-	-	-	-	
TTF	20	0	0	NA	NA	*	*	*	*	*	*	*	*	*	*	*	See Rules
HYDROGRAPHIC																	
Marsh	18	0	0	1	2	-1/3	-1/3	-1/3	-1/3	-1/3	-1/3	-1/3	-1/3	-1/3	-1/3	-1/3	Swampland
Stream/River	20	0	0	2	4	-	-	-	-	-	-	-	-	-	-	-	Flowing Water
Lake/Ocean	20	0	0	NA	NA	-	-	-	-	-	-	-	-	-	-	-	1/2 Grounding Damage
Under Water	1	4	NA	NA	NA	*	*	*	*	*	*	*	*	*	*	*	No Combat Allowed
HYDRO MODS																	
Choppy	16	0	1	NA	NA	-	-	-	-	-	-	-	-	-	-	-	Waves/Whitecaps
Ice	20/8v	0	0	1	2	-	-	-	-	-	-	-	-	-	-	-	Full Grounding Damage
WEATHER MODS																	
Light Rain	-0	-	-	-	-	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	30 Hexes Block LOS
Heavy Rain	-2	-	-	-	-	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	18 Hexes Block LOS
Light Hail	-2	-	-	-	-	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	
Heavy Hail	-4	-	-	-	-	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	
Light Sandstorm	-10	-	-	-	-	-3	-4	-5	-5	-5	-5	-5	-5	-5	-5	-5	10 Hexes Block LOS
Heavy Sandstorm	-14	-	-	-	-	-4	-5	-6	-6	-6	-6	-6	-6	-6	-6	-6	4 Hexes Block LOS
Light Snowfall	-0	-	-	-	-	-0	-0	-0	-0	-0	-0	-0	-0	-0	-0	-0	25 Hexes Block LOS
Heavy Snowfall	-2	-	-	-	-	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	15 Hexes Block LOS
Light Fog	-25%	-	-	-	-	-1	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	15 Hexes Block LOS
Heavy Fog	-50%	-	-	-	-	-2	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	8 Hexes Block LOS
Heavy Wind	-25%	-	-	-	-	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	
Night-No Moon	-6	-	-	-	-	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	
Night-F1 Moon	-3	-	-	-	-	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	
Smoke	-50%	-	-	-	-	-2	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	1 Hex Blocks LOS

G=Grav, H=Hover, T=Tracked, W=Wheeled. M=Missile, L=Laser, P=PBC, B=Ballistic, I=Infantry



Vehicle Damage Rules

These rules are for Interceptor and Centurion.

Affecting the way damage is recorded and in some cases, the way internal components are damaged or destroyed, these alternate rules essentially follow the standard Centurion model of damage notation, save the “shape” of the tank and the “shape” of the internals. Furthermore, this system has been adapted to Interceptor as well, unifying the two systems in terms of damage demarkation. (While the Interceptor rules are great as they stand, this way is faster, can be a bit more interesting, and in times of the two games meeting, the unification helps make more sense)

The change in the vehicle’s record now takes more into account the actual internal layout of a tank/interceptor. As well, more related information is now shown on each sheet. One sheet is now required per tank, however, rather than one per platoon, so this is a bit of a drawback. Nevertheless it is worth this extra photocopying expenditure.

New record sheets are provided at the end of this book. Permission granted to photocopy for personal use. Before play, fill out the appropriate record sheet, much as one did under the standard rulesheets.

Recording Damage is done exactly as it is on the standard Centurion record sheet. Apply damage to the appropriate armour facings, using the templates, rolling for column, and so on. Armour is widowed, and damage continues internally just as under the Centurion rules, with no changes.

However, internal components are not destroyed in the same way. Instead of expiring on the first hit, a die is rolled versus a target number, based on the accumulated damage, to see if the component survives or is wasted. Destroyed pieces of equipment hamper the vehicle just as described in the Centurion or Interceptor rules; the only change is the method of determining if and when they are rendered out of commission. If a component has two locations, it is the total damage done on both locations that is used when referencing the item’s Save Target Number. Note that both locations do not need to be hit for the item to be rendered inoperative, all that is required is a failed roll.

There are certain cases when a vehicle does not have a particular element, yet it is still listed on the record sheet. (The Infantry Bay is the most common occurrence, but it can also be one of the Weapon Locations. Laser Capacitors also count as ammo (they can explode) so not having any missiles, gauss or MDC weapons does not exclude one from having an ammo bay. Unless your vehicle isn’t carrying any weapons, you have an ammo bay. -grin-) When this situation arises, the following rule applies to damage incurred on the record sheet: The location absorbs damage and acts normally for the first hit it takes, but for the first hit only. Immediately following the first weapon strike, all boxes for that component are marked off as destroyed. Essentially, the component no longer exists there.

Ex: A Trajan tank takes a hit on it’s Stern facing from a Liberator. The 5/6 laser and the 150mm strike the tank. The 150 rolls the number 5 column, which already reaches 2 boxes into the tank, while the laser hits the number 6 column, which still has 4 points of armour on it. The laser, having been fired first, manages to bore a hole into the (truthfully non-existent) infantry compartment. The one point of damage is assessed, and then the entire infantry compartment is scratched out. Next, the 150’s hit is assessed. With the infantry compartment gone, the APDS shell sails into the Power Plant, crumpling it. HOWEVER, if the weapon hits had been reversed, the 150mm would have done but 3 points of damage to the engine (the infantry compartment working to its fullest extend during its first hit), and the 5/6 laser would have done nothing save taken off more armour and ballistic protection. (Unless the Alternate Laser Damage rules are being used from the Technical Update, in which case a whole point of damage would have been inflicted upon the Power Plant).

It may sound a bit complicated, but in practice, it isn’t.

The **Damage Assesment** tables on the following pages represent the target number required to be rolled to avoid a section being destroyed. The top row represents the amount of damage done to the component (in # of boxes done) while the second row is the target number itself. Many modules have a second save to prevent the item from shorting out for one turn. If this roll fails, the item is unusable the following turn, but is functional the turn after that (provided it isn’t destroyed or shorted out again). Too speed up play, it is suggest both saves (Destroyed and Short) be rolled simultaneously on different coloured dice.



ELIMINATING A TANK

Kill the crew - This is somewhat difficult, but it renders the tank useless (even if another crew comes along, as the controls are completely shot). It also has the bonus of leaving the rest of the tank relatively intact for salvage. Crew Survival: Nil

Grav Drive - Destroying the Grav Drive or the Power Coupling renders the tank immobile, severely limiting it's combat potential. The tank isn't killed per say, as it can still fire all it's weapons, but one can stay out of it's arc of fire. Crew Survival: Total

Weapons - Neutralising all the Tank's weapons turns it into a 200+ ton battering ram or damage sink... neither of which really appeal to tank crews. Crew Survival: Total

Ammunition - Touching off the vehicle's ammunition and capacitors completely and totally annihilates the tank. Crew Survival: target number 5 minus vehicle speed. Roll for each crew member and for infantry.

Power Plant - When the power plant is destroyed, make another saving roll. If the roll is made, the reactor has only suffered damage to its components, in which case it simply shuts down--the tank must ground and no movement or weapons fire is permitted, but it's still "intact". Crew Survival: Total. On a failed roll, the core has been breached. Fusion reactors, when breached, do not explode in the fantastic sense of the word. The plasma contained within does, however, engulf the vehicle and fuses it into a lump of molten slag. In other words, the tank is completely decimated. Crew Survival: target number 7 minus vehicle speed. Roll for each crew member and for infantry.

Structure - When the tank's Internal Structure suffers a catastrophic failure, the tank may simply fall apart (messily), twist itself into a pretzel, snap in two, etc. The tank is no more, and all internal components are destroyed. Crew Survival: target number 9 minus vehicle speed. Roll for each crew member and for infantry.

ELIMINATING A FIGHTER

Kill the crew - This is somewhat difficult, but it renders the craft useless and drifting. Crew Survival: Nil

Weapons - Neutralising all the fighters's weapons turns it into a kinetic missile, or a turkey to take hits... Crew Survival: Total

Power Plant - When the power plant is destroyed, make another saving roll. If the roll is made, the reactor has only suffered damage to its components, in which case it simply shuts down--the tank must ground and no movement or weapons fire is permitted, but it's still "intact". Crew Survival: Total. On a failed roll, the core has been breached. Fusion reactors, when breached, do not explode in the fantastic sense of the word. The plasma contained within does, however, engulf the vehicle and fuses it into a lump of molten slag. In other words, the tank is completely decimated. Crew Survival: if the Ejector System still functions, the target number is 8; if it is not, sorry.

Sub-Lght Drive - As with the power plant, when the SLD is destroyed, another save roll is made. If successful, the drive shreds itself into metal filings, but doesn't do anything nasty. Of course, now the ship's a "sitting" duck... Crew Survival: Total. If the roll isn't made, then the SLD does something nasty... like exploding violently. Crew Survival: if the Ejector System still works, the target number is 9; if not, the target number is but 3. Roll and pray.

Structure - When the fighter's Internal Structure suffers a catastrophic failure, it may simply shake itself apart (messily), twist itself into a pretzel, snap in two, etc. The craft is no more, and all internal components are destroyed. Crew Survival: if the ejector system is in working order, 9-1/2 vehicle speed. If it isn't, then it's 8-vehicle speed.

Centurion Damage

BALLISTIC PROTECTION

Any internal box not having a (shaded) component listed on it is considered Ballistic Protection

TS&R AND COMM SYSTEM

0	1	2	3	4	5	6	DAMAGE TAKEN
9	9	7	5	3	1	D	DESTROYED SAVE
9	8	6	4	2	1	D	SHORT SAVE

TARGETING (TARG)

Each box incurs a -1 to hit penalty

DIG CANNON

For each two boxes (one for engineering AFVs) one digging charge is destroyed

L/R VANE

For every three boxes of damage, assign a -1 penalty for every piloting roll made by the tank

0	1-2	3-5	6-8	9-11	12	DAMAGE TAKEN
9	8	6	4	2	D	DESTROYED SAVE
9	7	5	3	1	D	SHORT SAVE

HELM

For every two boxes of damage, assign a -1 penalty for every piloting roll made by the tank

0	1-3	4-6	7-9	10-12	13	14	DAMAGE TAKEN
9	8	6	4	2	1	D	DESTROYED SAVE
9	7	5	3	1	1	D	SHORT SAVE

SHIELD (SHLD)

0	1-3	4-6	7	8-10	11-13	14	DAMAGE TAKEN
9	8	6	5	4	2	D	DESTROYED SAVE
9	7	5	4	3	1	D	SHORT SAVE

GRAV DRIVE

0	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16	DAMAGE TAKEN
9	8	7	6	5	4	3	2	1	D	DESTROYED SAVE
9	7	6	5	4	3	2	1	1	D	SHORT SAVE

AMMUNITION (AMMO)

Special: The base to avoid an explosion is 7 minus the amount of damage taken this turn. Add one if the hit was by an APDS, subtract two if the damage was caused by a missile or TVLG-like mine. If all boxes are destroyed, and the vehicle did not explode (ie, it was lucky), then no more weapons fire is permitted for the rest of the battle.

WEAPONS

Special: The boxes in the weapon locations must be split up into distinct weapons. Any 'odd' number of boxes (due to the division) must be assigned to the largest weapon in the location. A weapon is destroyed automatically when one of its boxes is hit -- there is no save.

TARGETING LASER (T LAS)

Destroyed on first hit, no save

DRIVER / GUNNER / COMMANDER

The first two hits on a crewmember are 'free' (component armour hit, console destroyed, etc). Afterwards, the crewmember begins to take damage and must roll a consciousness roll every time they are hit.

1	2	3	4	5	6	DAMAGE TAKEN
8	6	4	2	1	D	CONCIOUSNESS ROLL

INFANTRY

Special: For every 4 boxes hit, one infantry member is killed.

POWER COUPLING (POW CPL)

This is the link between the Power Plant and the Grav Drive. Damage on the Bottom Location is *not* cumulative with the damage on the body location.

1	2	3	4	DAMAGE TAKEN
8	5	2	D	DESTROYED SAVE
7	4	1	D	SHORT SAVE



POWER PLANT										
Special: For every full 8 boxes hit, the plant is reduced in it's power output by 1/4. Strike out the current level of capacity on the record sheet and use the new thrust value.										
0-7	8-15	16-23	24-31	32	DAMAGE TAKEN					
1	3/4	1/2	1/4	Dest	PLANT POWER VALUE					
The plant must also roll for destruction:										
0	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-31	32	DAMAGE TAKEN
9	8	7	6	5	4	3	2	1	D	DESTROYED SAVE
9	7	6	5	4	3	2	1	1	D	SHORT SAVE
INTERNAL STRUCTURE (INT STRUCTURE)										
The internal structure of the tank is what holds it all together. All the darker shaded boxes on the Damage Diagram are part of the internal structure damage track, and all damage is cumulative. If all the boxes on one side (left or right) are marked off, apply a further -1 penalty to the save number on the table below.										
1-5	6-10	11-14	15-18	19-22	23-26	27-29	30-32	33-35	36	DAMAGE TAKEN
9	8	7	6	5	4	3	2	1	D	SAVE

Interceptor Damage

BALLISTIC PROTECTION

Any internal box not having a (shaded) component listed on it is considered Ballistic Protection

TRANSPONDER (TRAN), ACCEL COMPENSATOR, LONG RANGE SENSORS (LNG), SCANNER SYSTEMS, TURRET FROZEN

0	1	2	DAMAGE TAKEN	
9	6	D	DESTROYED SAVE	

NAV COMPUTER, COMMUNICATIONS, FIRE CONTROL, LIFE SUPPORT

0	1	2	3	4	DAMAGE TAKEN
9	8	5	2	D	DESTROYED SAVE
8	7	4	1	D	SHORT SAVE

TARGETING (TARG)

Replaces: Target Locking Circuits, Predictor Comp, Range Finder Comp, Target Track Comp)

Each box incurs a -1 to hit penalty

HELM

For each box of damage, assign a -1 penalty to subsequent piloting rolls made by the fighter

0	1	2	3	4	DAMAGE TAKEN
9	8	5	2	D	DESTROYED SAVE
8	7	4	1	D	SHORT SAVE

ATMOSPHERE CONTROLS (ATMOS)

ANTI-GRAV AND/OR FLIGHT SURFACES

0	1	2	3	4	5	6	DAMAGE TAKEN
9	8	6	4	2	1	D	DESTROYED SAVE
8	7	5	3	1	1	D	SHORT SAVE

POWER GRID (PWR GRID)

Special: Each box hit in this location shorts out (see WPN SHORTS in Int rulebook) one randomly determined weapon in the appropriate Weapon location for one turn. If more than one box is hit in a turn, then multiple weapons are rolled for short out. If a weapon is rolled twice or more in the same turn, then it is shorted out for one turn per time it is indicated. There is no further effect.

SHIELD SYNC COMPUTER (SSC)

Each weapon location (BOW, LW, RW, TUR) now has its own SSC location. When an SSC is destroyed, it effects the weapons in that location only.

0	1	2	DAMAGE TAKEN	
9	6	D	DESTROYED SAVE	

WEAPONS

Special: The boxes in the weapon locations must be split up into distinct weapons. Any 'odd' number of boxes (due to the division) must be assigned to the largest weapon in the location. A weapon is destroyed automatically when one of its boxes is hit -- there is no save. Note that there are two Bow Weapon damage sections, both count as one location.

SHIELD (SHLD)

0	1-3	4-6	7	8-10	11-13	14	DAMAGE TAKEN
9	8	6	5	4	2	D	DESTROYED SAVE
9	7	5	4	3	1	D	SHORT SAVE

SHIELD POWER CONVERTER (SHLD)

0	1	2	3	4	5	6	7	8	DAMAGE TAKEN
9	8	7	6	4	3	2	1	D	DESTROYED SAVE
8	7	6	5	3	2	1	1	D	SHORT SAVE

PILOT/GUNNER

The first hit on a crewmember breaches the cockpit, ruining internal life support. The second hit on EACH crewmember ruins their Ejection System. Afterwards, the crewmember begins to take damage, and must roll a consciousness roll every time they get hit.

1	2	3	4	DAMAGE TAKEN	
8	5	3	D	CONCIOUSNESS ROLL	

POWER PLANT									
Special: For every full 8 boxes hit, the plant is reduced in it's power output by 1/4. Strike out the current level of capacity on the record sheet and use the new thrust value.									
0-7	8-15	16-23	24-31	32	DAMAGE TAKEN				
1	3/4	1/2	1/4	Dest	PLANT POWER VALUE				

The plant must also roll for destruction:										
0	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-31	32	DAMAGE TAKEN
9	8	7	6	5	4	3	2	1	D	DESTROYED SAVE
9	7	6	5	4	3	2	1	1	D	SHORT SAVE

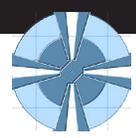
POWER COUPLING (POW CPL)					L/R VECTOR (VECT)							
This is the link between the Power Plant and the Grav Drive. Damage on the Bottom Location is not cumulative with the damage on the body location.					For every two boxes of damage, assign a -1 penalty for every piloting roll made by the fighter. For each Vector Thruster destroyed, apply a -3 penalty (superceeding the above).							
1	2	3	4	DAMAGE TAKEN	0	1	2	3	4	5	6	DAMAGE TAKEN
8	5	2	D	DESTROYED SAVE	9	8	6	4	2	1	D	DESTROYED SAVE
7	4	1	D	SHORT SAVE	8	7	5	3	1	1	D	SHORT SAVE

VELOCITY THRUSTER									
Special: for each box damaged in this location, subtract one from the fighters max thrust and re-adjust max thrust levels accordingly.									

SUBLIGHT DRIVE (SLD)									
Special: For every full 6 boxes hit, the plant is reduced in it's power output by 1/4. Strike out the current level of capacity on the record sheet and use the new thrust value.									
0-5	6-11	12-17	18-23	24	DAMAGE TAKEN				
1	3/4	1/2	1/4	Dest	PLANT POWER VALUE				

The plant must also roll for destruction:										
0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-23	24	DAMAGE TAKEN
9	8	7	6	5	4	3	2	1	D	DESTROYED SAVE
9	7	6	5	4	3	2	1	1	D	SHORT SAVE

INTERNAL STRUCTURE (INT STRUCTURE)										
The internal structure of the tank is what holds it all together. All the darker shaded boxes on the Damage Diagram are part of the internal structure damage track, and all damage is cumulative. If all the boxes on one side (left or right) are marked off, apply a further -1 penalty to the save number on the table below.										
1-5	6-10	11-14	15-18	19-22	23-26	27-29	30-32	33-35	36	DAMAGE TAKEN
9	8	7	6	5	4	3	2	1	D	SAVE



CONSTRUCTION ITEMS

DESIGNING TEAMS NEVER REST. TO CREATE THE NEWEST TWIST ON THE ARMoured VEHICLE MAY BE TO CREATE THE TANK WHICH COULD CHANGE THE FORTUNES OF WAR. PUSHING THE LIMITS OF DESIGN PHILOSOPHIES, THESE NEW IDEAS AND TECHNOLOGIES REPRESENT THE LATEST IN THE 4850 YEAR EVOLUTION OF THE COMBAT TANK.

ALL MATERIAL HAS BEEN VERIFIED AND CERTIFIED FACTUAL BY INTEL DIVISION.

ADD THIS BRIEFING TO SECTION 124-D OF THE TACTICAL COMBAT MANUAL.



Boosters

Not to be confused by the medical instruments of the same name, Boosters were developed on the grav-racing circuit popular within the Commonwealth areas. Boosters are incredibly simple devices--large solid-fuel rocket motors used to provide a massive, albeit temporary, boost in acceleration.

Game Notes:

Boosters cannot be retrofitted equipment, as they must be strongly tied in with the vehicle's internal structure. A designer may elect to devote as many tons as they wish to boosters, and often place enough for several boosts. During the race (or combat) a pilot may, at the start of the turn, decide to use a certain tonnage of boosters. This provides an immediate gain of thrust points that can only be used to increase the vehicle's velocity. The thrust points gained are determined by this formula:

$(\text{Tons of Rocket Used} \times 75) / \text{Weight of Vehicle}$

Round fractions off. A piloting roll is required when the boosters are ignited, modified for the safe velocity of the terrain (consider the acceleration to be instantaneous for this purpose), plus a -1 per 3 points (or fraction thereof) of acceleration gained.

Booster's are one shot items--each ton of booster can be used but once during a race.

Commander's Turret

Commander's Turrets (CTs or 'seats' as they have become known) are not a new idea, once having been popular on many tank designs. CTs are exactly as they sound: small turrets mounted atop the main turret, essentially giving the commander a cupola from which they can get a better battlefield sense as well as direct their own fire towards targets of opportunity. As time progressed, however, their use grew more limited as the weapons they could carry became more and more superfluous, and as better mechanised sensors rendered the added sight capacity less and less of an advantage. Commanders were once again relegated to the main turret, riding next to the gunner and directing painting laser fire via more remote means.

With the advent of powerful, low-recoil weapons though, some designers are once again beginning to take a second look at the idea of a Commander's Turret. While there remains little need for an 'improved battlefield view', the capacity to direct fire at a third target has sparked the interest anew. While the choice of arms is indeed limited to low-recoil weapons, this by no means implies low-power weapons. Lasers, MDCs, Missiles and Recoilless Rifles are all eligible to be used on a CT.

While it can take a few combat exercises for a commander to learn the use of their CT, Commonwealth trials have found that once this occurs, the CT adds great flexibility to split fire when the need arises. It is quite probable that new designs with CTs may begin cropping up on Commonwealth drafting tables within a few years.

Game Notes:

The CT is constructed in exactly the same manner as is a regular turret, save it may only carry the low-recoil weapons outlined above. Remember to add the weight of the CT and its components when calculating the weight of the primary turret. In combat, the CT operates independently of the main turret, giving the vehicle the ability to fire at three targets at once, if it so desires. However, because it is the tank commander who is operating the CT, weapons mounted in the CT may only direct their fire at the same target the tank painted that turn (which may limit overall target selection somewhat). All other rules pertaining to turrets and weapons fire still apply.



Maneuver Foils

The operation of a grav vehicle is vastly different compared to the physics behind the operation of a conventional aircraft. The grav vehicle functions on the principle of warping gravity planes, using these fluctuations for levitation, propulsion and turning. Conversely, the aircraft relies solely on the interaction of its lifting structures and the atmosphere. While grav vehicle is completely independent of any atmosphere, and could happily operate on a vacuum world, in most cases the grav vehicle does operate within an atmosphere and must therefore interact and force its way through the gaseous medium.

Recently, this has gotten some gravitic engineers to thinking. Since the tank must travel through this blanket of gas, and since that consideration is already taken into account with streamlining and careful layout, instead of just burrowing through the air, why not take advantage of it? The tank doesn't need to use the atmosphere for its flight, yet, since it's there, is there a reason not use it?

The end result was a series of vanes, fins and small winglets which the design team nicknamed Maneuver Foils. These computer adjusted control surfaces bite into the air and help to bring the tank to bear, improving its handling above certain speeds. This greatly decreases the tank's turning radius as well as reducing the strain on the gravity vector vanes. It can also reduce the effects of certain weather conditions, easing out turbulent airflow. Unfortunately, Maneuver Foils must be original equipment, and cannot be retrofitted to existing grav vehicles. They are, however, relatively lightweight and are not to power-demanding.

Maneuver Foils have already created a stir in the grav-racing circuit, where their benefit and effectiveness is constantly being demonstrated with often spectacular results. The inventors have already presented their creation to the CAF, and await nervously for the decision whether the CAF will begin trials or no. They are confident, however, and are already looking at ways to further improve on the design.

Game Notes:

When a grav vehicle is designed, one can choose to add Maneuvering Foils. MFs are added during the same stage as the Grav Drive, but are included when the weight of the Grav Drive is determined. MFs weigh 4% of the vehicles current weight, not including the digging cannons, and use one point of power per ton of Maneuver Foil. During play, a vehicle gains the benefit of the MFs only when the tank's speed is over 5 (equal to or greater than 6). Once over 60kph, the turning requirements on the Facing Change Table are reduced by one. So, a tank travelling at a speed of 12 would normally require 3 hexes between facing changes, while with maneuver foils it would only require 2. MFs also allow a vehicle to descend from LAF to NF in one hex. Lastly, a grav vehicle equipped with MFs reduce the Safe Velocity Penalty of turbulent weather (High Winds, etc.), suffering only half the regular penalty. MFs are destroyed when all the armour off either the left, right or rear side is destroyed, at which point all benefits are lost.

Mine Laying Equipment

(This modifies the rules presented in the Centurion Technical Update, P 18. Only changes are noted.)

Any vehicle can carry a mine laying attachment. Actually, the term "Mine Laying" is somewhat deceiving, as this piece of equipment is much more versatile, being able to drop/place much more than just mines. The MLE (mine laying equipment) unit encloses two pods that contain the items to be dropped. Each pod can hold four hexes worth of mines, four ABSs (P 22), four HELL charges, four ADEC (ECM, P 8) or two resupply pods. (Page numbers in brackets refer to pages in the Tech Update) Therefore, a GEV equipped with a MLE unit could carry 8 hexes worth of mines, or four HELL charges and four ADECs, and so on. All other rules as stated in the Tech Update apply.

HELL charges are simply the HELL warheads from an artillery piece mounted on a drop-pod with new detonation circuitry. They can be programmed to detonate via remote-command (the owning player says BOOM! and the charge goes off-- unless being jammed by an ADEC) or by proximity sensor (similar to an ABS going from passive to active mode--only it blows up instead of activating some nasty electronics). A resupply pod is essentially a container holding four TVLGs, armour patches and Omni-Weapon blocks, for resupplying infantry troops. It takes one round for an infantry unit to re-equip themselves from a resupply pod. Of course, whichever side gets to it first...



Multiple Turret Mechanism

Though it is rare, it is quite possible for a tank to be equipped with more than one turret. Many formats are possible for this, and suffer either some form of benefits and/or penalty for doing so. In mounting more than one turret, each turret is constructed as per the regular turret rules for weight (rounded individually) and power usage.

Two turrets can be installed side by side, with their motions/weapons meshed (as on the Pallas). Assuming the hull is designed and angled right, the two turrets can turn a full 360 degrees without interfering with each other. Special computer programs use the angled nature of the hull to be best utilized, giving the guns a better range of elevation and depression. This system, however, can be overly complicated. In game turns, an extra 2 tons must be allocated to the tank's weight. The standard game, does not provide any penalties or restrictions on elevation or depression--in this case, give the tank a bonus of +1 for firing on Aircraft and Interceptors. The record sheet will have two turrets, but each will be smaller than the standard, so a maximum of 70 points of armour on each.

More common will be two turrets 'in a line', that is one behind the other, and with the 2nd elevated compared to the first. This gives the rear turret a full 360 degrees rotation, while the forward turret will have a 300 degree rotation, unable to face the rear hexside. Both turrets can be of maximum size if desired. However, an extra gunner must be carried for the extra turret, adding another ton and another point of power to the crew requirements. This does give the tank the ability to split it's fire even more between multiple targets. The commander usually

rides in the rear, upper turret to be afforded a full view of battle, and to paint.

One more common extra set of turrets is to place a smaller set near the front of the tank, using smaller weapons. MDCs, Missiles, 1.5 class-lasers are all capable of being placed as such. Depending on how they are mounted, they will either have a 180 degree fire arc off the front of the tank, or an arc extending the 'standard' 120 forward arc as well as the 120 degree arc defined by the front-side hexface of the tank (see the example on P 19 of the rulebook for this arc--it is the same as the tank's (in the figure) forward arc and its turret's left firing arc (and, of course, the overlap)). These weapons are fired normally by the gunner, as are hull-mounted weapons, though an extra gunner as above can be installed.

Lastly, a rear-firing sponson mount can be fitted, giving the same arc as the above mentioned front-mounted turret (180 degrees) This weapon can be fired by either the gunner or the commander, and is limited again to the smaller range of weapons.



WEAPONS

THE BATTLEFIELD IS AN EVER-CHANGING PLACE. NEW TECHNOLOGIES AND TACTICS SPRING UP CONSTANTLY, ALTERING THE FACE OF MODERN WARFARE FOREVER.

THIS TACTICAL BRIEFING IS BEING PROVIDED TO UPDATE FORCES IN THE ALARIC THEATRE.

ALL MATERIAL HAS BEEN VERIFIED AND BEEN CERTIFIED FACTUAL BY INTEL DIVISION.

ADD THIS BRIEFING TO SECTION 148-B OF THE TACTICAL COMBAT MANUAL.

READ IT WELL, FOR KNOWLEDGE IS HALF THE BATTLE.



AGAMS

While it was the Vulcan system that inspired the development and creation of the interceptor-mounted Safeguard and MDC-G anti-missile systems, the MDC-G is now the one stimulating a new ground-based anti-missile system using physical slugs rather than lasers to accomplish its task. Named Active Gatling Anti-Missile System, or AGAMS, the engineers behind the project hope to achieve the dual capabilities the MDC-G possesses: the ability to shoot down missiles as well as the capacity to be used as an offensive weapon when not otherwise engaged.

The AGAMS is essentially the mashing together of the two differing anti-missile systems. The end result is a small gatling mass-driver cannon coupled to a standard Vulcan's target acquisition system. With a slight tweak in the software, the AGAMS team was able to have the unit available for attack against regular targets as well, achieving the dual purpose they were aiming for. Though the AGAMS obviously has limited potential in its secondary role, its nature (a gatling cannon) renders it particularly effective against infantry and light targets, which, given the limited number of tanks fitted with Anti-Infantry systems, would greatly boost TOG's ability to deal with the plethora of Renegade and Commonwealth infantry legions.

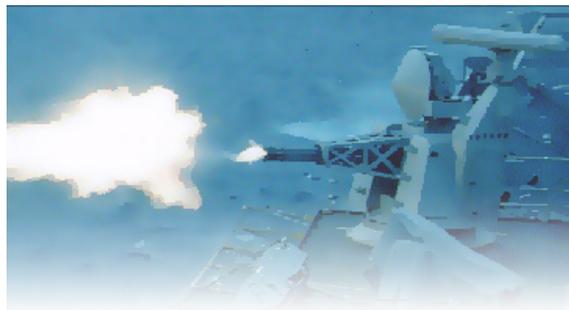
While the AGAMS is heavier than its Vulcan parallels, it uses less power. Testing at the TOGSOG grounds has proved very effective, and it is likely that this piece of equipment will find its way into existing legions as well as onto new vehicles very soon.

Game Notes:

Each turn, the AGAMS may be set to operate in either an anti-missile role or as an offensive weapon. In its primary role, the AGAMS functions exactly as the Vulcan system equivalent in all regards. When used as a direct-fire weapon, the AGAMS behaves as a standard MDC, doing damage as listed below. All other rules pertaining to ground fire and Vulcan systems apply.

	V-EQ	RANGE	POWER	MASS	COST
AGAMS-I	1	4	3	6	27 000
AGAMS-II	2	4	4	10	67 500
AGAMS-III	3	5	6	14	216 200
AGAMS-IV	4	5	8	18	245 000

AGAMS DAMAGE READOUT				
I	II	III	IV	CLASS
□□	□□□	□□□□	□□□□□	VEHICLE DAMAGE (ASSIGN AS DFM)
IWF3	IWF5	IWF7	IWF9	INFANTRY DAMAGE



Air to Ground Missiles

The well-timed use of Interceptors on the modern planetary battlefield can turn the tide of battle or reinforce a decisive victory. Interceptors, however, are not noted for their combat ruggedness, especially during ground-attack operations. Progress on improving their attack capabilities, thereby reducing their loiter time, has been slow at best. While many stop-gap measures have been spawned, they are still only-stopgap measures, and are not the most satisfactory solution. Finally, a such a new weapon has been found: the Air to Ground missile.

AGMs are a recent development by the Terrain Overlord Government's Weapons Research Division following many years of intense research. Based on the SSS missile design, the new missile has long-range, fire-and-forget standoff capability. With a powerful warhead and good missile intelligence, it adds a potent new set of teeth to any ground-attacking interceptor.

Being shorter ranged and fired against less-evasive targets permits the AGM to be smaller than its SSS counterpart. Each hardpoint on an interceptor may therefore carry two of the new AGMs. At the start of a strafing or dive-bombing run, the craft may attempt to lock-on and fire any number of missiles, up to the capacity of the pilot and/or gunner. A lock on is achieved as for a standard SSS missile: simply roll against the firer's Gunnery skill. The AGM has a range of 14 hexes, and impacts on the same turn as it is fired. The Base-To-Hit Number of the AGM is 15, and it does the same damage as a standard SSS missile. While the AGM does not require the target to be painted before it is fired, it also receives no benefit from painting. AGMs may be intercepted normally by Vulcan systems. All other applicable rules pertaining to SSS missiles and GAMs also apply to AGMs.



Anti-Infantry Charges

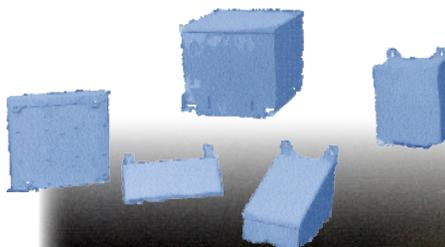
Created as a private venture by InduPlas in TOGspace, Anti-Infantry Charges (AICs) were devised as a last-ditch effort to rid tank crews of enemy infantry forces. Aware of the inherent limitations of their system, InduPlas knew they had to make the system light enough to be appealing to craft designers or to be viable as an upgrade to existing vehicles.

The AIC system is very simple in nature, being essentially a series of explosive charges placed on the outside of the tank structure. The explosive material is encased in a specially designed hard polymer shell that shreds itself into thousands of sharp, plastic slivers when the charge goes off, creating a veritable barrage of flechettes to rip through enemy infantry. The downside is, of course, the very restricted range of these devices, limiting the system's effect to a radius of only 100m. Nevertheless, the system is light, fast and very cheap, making it easily addable to vehicles and requiring no new training.

While detractors of AICs see little use for it, InduPlas argues that as a quick-fix addition it can't be beat, greatly enhancing a tank's anti-infantry capabilities for very little capital. Of course the tank would have to travel to its intended targets, which exposes it to the very infantry it's trying to eliminate. Time will tell if AICs are actually used on many TOG vehicles, though many analysts believe that despite its shortcomings, its low cost and mass almost guarantees its acceptance.

Game Notes:

The fitting of AICs is quick and easy, requiring no more than an hour or so in the shop. A complete set of AICs weighs a ton, and as many sets as desired can be installed. When used, the AICs attack every infantry unit within the discharger's hex with an attack strength equal to an IWF9 strike. AICs are destroyed as the Ballistic Protection on a vehicle is destroyed; when half the Ballistic Protection on a particular side is gone, reduce the IWF strength by one level. Therefore, a tank with three sides reduced to one- half their ballistic protection would have a strike capacity equal to IWF3. AICs have no effect on armoured vehicles, though they will damage regular equipment.



Anti-Laser Aerosol

The use of smoke on the battlefield has many effects that can provide many important advantages and capabilities to allied units. However, there are times when all the smoke producer really desires is a screen from laser fire, and not necessarily the impenetrable opaque wall current smoke systems produce. It was under these condition requirements that several manufacturers on both sides developed Anti-Laser Aerosols, or ALAs. Easily dispensed from existing smoke-dispensing equipment, ALAs create a misty cloud of particles which remain visually transparent while deflecting and absorbing incoming laser fire.

Game Notes: When an ALA round is fired, it produces a cloud that reduces laser damage by 4 points per hex through which it must travel (use LOS rules to determine how many hexes the beam passes through, and any painting laser tracing its path through an ALA round is stopped) with no other LOS or weapon effects. The ALA behaves as a smoke cloud in every other way.



Battle Rockets

There are times in ground combat when grav crews must bring themselves to bear against installations or well defended buildings. Unmoving, but often brutally armoured and armed, the crews called for some new weapons that could hit hard and could hit in great numbers. Targeting was, of course, not so much of an issue, as most installations tend not move around to much.

It is in the context of these situations that engineers on both sides of the conflict harkened back to earlier times to re-invent the Battle Rocket. The BR is as simple as it sounds--a large warhead with a large booster motor, with no guidance and no electronics save the fuse. The BR is manufactured to easily fit into any standard missile launcher, replacing TVLGs and SMLMs on a one-for-one basis, eliminating the need for upgrading and allowing units slated for installation attack to adapt themselves quickly and easily.

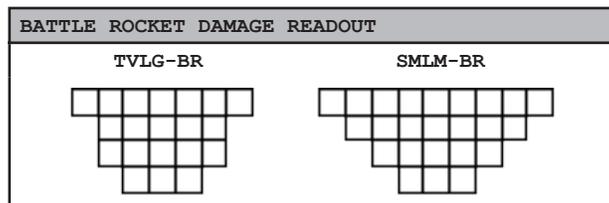
Though designed with non-moving targets in mind, in combat the BR can be used on any target, albeit with varying degrees of effectiveness. Against shields, the BR has a much greater chance at penetration when compared to ordinary missiles--the lack of on-board electronics severely reduces the pre-detonation effect shields have verses a standard TVLG or SMLM. Vulcan systems can still, however, shoot them down. As well, this lack of guidance electronics makes them far less accurate. Despite an increased range, due to more fuel capacity, their accuracy rapidly degrades with target distance, an effect further heightened by the BR's relatively slow "muzzle velocity" as it leaves the launcher. Nevertheless, the BR handsomely makes up these

shortcomings with their massive damage potential, as well as their ability to be fired en- masse at a target. When used against a stationary target, a volley of these can be devastating.

Game Notes:

Before play, players may choose to exchange any standard TVLG or SMLM with a BR of the appropriate size. A BR does not require a painted target to be fired, nor does it receive any bonus for a target being painted. It does, however, effectively subtract two-thirds from the target's shield rating, due to the reduced effect shields have on its limited internal circuitry. The BR suffers worse range penalties than all other weapons, as it is a slow and unguided weapon. These penalties are listed, along with all the other relevant info, on the table below. All other standard rules apply.

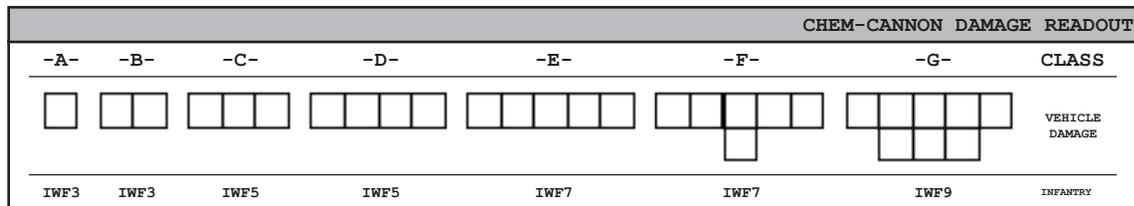
TO HIT:	12	11	10	9	8	7
TVLG-BR	1	2	3-4	5-6	7-9	---
SMLM-BR	1	2	3-4	5-6	7-9	10-12



Chem Propelled Weapons

Chemically-Propelled weapons, while rare, are still found on the battlefield of the 69th century. Many lower-tech worlds use them extensively, as do worlds where extensive military buildup is not needed. While current armour technology has rendered the chemically powered anti-tank guns obsolete, the lower calibre variety, such as gatling cannons and chain guns, are most effective against light targets, vehicles and, due to their multi-projectile style of fire, infantry. For this reason, Chem-Guns can be found in many 'more sophisticated' units as well. For their low cost, they provide an effective dual-purpose light duty weapon. TOG civilian defence units are the ones most likely to be so equipped, though other units often retrofit/jurry-rig them onto their vehicles as needed. Though far from the limelight, chem-guns are still a viable weapon on the modern battlefield.

CLASS	RANGE	POWER	MASS	COST
-A-	4	0	2	8 000
-B-	4	0	3	16 000
-C-	5	0	5	24 000
-D-	6	0	6	32 000
-E-	7	0	7	41 000
-F-	8	0	8	49 000
-G-	10	0	10	60 000





Gauss Cannons/MDCs

The standard weapons of the modern battlefield, Gauss Cannons and MDCs operate on the same principal, but with different ammunition sizes and effects. Technology does not stand still even for these old-timers.

Game Notes:

There are really no serious changes here, only the addition of more GR and MDC classes. However, in figuring these out, some odd things were discovered about GRs. For one, the 50mm seemed way overweight, being but a mere 4 tons lighter than the 100mm, and therefore grossly inefficient in its damage ratios. However, changing the tons to 23 from 43 made all fit into place nicely, pointing to perhaps a typo that has persisted through both editions. As well, the progression seemed to be messed up around the 150mm. In fixing this, the 150mm has now become a 125mm, with a slightly different weight. Also changed is the 100mm's weight. However, these two items should have no serious effect on any vehicles currently designed.



CLASS	RANGE	POWER	MASS	COST
MDC 6	20	4	12	126 000
MDC 8	20	6	24	168 500
MDC 10	20	11	42	250 000
MDC 12	20	12	46	300 000

CLASS	RANGE	POWER	MASS	COST
10mm	5	1	5	27 000
25mm	6	2	14	67 000
50mm	6	3	23	216 000
75mm	8	4	32	254 000
100mm	10	5	46	292 000
125mm	12	6	62	330 000
150mm	15	7	73	374 000
175mm	15	9	86	440 000
200mm	15	11	106	528 000



GAUSS RIFLE DAMAGE READOUT									
10mm	25mm	50mm	75mm	100mm	125mm	150mm	175mm	200mm	



Gatling Mass Drivers

Gatling massdriver cannons have become an instant success. Though each projectile does little damage, for ground combat, they are a great improvement over standard MDCs, who's projectile's high-velocity is not needed, instead the weight of the projectile being far more advantageous to puncture through shields. Their high-rate of fire is also a bonus, providing an even better weapon efficiency when damage potential vs weight is considered.

Since their introduction, GMDCs have undergone much battlefield testing, with the bugs now having been worked out. As well, more and more companies are developing GMDCs, and in a far more diverse range of categories than the original 4. Rate of Fire and Kinetic Potential are the two areas weapon designers make their mark as they design new variants.

Game Notes:

Use as would the GMDCs in the Technical Update. The cost factor below does not generate the exact numbers in the Update, but the ones in the update followed no set pattern (given damage/cost/etc) so this is a compromise. All GMDCs have a range of 20. Decide how many shots to fire in a turn, and roll for each projectile, which are not affected by shields. To create a GMDC, choose the damage (DMG/DAM), find the ROF you wish, and cross reference on the table. A - means that GMDC class is unavailable.



GMDC CLASS TABLE					
DAMAGE CLASS	RATE OF FIRE				
	1	2	3	4	5
1	1/2	1/3	2/4	2/5	2/6
2	1/4	2/6	3/9	4/12	5/15
3	2/3	4/10	5/14	7/19	-
4	3/7	5/13	6/19	9/26	-
5	3/9	6/16	7/23	10/32	-
6	5/11	8/20	12/30	-	-
8	6/16	10/29	15/44	-	-
9	7/19	12/35	-	-	-
10	9/23	14/43	-	-	-
12	12/29	-	-	-	-
14	16/37	-	-	-	-
15	22/46	-	-	-	-

ABOVE LISTING IS POWER/MASS. COST IS 14 x DAM x ROF

GMDC DAMAGE READOUT													
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
1	2	3	4	5	6	8	9						
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	12	14	15

Note: For Damage Boxes drawn with a dashed line, apply only one box of damage. Roll randomly to see upon which side to apply damage.



Ground Based DFM Clusters

Within the Renegade forces, resupply is a common problem. Due to the very nature of the Renegade Force's organization (as a 'renegade' force), many units often find themselves short of ammunition, supply parts, and so on. It was these shortages, however, that began the now relatively widespread use of DFM clusters in many Renegade grav tanks. The ground arm of the 416th Tactical Strike Legion (Combined Arms), finding themselves completely out of SMLM missiles, discovered that with a little tweaking, the on-hand DFM clusters could fit in their SMLM launchers. After some jury-rigging, the tanks rode into battle with their 'borrowed' ordinance. (Some of the fighter pilots were none to pleased when they discovered that they were "out" of DFM clusters...) In combat, the DFMs performed admirably, carving a niche for themselves in the combat sphere.

Game Notes:

Before riding into battle, a grav tank may elect to replace any or all of its SMLM missiles with DFM clusters. In many ways, a DFM pod is similar to the Smoke Wall pods--a barrage fired set of rockets, only in this case, ones fitted with an explosive warhead. When fired, the DFM performs much as it does in Interceptor. No lock on is required, nor is painting, though the shot receives no benefit from a painted target. The DFM still receives its +4 bonus to hit due to its lack of electronics and its overwhelming amount of sub-shot. Damage remains unchanged at a total of 12 points, and is handled as is SMLM damage as described in the Centurion Technical Update. A DFM cluster in ground combat has a range of 18. Against infantry, the DFM behaves as a 15-point weapon.

Heavy Missiles

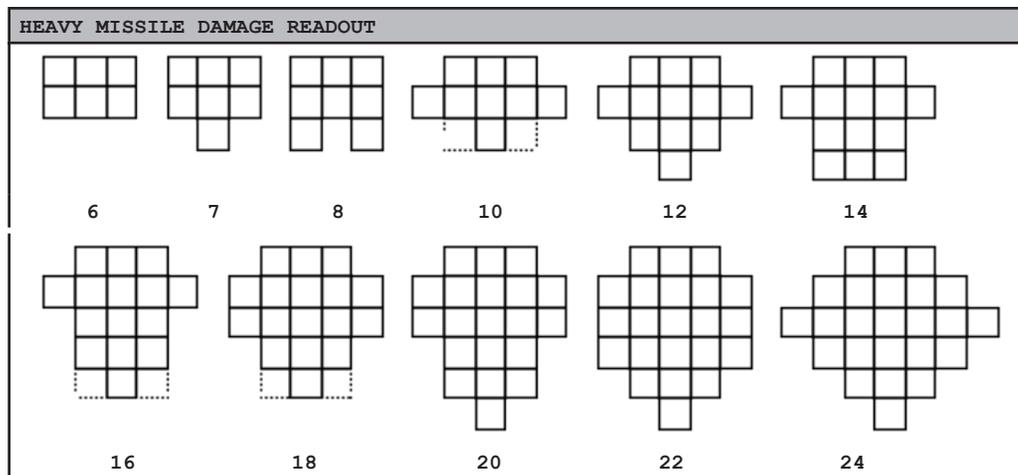
The new Heavy Missile systems made a big impact when released. With their homing, long range ability, they created a whole new set of tactics to be exploited. The initial companies to release HMs saw a good return on their investment. But not all was perfect, for many engineers found it difficult to work around the four classes of HMs that were available. This lack of diversity allowed many new companies to jump into the fray, creating a myriad of HM classes. Of course, the original manufacturers have not layed back and watched, and they too have added to their product lines. In the end, this means that nearly any type of HM that a designer could want is available...

Adding to the new missiles, a new launcher system, known as a Payload Pallet, was introduced by InterMetals, providing a flexible bay/rack for mounting HMs. Rather than needing to choose the type at installation, with a Payload Pallet, required missiles can be fitted, much like hardpoints on an interceptor, within the mass limit of the pallet. With this flexibility, centurions should expect to see far more HMs on the battlefield.

Game Notes:

What follows is a table that can be used to create any type of HM desired. To create a missile, first choose a warhead type by amount of damage, then multiply the weight of the warhead by the multiplier (MULT) for the Acceleration capacity (thrust) of the missile, and for its endurance in turns. When designing the launching system for a new vehicle, the type of missile must be decided, as well as the number of missiles carried. Every two missiles, or fraction thereof, requires a point of power. Payload Pallets require an extra ton over and above the max weight of HMs carried. Decide at this time the max number of HMs that can be carried by the pallet and assign the required number of power.

DAMAGE	WEIGHT	ACCEL	MULT	END	MULT
24	2	4	4	3	0.75
22	1 1/2	5	5	4	1
20	1 1/6	6	6	5	1.25
18	1	7	7	6	1.5
16	7/9			7	1.75
14	25/37			8	2
12	5/9				
10	10/21				
8	2/5				
7	1/3				
6	3/11				
Warhead Weight		X	Accel Multiplier	X	Endurance Multiplier





Particle Beam Cannons

While EPCs and NPCs have always formed a valuable asset for aerospace fighters, their very nature has prevented them from ever appearing on the terrestrial battlefield. Trying to blast a path through the atmosphere, itself a mass of particles, with a stream of accelerated electrons or neutrons proves far to difficult to be practical. Thus, the only energy weapon usable was the laser and the flattened damage profiles of of E/NPCs were never seen.

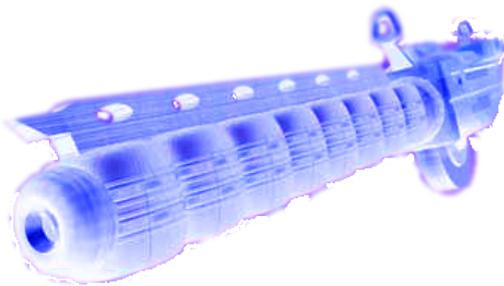
Recently, however, a team of engineers at the Kres'Dral research facility have applied a new theory to the problems faced by E/NPCs in atmosphere that may yeild powerful results. The theory behind the new discovery is simple enough: a tuned laser is first fired to the target, ionizing a path from the weapon to the impact zone. Once this is done, a charged electron pulse is fired 'down' the line, using as it were the ionized trail as a conduit or wire. In essence, the engineers created a lightning gun.

The early test results are promising, but not without some shortcomings. While the weapon lives up to its tremendous damage potential, just as effective as a similar weapon would be in the vacuum of space, to get a good ionized path to the target can take some doing. For this reason, Particle Beam Cannons (PBCs) are affected quite strongly by differing types of weather conditions, which can quickly render them ineffective. Also, as can be expected, shields can also turn away the beam. Nevertheless, their high damage potential coupled with their excellent armour-undercutting abilities make it likely that they will appear on the battlefield, if not right away, in the future.

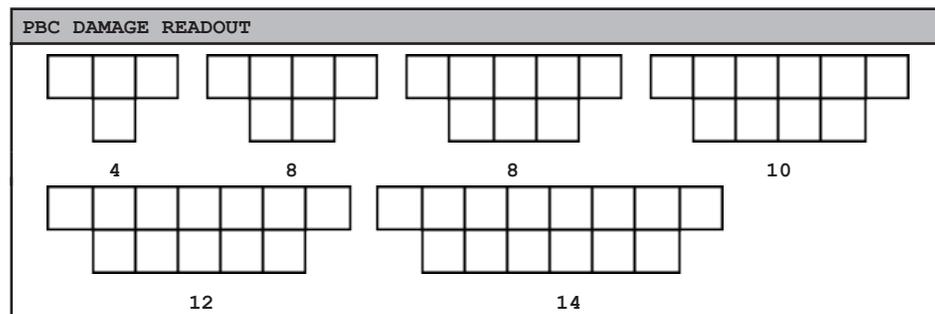
Game Notes:

PBCs are fired like any other direct-fire weapon in Centurion. No to-hit roll is necessary for the ionizing laser (it is assumed to be part of the main to-hit roll) nor do shields reduce the effect of this laser. Shields do, however, affect the particle packet normally, as they would versus any other energy weapon (unless, of course, the opposing tank has been painted).

PBCs are more adversely affected by weather; double all atmosphere penalties for rain, snow, fog, and the like.



CLASS	RANGE	POWER	MASS	COST
PBC-4	12	12	4	70 000
PBC-6	13	18	7	104 000
PBC-8	14	25	10	138 000
PBC-10	15	34	12	172 000
PBC-12	16	40	15	206 000
PBC-14	17	50	18	240 000



Hardpoints

Hardpoints are used on fighters for many reasons, one of the prime ones being flexibility. Near well anything can be placed in/on a pod, allowing quick customization of a fighter for a mission. The following describes both new pods available, as well as slight modifications to those already around. Note that none of the following may be put in an autoloader (for obvious reasons).

POD TYPE	(USES)	MASS
1.5/2	(8)	3t
1.5/2	(15)	5t
1.5/3	(8)	5t
1.5/3	(15)	10t
1.5/6	(8)	10t
MDC 6	(10)	10t
TPPP9	(8)	10t
EPC 9	(15)	10t
Safeguard-1	(20)	10t
ECM	(--)	3t
Sensor	(--)	3t
Painting	(--)	3t
ELS	(--)	3t



Recoilless Rifles

The common use of Recoilless Rifles (RRs) ceased early in the 24th century, the victim of armour technology of the time. No longer capable of inflicting effective damage, they faded into near-obscurity, and remained dormant for the centuries that past. Recently, however, the technology was unearthed once more when a design firm was looking for a lightweight weapon to mount on an inexpensive line of light-duty combat vehicles. BritArms, a Commonwealth weapons manufacturer, worked diligently to update the antiquated ideas to modern technology. The result was a weapon that went far beyond the team's expectations.

The latest incarnations of Recoilless Rifles suffer the same problems as their ancestors: backblast, low velocity and awkward loading. Specialized autoloaders have helped a great deal in reducing the hindrance of last, but to see this piece of equipment has sent many a technician into fits. Fortunately, the rest of the enhancements worked far better, accentuating the strengths of the RR, none the least of which was its recoilless nature. But more than its light weight and the ability to be mounted on light structures, BritArms discovered that it was the amazing versatility in ammunition types that was the RRs greatest asset. With no less than seven different types of shells already available, and with more sure to be developed, BritArms knew that the limited-application nature of their tiny project had just blossomed into a far more wide-reaching venture.

Besides the standard HIEX (High Explosive) bursting round, the BritArms team was also able to adapt HEAP and HEIF rounds, albeit with differing damage capacities due to the lower velocity. HEIF

rounds were actually more effective than when fired from a standard Gauss rifle, while HEAP cannot penetrate as deeply due to the lower impact velocity. Where the RRs really get interesting is the newer rounds, some of which again were pulled from times of old. The HESH (High Explosive Squash Head) round is such a round which has found a new purpose on the modern battlefield. Apart from its mainly two dimensional damage profile, an effective armour undercutter, the HESH's shockwave effect is particularly effective at destroying CFPD armour, causing it to shatter. Perhaps even more interesting is the ASDR round, which parasitically attaches itself to an opponent's vehicle, systematically analyzing the target's shields and broadcasting not only the deciphered shield rates, but also a powerful homing beacon. The last of the rounds developed so far is an incendiary round, guaranteed to ignite any standard structure or forest, for often devastating effect.

BritArms conducted its own vigourous testing trials during its development, and could send out messages loaded with data and results to various vehicle manufacturers throughout the Commonwealth. Responses have already returned, many with interest.

After a 4400 year hiatus, the Recoilless Rifle may be making itself known on the battlefield once more.

Game Notes:

RRs behave much the same way as other vehicle ordinance. Backblast is usually not a concern, with everyone riding around in vehicles or in armour. Due to the low-velocity nature of the rounds, all fire from an RR suffers a -2 penalty to hit. All other standard fire rules apply. Most rounds do damage as noted in the RR table, but three rounds require further explanation.

HESH rounds affect armour normally, removing armour via its template with no change. However, if the HESH round strikes a tank fitted with CFPD armour, the CFPD suffers a catastrophic failure on a roll of 8, 9 or 0; as opposed to just on a 0.

ASDR (Autonomous Shield Deciphering Round) rounds attach themselves to an opponent's hull and then begin trying to decipher the vehicle's shields and broadcast it for all to hear. The base chance of success is 8 minus the shield rating of the side the round struck. If successful, the target is considered painted for the turn. In addition, the ASDR sends out a homing signal which can guide incoming artillery rounds. The ASDR remains active for only a few turns before its battery dies, based on the round's size. See the RR listings to determine its lifespan.

Incendiary rounds are essentially fire rounds that burst upon impact and are most used against buildings and installations. No game rules have been written for these yet, as testing is still going on to determine their full potential.



Recoilless Rifles (cont)

CLASS	RANGE	POWER	MASS	COST
10mm	5	1	2	4 950
25mm	6	1	7	12 375
50mm	6	1	12	39 600
75mm	8	1	16	47 000
100mm	10	1	23	54 000

RECOILLESS RIFLE DAMAGE READOUT					
10mm	25mm	50mm	75mm	100mm	CLASS
					HEAP
					HIEX
					HESH
IWF5	IWF7	IWF7	IWF9	IWF9	HEIF
1 RND	1 RND	2 RND	2 RND	3 RND	ASDR
--	--	--	--	--	INCEN



SSS-G Missiles

SSS-G (Scanner Silhouette Seeking - Ground) missiles were developed by the same TOG design team working on the Air- to-Ground missile soon after completing the AGM project. Once they had solved the trick of getting SSS missiles to lock onto grav tanks from above, it was little stretch of the imagination for them to adapt this technology to a working surface-to-surface model. There were some key differences that were beyond their reach, however, mainly in dealing with the different nature of the respective launching systems. So, once the seeker head was completed, they handed the unit over to the Borch weapons company, to install onto a launching motor that could both handle the required operational parameters, as well as be easily fittable into grav-tank design.

The result was the SSS-G, a missile pod that was roughly comparable in size to the SMLM, but quite different in its internals. As can be expected, the SSS-G functions much in its ground-based version as it does in its original incarnation. Using the tank's normal sensors, a gunner can quickly identify and lock-in a target, and then fire as many SSS-Gs at the target as they so desire. With a longer range and no need for painting, the SSS-G has some extra capabilities over its TVLG and SMLM brethren. However, it does suffer more adversely from weather conditions, and gains no benefit if the target is indeed painted.

The SSS-G has yet to be used in combat. Testing has just begun within the TOG forces with a rather lacklustre showing of interest. It is unknown at this point whether or not the SSS-G will ever see widespread use, or if it even sees use at all.

Game Notes:

The SSS-G is a new missile system, requiring its own special launchers. To use an SSS-G, the attacker must first lock onto the sensor signal returning from its target by making a regular attack roll. Do not modify the roll for shields, but double any weather/atmosphere/terrain modifiers for obstructions or poor visibility. If the roll is successful, the missiles have locked-on, and the tank may fire as many SSS-G missiles as it so wishes at the target. SSS-G missiles may be attacked by a Vulcan system just as any other missile can. Once fired, the player must then roll the actual SSS-G attack, using a base to-hit number of 15, modified as normal for the target's shields. If successful, the SSS-G inflicts a 15 point hit. SSS-Gs are incapable of indirect fire. All other standard rules apply.

CLASS	TO HIT	RANGE	POWER	MASS	COST
SSS-G 1	15	15	0	4	15 000
SSS-G 2	15	15	0	8	30 000

SSS-G DAMAGE READOUT	
SSS-G	



Smoke Wall Rockets

On the battlefield, the right smoke placement at the right time can mean the difference between a mission's success or the destruction of the unit. Current smoke dispensing ordinance, however, often leave something to be desired. Vehicle launched smoke frequently does not have the range nor the coverage required to be effective. Artillery launched rounds are better, but the time delay is often unacceptable, not to mention its accuracy. To rectify these concerns, Commonwealth engineers developed the Smoke Wall Rocket System, which was soon copied by the TOG forces.

The Smoke Wall Rocket System replaces a standard TVLG missile with a pod filled with smoke-producing rockets. Barrage fired, the smoke trailing rockets streak out in a straight line, creating a dense, impenetrable wall of MASK smoke. The effective range of this smoke wall is about 1200m; after this, the smoke produced by the remaining rockets is too thin to be an effective obscurant. Each pod carries enough rockets to produce two Smoke Wall bursts. Of course, the smoke is available in a very wide range of colours.

Game Rules:

Before play, any vehicle-mounted TVLG tube may be designated as a Smoke Wall Pod. During the Weapon Fire Phase, a grav tank may elect to fire a Smoke Wall round. No to-hit roll is necessary, and the round does not scatter. Only two rounds can effectively be fired in one turn—one from the hull positions, and one from the turret (if the turret is not facing forward). The Smoke Wall round generates a smoke pattern that is one hex wide and six hexes long, starting from the hex next to the tank and in a straight line away from the firing platform. Treat this smoke the same as that generated from an artillery strike. This round has no damage potential. All other standard smoke rules apply.

Smoke Dispenser Unit

Another new smoke-producing item finding its way onto assembly lines is the Smoke Dispensing Unit. A simple device, its function is simply its name: to make smoke, and provide more smoke capabilities to the carrying unit than the usual smoke grenades. The SDU weighs 2 tons and requires little internal space, and can create enough smoke for a whopping 4400 linear metres. The unit can be turned on or off nearly at will by the commander, and the reactants are easily refillable.

Game Rules:

An SDU weighs 2 tons and take no internal space. They can create a smoke wall one level high and up to 22 hexes long. Anytime during movement the commander may turn on or off the smoke unit, so the unit can create 22 one-hex walls, 2 11 hex walls, and so on.

Long-Range TVLGs

Available in small quantities, Long-Range TVLGs have been available for a while. LR-TVLGs are simply a standard TVLG with an extra booster section, giving the missiles a longer range. While this provides over double the standard tactical range, up to 2800m, its slow start makes it somewhat less effective at shorter ranges.

Game Notes:

Handle LR-TVLG fire as TVLG fire, save that they have a maximum range of 14, but suffer an extra -3 penalty at 0-1, -2 at 2 and -1 at 3-4 range. They weight twice as much as a standard TVLG launcher, and cost 2.25 times as much



TPPPDs

Since its introduction, the Thorium Plasma Projector has demonstrated its awesome combat potential during close-in combats. With its large conical damage profile, a TPP can strip the armour off an opponent in minutes. Its relatively large size and extreme power hungriness, however, has limited its ease of integration and caused it to be installed in but a few ships.

A Bauffrin Thorium Weapons Engineer, working for the Commonwealth Navy, took on the problem of the low power-to-damage ratio of the TPP in an unusual way. Intrigued by the success of the GMDC, he applied the same concepts of thinking to the TPP, in an effort to essentially develop a “Gatling Thorium Plasma Projector.” The resulting device (the TPPPD) went a slightly different route than a standard gatling system. Rather than having a bundle of multiple barrels, the TPPPD instead uses a single barrel linked to multiple-plasma chambers, which are charged and fired in rapid succession. As well, the barrel itself is slightly heavier than the norm, with a tighter magnetic field and more stream focusers to better control plasma attenuation at longer ranges.

The TPPPD fires a rapid stream of Thorium Plasma “pulses”. As with the GMDC, the overall damage caused is increased, though the damage is spread out. This distribution of damage, however, can sometimes be desirable. Each individual pulse may also be stopped by the opponent’s shields, but again, the multiple pulses offer a greater chance of at least some damage getting through. Most importantly, the main goal of the project, that of improving the weapon’s damage ratios, has easily been achieved.

Though the TPPPD uses about the same amount of power as a standard TPP, it is generally lighter, and does more damage for the power put into it.

The Commonwealth is now looking to install the system in a few fighter designs for testing.

Game Notes:

The TPPPD is used quite similarly to the GMDC. The firing player declares how many pulses the weapon will fire, and then must roll to hit for each one. Damage is applied as normal for each individual shot. Use a reversed NPC template where applicable. A three point hit is a two point column, with the third damage point on the second row, rolling randomly for the left or right side. Two point hits are a column, one point is self-explanatory.

CLASS	PULSES	1	2-3	4-6	7-10	11-15	POWER	MASS	COST
TPPD-1A	4	4	3	1	0	0	40	10	224 000
TPPD-1B	5	4	3	1	0	0	48	12	280 000
TPPD-2A	3	6	4	2	1	0	52	12	280 000
TPPD-2B	4	6	4	2	1	0	72	15	348 000
TPPD-2C	5	6	4	2	1	0	90	18	435 000



INFANTRY

WHILE INTERCEPTOR PILOTS GET ALL THE GLORY, AND GRAV TANK CREWS GET ALL THE RUNT RESPECT, IT IS THE LOWLY INFANTRY MEMBER THAT REMAINS THE MOST FUNDAMENTALLY IMPORTANT PART OF BATTLEFIELD OPERATIONS.

INTERCEPTORS AND GRAV TANKS MAY CLEAR THE WAY, BUT IT IS THE WOMEN AND MEN ON THE FIELD ITSELF, ON TERRA FIRMA, WHO CAN ACTUALLY HOLD THE GROUND.

WELL PLACED INFANTRY CAN TURN THE TIDE. THIS NEW EQUIPMENT FURTHER ENHANCES THE SURPRISING POWER OF THE BASIC GRUNT.



Heavy Infantry

As part of the total combat team, a well positioned infantry platoon can wreck havoc amongst the enemy's forces, spotting units and painting shields or launching surprise attacks against lead columns, rearward artillery and supply reserves.

Unfortunately, dismounted infantry continues to be the most susceptible assets on the modern battlefield. While mobility, size, dispersion and first-strike capabilities reduce their vulnerability, they are still very soft targets, especially with the proliferation of anti-personnel weapons carried by vehicles today. Though REMOTEs, heavier mortars and better equipment has begun to improve their survival chances (a harder hit and a faster retreat) much was still needed to be done. Major General Edward Smythe continued to push for new funding into Infantry based projects. Due to the high cost and time involved in manufacturing Grav Tanks, the Commonwealth and Renegade forces possess a lot of infantry units, and count on them heavily. It would be criminal, Smythe argued, not to invest in this vital combat asset, not to mention in the people of one's own realm.

Thus began the Commonwealth Institute for the Research into Infantry Tactics and Technologies, or CIRITT (pronounced 'sih-rit'). The institute's mandate was to look into all aspects of the infantry's operations, devising new assault strategies and, of course, new weapons and equipment. The institute proved a marked success, with their REMOTE design emerging just 8 months after its conception. The institute's second technological breakthrough came 20 months later, with the development of what they dubbed Heavy Infantry Combat Armour.

The team working on the new armour suits were looking for a way to fully augment the power and protection available to the individual soldier, without sacrificing the mobility they already possessed. Their solution was to take an already widely used technology and apply it in an unusual and novel fashion. Borrowing the idea inherent in boosters, the team created what amounts to a powered exoskeleton; essentially, a large, full-body booster wrapped in armour. Of course, the new suit doesn't allow for amazing feats of strength like throwing tanks around with one hand or anything, but the power-assisting servos do allow for much heavier weights to be carried, negating and reducing the added load to manageable levels. With this extra capacity, infantry members with the new HICA suits are able to carry more protection and heavier weapons than they ever could before.

In combat, Heavy Infantry units have many advantages. Foremost, their heavier armour makes them far more resilient to damage. It takes two points of damage (as indicated on the Infantry Damage Table) to kill a trouper in Heavy Infantry Armour. For each point of damage that strikes the platoon, roll 1d10 to determine which infantry member was hit (re-rolling 9s or 0s). The first point of damage is marked as a slash (\) in the infantry member's status box, while the second point kills him. (Blacken in their box) For purposes of determining the strength of the platoon, wounded soldiers perform their duties without hindrance.

The power-assisted nature of their armour also allows the unit to carry heavier weapons. IWF factors are higher for heavy infantry--see the Heavy Infantry IWF table below. Each member of a heavy

infantry platoon also carries a TVLG with them. If the platoon is a mortar unit, it carries 2 mortar tubes and two TVLGs. A REMOTE-carrying platoon carries one REMOTE, fitted with 6 TVLGs or three SMLMs, and two standard infantry TVLGs. HICA equipped Engineering Platoon carries 8 charges and 6 ABSs with them, and it takes but two members to set a charge. A Medium Mortar Heavy Infantry platoon still only carries one mortar, but gains more ammo, one TVLG, and it suffers no movement penalties. All heavy infantry units have 3 bounce MPs. There are some disadvantages, however. While the armour suits carry a larger energy reserve, as a whole a heavy infantry unit has less endurance. This could come into play during long operations or in campaign games. As well, the powered nature of their suits make heavy infantry impossible to conceal, unless they shut down. If a unit is concealed like so, they must spend one turn powering up before they can move or attack. During this turn, all units get a free chance to detect them, and do so on a 7 or less on a d10. Lastly, no TVLG reloads can be stored on an APC carrying a heavy infantry platoon.

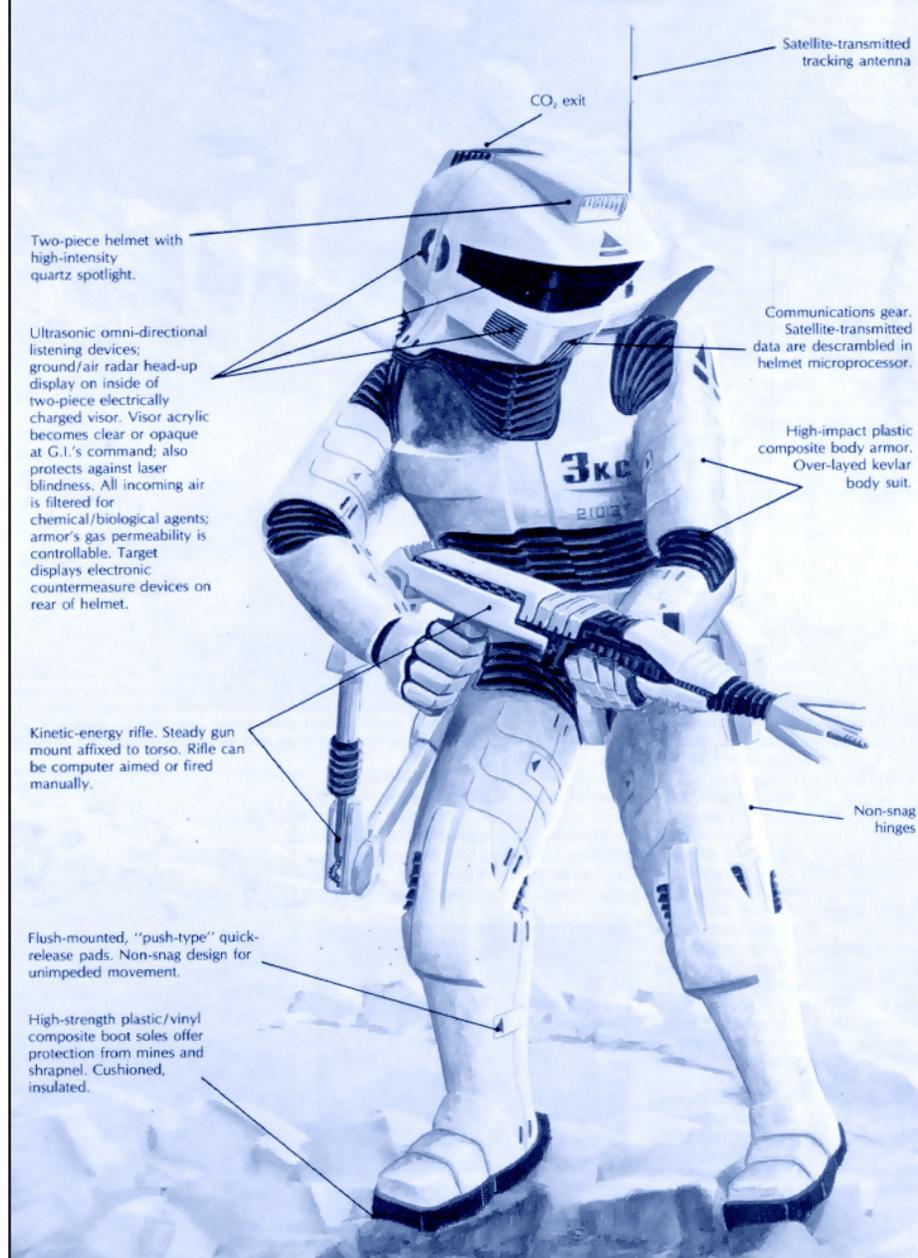
Testing of the new suits was intensive, but proceeded very smoothly. Within months of its unveiling, the HICA was being mass produced and shipped to units across the Alaric theatre for integration. Heavy Infantry Platoons have already seen action, and by all reports, have been nothing but terrifyingly effective on the battlefield. Furthermore, it appears as though TOG has yet to realize just what they are facing, giving Renegade and Commonwealth commanders a golden opportunity to launch surprise offensives with their new 'super-infantry' teams spearheading the assault.



Game Notes:

Heavy Infantry costs 5 scenario points, and follow all other standard rules for infantry.

COMMONWEALTH HEAVY ARMOUR CONCEPT



HEAVY INFANTRY EFFECTIVENESS TABLE				
SQUAD STRENGTH	WEAPONS DAMAGE	TEMPLATE USED	TVLGs AVAILABLE	MORTARS AVAILABLE
8	12	MDC12	8	2
7	9	IWF9	7	2
6	9	IWF9	6	2
5	7	IWF7	5	1
4	7	IWF7	4	1
3	5	IWF5	3	1
2	4	NPC4	2	-
1	2	2xIWF1	1	-
0	DEAD			



VEHICLES

NEW VEHICLES ARE BEING DEVELOPED ALL THE TIME ON BOTH SIDES OF THE FRONT LINES.

THE OLD IS RELEGATED TO REAR-GUARD UNITS TO MAKE WAY FOR THE NEW, EACH ADVANCING THE LEVEL OF COMBAT TO NEW HEIGHTS AND DESTRUCTIVE POTENTIALS.

THIS BRIEFING INTRODUCES THE MOST RECENT DESIGNS, REPRESENTING THE LATEST IN FIGHTING VEHICLE TECHNOLOGY.

READ CAREFULLY, FOR THEY MAY BE THE NEXT FOE YOU MEET ON THE BATTLEFIELD.



VEHICLES INTERCEPTORS

JGR-B Jager Hvy Fighter

Overview:

The Jagger is a mid-age fighter built in Commonwealth space. Designed with speed in mind over weapons and shielding, the Jagger remained an average fighter with high and low points. Never very popular, the Jagger has fallen out of favour with most units in the Commonwealth Navy, and now operates in significant numbers only in Homeguard units and a few Renegade squadrons.

One reason for this unpopularity is definitively its tumultuous first years of service. Through a series of unlucky events, the Jagger acquired a reputation as a problematic and un-capable fighter. Poor code writing in many of the manufacturing robots (which was copied and supplied to all manufacturing sites) caused not any single problem, but instead the new fighters each had a chance to contain several small defects, everything from a few missing pieces to whole armour panels falling off. The code was extensively searched, and the problems eventually fixed, of course, but the Jagger could never lose its fragile tag. Added to this was several disastrous military operations in which the Jagger was to play a pivotal role. Unwilling to blame anyone or anything else, the commanders pointed the finger of defeat squarely at the Jagger. They cited its weak shielding and poor quality as the cause of the staggering fighter losses and the failure of the whole operations.

Whether the cause or not, the Jagger now had a black mark on it forever. Few pilots wished to fly in them, and the Commonwealth eventually transferred most of them to the Homeguard forces.

Capabilities:

In reality, now that the quality problem has been fixed, the Jagger is not a horrible fighter. Its speed is slightly higher than most heavy fighters, with a maximum sustainable acceleration of 6gs. As well, it's streamlining is excellent, making it highly maneuverable in atmosphere. Four Magitech SunBlossom lasers, two 7.5/6s and two 7.5/5s, give it excellent close in and long range firepower, allowing it to quickly penetrate the adversarial armour to achieve internal hits, though due to the narrow beam, a single killing volley is unlikely. Supplementing the lasers at long range is a Krik'shh Class 16 heavy neutron

particle cannon, mounted in the nose. Finally, a single hard point is mounted underside, often mounting an ECM pod.

Though well protected with 38 tons of SterroSlab armour, the Jagger's shields are its biggest disappointment. Carrying a single 70 mounted fore, a 60 stern and only 50s to the sides, the Jagger is shielded averagely more for a medium, not heavy fighter. While it's slightly higher acceleration helps in offsetting this shortfall, it cannot do so completely. This weaker shielding is perhaps the single biggest reason for the Jagers honestly lost in combat. (Honestly as in not due to construction glitches).

In the end, however, the Jagger's current assignment suits it very well. As a homeguard unit, the Jagger fills its role perfectly. With its excellent atmospheric handling and its four powerful lasers, the Jagger makes a superb straffer. As well, it can power its way to engage incoming units and attack from long range. Though it may not destroy the enemy fighters outright, statistics have shown that even slight internal damage can swing the tide due to pilot apprehensiveness or the units returning to base.

Deployment:

One can expect to find a squadron or two of these fighters in nearly every Homeguard unit along the Alaric front. Several renegade squadrons also possess the Jagger, and have used them to great effect, often coupled together in flights with other fighter types. Though unpopular with the Commonwealth, the Jagger has not died and should continue to play a role in the battle for years to come.



Class: Heavy Fighter				
Mass: 197 Tons				
Cost: \$4,119,900				
	Rating	Power	Mass	Cost
Right Engine	800	800	8	800000
Cntre Engine	800	800	8	800000
Left Engine	800	800	8	800000
Links	2	2	2	400000
Thrust: 6				
Shields	Rating			
Front	70	48	2	35000
Right	50	12	2	25000
Left	50	12	2	25000
Stern	60	24	2	30000
Armour	Points			
Front	100	0	10	500
Right	90	0	9	450
Left	90	0	9	450
Stern	100	0	10	500
Weapons	Location			
7.5/6	Left Wing	23	23	276000
7.5/5	Left Wing	20	20	240000
7.5/6	Right Wing	23	23	276000
7.5/5	Right Wing	20	20	240000
NPC 16	Bow	10	23	154000
Hard Point	Bow	0	3	10000
Crew and Cockpit				
Cockpit	1	1	1	10000
Crew	1	1	1	1000
Accel Comp	6	4	4	6000
Atmospheric Controls				
Streamlining	1	0	10	1000
		Power	Mass	Cost
Totals:		200	200	\$4,119,900
Excess Power:		2200		

VEHICLE STATISTICS

Vrak'Tar Heavy Fighter

Overview:

The Vrak'Tar is a new KessRithian design currently under consideration for use by the Commonwealth/Renegade forces.. The result of one very odd brainstorm, the Vrak'Tar is perhaps the most radical attempt at increasing the firepower available to fighters. Borrowing a page from capital ships, it is the only fighter in existence to sport a spinal mount.

After the design of the Na'Ctka Moquka, the KessRith engineers were having difficulty improving the hitting power of their heavy fighters. They quickly realized that there was a limit to how much punch multiple weapon systems could achieve. Tests in bundled lasers and sophisticated targeting devices in an effort to better group weapon impacts (thereby increasing relative damage) were ultimately proving unsuccessful simply due to the overwhelming complexity of all the systems involved. By chance, several engineers working on the project stumbled upon some plans for a new capital ship, each noticing the spinal mount and each coming to the same conclusion at once. Why not on a fighter?

The Vrak'Tar is still a classic example of KessRith design. Graceful and elegant, it's design hides the firepower and strength contained within.

Capabilities:

The backbone of this fighter lies in it's unique spinal mount. A single capital scale 15/15 laser runs the length of the ship, poking its nose out the front. The laser actually rests alongside the spine, allowing the one-pilot cockpit to remain on the centreline. Secondary weapons were not ignored, and consist of two 7.5/2 lasers mounted in the craft's stubby wings. A single hardpoint mounted on the underside rounds out the weapons complement. Shield values are very high, with an astounding rating of 80 on the front. A 70 rated shield protects the stern, while 60 shields are mounted to the sides. Armour is also very high, with 10 tons per side, the maximum possible. Despite the heavy energy drain and the weight of the laser spinal, the Vrak'tar still manages to maintain a 5g acceleration.

The Vrak'Tar is designed to head straight in and simply hole TOG fighters. The 15/15 is well hidden, being mounted

internally, and the Vrak'Tar has often managed to surprise its opponents who see what appears to be a very lightly armed ship. Furthermore, the laser has a far greater range than the 7.5 series, giving the Vrak'Tar another nasty surprise and a very big advantage. In a dogfight, especially in conjunction with the secondary lasers, the Vrak'Tar can sometimes disable an opponent with a single shot, the laser often passing right through the unfortunate target.

No form of atmospheric controls were added to this craft, though this is not seen as a disadvantage. While the spinal mount performs very well in its intended role, its high power consumption makes it unsuitable for strafing runs, and the Vrak'Tar simply does not have enough secondary weapons to make it a viable strafier.

Deployment:

The Vrak'Tar is still under development, though there have amazingly been few problems, perhaps due to the 'off the shelf' use of a standard leviathan 15/15. If the testing continues at its current rate, Commonwealth forces could begin seeing this fighter deployed in a few years. Despite it's unusual design and the spinal mount, the Vrak'Tar remains within the same price bracket as the Na'Ctka Moquka. Though rejection is unlikely to be needed, this will certainly help in tipping the scales towards acceptance. Several units with in the CAF and Renegade forces have expressed interest in combat testing this design, and this new fighter could see it's first TOG kill within a year.



Class: Heavy Fighter - Experimental						
Mass: 245 Tons						
Cost: \$4,750,500 (when in production)						
	Rating	Power	Mass	Cost		
Right Engine	850	850	9	850000		
Cntre Engine	800	800	8	800000		
Left Engine	850	850	9	850000		
Links	2	2	2	400000		
Thrust: 5						
Shields	Rating					
Front	80	96	2	40000		
Right	60	24	2	30000		
Left	60	24	2	30000		
Stern	70	48	2	35000		
Armour	Points					
Front	100	0	10	500		
Right	100	0	10	500		
Left	100	0	10	500		
Stern	100	0	10	500		
Weapons	Location					
7.5/2	Left Wing	12	12	120000		
7.5/2	Right Wing	12	12	120000		
Spinal 15/15	Bow	70	140	1462500		
Hardpoint	Bow	0	3	0		
Crew and Cockpit						
Cockpit	1	1	1	10000		
Crew	1	1	1	1000		
Accel Comp	0	0	0	0		
Totals:		Power	Mass	Cost		
		290	245	\$4,750,500		
Excess Power:		2210				
Weapon Data:						
	1	2-3	4-6	7-10	11-15	16-20
	8	7	6	5	4	3
15/15	23	22	21	20	19	18

VEHICLE STATISTICS



Na'Ctka Moquka II

Overview:

This fighter, imaginatively named the Na'Ctka Moquka - II by the Commonwealth engineers is the fighter spawned from the early experiments by the design team responsible for the Vrak'Tar fighter. Using the exact same structure and virtually identical components as the standard Fluttering Petal, the only difference lies in its weapon systems. Having removed the MDCs and one of the hardpoints, the Petal-II is armed exclusively with lasers, much as the prototype was, only these lasers are fitted with a "link system".

Capabilities:

The "Link System" (more colourful in name under the Kesrith designation) is the complicated set of electronics that was being developed by the design team who ultimately worked on the Vrak'Tar. It consists of a series of concurrent targeting servos coupled to a sophisticated fuzzy-AI which work in conjunction in an attempt to focus the impact of the linked weapons at a single location. It is an obscenely complicated system, hungry in power and requiring much mass to house the targeting computers. It was these limitations that forced the design team to look elsewhere in their design of the Vrak'Tar--the systems were just getting far to large and complex to achieve the destructive power they wanted. However, while such a large system was prohibitive, they decided to adapt their research into producing a smaller scaled version, that would still significantly improve the damage potential of the linked weapons. For a test vehicle, they naturally turned to the best (in their opinion, anyway) fighter ever produced... the Na'Ctka Moquka in its original configuration.

The Petal-II is, as mentioned, armed almost exclusively in lasers, four large 7.5/5s and four smaller 5/4s. The 7.5/5s occupy their rightful position in the wingtips of the craft, with the downgraded linking system mounted in the extra space originally taken up by the larger MDC 8s. The turret of the standard model was altered slightly, reducing the 5/5s lasers to 5/4 models, and losing the hardpoint to accommodate the linkage controls. To make the craft more palatable to the Commonwealth forces (the designers remembering how the Na'Ctka Moquka was originally butchered) the design team found they could mount two more hardpoints without losing any performance. The new hardpoints tuck neatly under each wing right where it makes it's turn downward to support the lasers. The Petal-II keeps its original bow-mounted hardpoint as well. In the end, the new Na'Ctka Moquka weighs in two tons short of the original, and keeps the same thrust rating. Shielding, armour, controls, and everything else remain unchanged from the standard version, keeping overall

complexity down with fewer number of replacement parts needed to be manufactured and little retooling needed to be done.

Deployment:

In combat trials, the linkage system is proving to be a success. Tests show that multiple hits to the same area by a set of linked weapons is up 20% over a set of non-linked ones. Test pilots predict that in actual combat, the chance to quickly gain internal hits would certainly put the enemy pilot on edge, if not destroy vital systems quick enough to take the fighter out of commission. While obviously not as effective as the spinal mount system, the bulky link controls seem to be living up to their worth.

There is, however, one major drawback to this fighter: its cost. At a whopping 5,051,500 credits per unit, the Petal-II is the most expensive fighter ever to be considered for production. The design team point to its virtues, with its many lasers (think of the strafing runs!) and the added chance of lining the lasers up to "reach in and tear the fighter up from inside", as well as its success in dogfights against the original model as proof of its destructive potential, and which they say shows why it is well worth the extra cost. As well, they note it's ease of integration, production and use of existing parts, which would reduce overall cost.

As of yet, the Commonwealth Forces have yet to make up their minds whether or not to accept the new Petal. The Renegades have shown their support, as have the KessRith element in the Commonwealth. For the moment, only one squadron of Petal-IIs is operating in the main combat theatre, on the KessRith Cruiser Iraak'Aar. The craft has performed superbly so far, making a mess of all TOG adversaries, and it is likely that the Petal-II will be given the go ahead for at least a limited production run.



Class: Heavy Fighter				
Mass: 243 tons				
Cost: 5,051,500				
	Rating	Power	Mass	Cost
Right Engine	800	800	8	800000
Cnter Engine	900	900	10	900000
Left Engine	800	800	8	800000
Links	2	2	2	400000
Thrust: 5				
	Rating			
Shields				
Front	70	48	2	35000
Right	60	24	2	30000
Left	60	24	2	30000
Stern	70	48	2	35000
	Points			
Armour				
Front	100	0	10	500
Right	100	0	10	500
Left	100	0	10	500
Stern	100	0	10	500
	Location			
Weapons				
7.5/5	Left Wing	20	20	240000
7.5/5	Left Wing	20	20	240000
Link	Left Wing	3	3	40000
Hard Point	Left Wing	0	3	10000
7.5/5	Right Wing	20	20	240000
7.5/5	Right Wing	20	20	240000
Link	Right Wing	3	3	40000
Hard Point	Right Wing	0	3	10000
HardPoint	Bow	0	3	10000
5/4	Turret	14	14	204000
5/4	Turret	14	14	204000
5/4	Turret	14	14	204000
5/4	Turret	14	14	204000
Link	Turret	6	6	80000
Turret		1	4	40000
Crew and Cockpit				
Cockpit	1	1	1	10000
Crew	2	2	2	2000
Atmospheric Controls				
A-G Drives	1	12	3	1500
Totals:				
		Power	Mass	Cost
		310	243	\$5,051,500
Excess Power:		2190	-----	

Tchak'Mul Heavy Fighter

Overview:

The design process of an Interceptor usually follows familiar lines and paths. Designs usually begin with set weight or performance limits, and then the engineers try to cram as much into the fighter as they can. There are very few fighter designs where the primary aim hasn't been that of 'the best it can be', that is, a design that simply tries to do everything well. As a rule, specialization of fighter craft versus a single foe does not exist, except perhaps focussing on a particular range band.

Perhaps one of the most scary assignments for a fighter crew to endure is the attack of an installation or, even worse, of the leviathan capital ships. Bristling with much defensive weaponry, plenty of power to drain into their shields and metres thick of armour, it is small comfort to the attackers that these targets are relatively immobile. It can take often times take many runs to scuff, let alone damage these behemoths. It takes the strongest of craft and the coolest of pilots to pull it off.

Put these two together, and you have the background behind the Tchak'Mul (Thunderbolt). Designed by the Albedo group, the fighter has been specialized for attacking orbital installations and capital ships. No other fighter craft can claim the power the Tchak'Mul does in terms of raw firepower when it unleashes... provided the target is willing enough to 'stand still'.

Capabilities:

When the Albedo Design group began looking at the idea of an anti-installation fighter, the primary focus of investigation was, of course, the weaponry: how to pack the maximum punch into a craft of interceptor size. The more damage that can be dishd out, the less time the craft spends exposed to enemy fire. Many combinations of weapon groups, coupled with missiles were looked at, with encouraging results, but nothing was found that would significantly surpass fighters already in production.

Ultimately, it was a human engineer who came up with the radical idea needed to give the craft its teeth. She noted that, compared to most other targets, the targets destined for attack by the new fighter would be relatively 'immobile'. Installations were in a fixed orbit, and both they and capital ships were very large in comparison to fighters, and hence the fighters fly around them as though the leviathan was a new 'fixed point of reference'. What this means is that the weaponry fired at these targets didn't need to have the blinding closing speed of standard anti-fighter weapons, they could be relatively slow. When she brought this insight back to the design team, it didn't take long for the basic craft to be developed. Using the newer GMDC technology, the thunderbolt for the Tchak'Mul is provided by no less than 5 "Heavy" Gatling Mass Driver Cannons.

The actual strength of a shield, that is its pure stopping power, is generally irrelevant. The weaponry used in the modern theatres of war either penetrate the shield, or do not. What the team discovered in this case, however, is that when the shield generators grow to the size they are in capital ships, the field strength actually became powerful enough to stop a regular GMDC shot. This forced the group to approach manufacturers to create a heavy model, one that would pack enough energy and mass to punch through the shield.

In the end, the Tchak'Mul sports 5 GAU-Team Avenger HGMDCs,

all mounted menacingly in the bow. This gives the Tchak'Mul unprecedented direct-line firepower in the history of fighters, along with the added bonus of being shield ignoring. The Avengers, grouped together, are an impressive sight to behold when firing, the electrical discharge from the magnetic linear accelerators shooting out like a muzzle flash. The shower of sparks that occur on the target as it attempts to absorb the impact is no less impressive. The Albedo group also added 6 hardpoints for secondary fire and defence. These are often loaded with special torpedos for attacking heavier craft.

Though the fighter mounts no turret, the Tchak'Mul does carry a gunner, who's role is tri-fold: to keep a lookout when the pilot is concentrating on a run, to lock and fire the missiles (the pilot firing the guns during the run) and to manage the shields. The Tchak'Mul is the smallest craft to have adjustable shields. While not as adjustable as those in a corvette, this added flexibility proves very useful. The shields have three modes: normal, extra forward and extra aft. It is easy to determine the standard procedure. Extra power is shunted to the forward shields during a run, reversed towards the rear as the fighter shoots over its target.

All this specialization for anti-capital ship warfare leaves the Tchak'Mul ridiculously vulnerable to fighter attack. Against fighter groups, the Tchak'Mul is forced to rely on it's missile load for defence. With 6 hardpoints, this is by no means something to laugh at, but it seriously limits any options for normal interceptor combat. Generally, if pressed into this situation, the Tchak'Mul squadron will try to barrage fire it's missiles at the incoming fighter group, in hopes of overwhelming them in a single, swift strike. Fortunately, as can be expected of a craft attacking well defended opponents, the Tchak'Mul has excellent all-round armour as well as shield ratings, which can help it escape serious damage and live to fight another day.

Deployment:

The Tchak'Mul has just finished it's pre-production run, with a squadron having now been formed. Carefully planned raids with the new fighter have already taken place, and as expected, the results are nothing short of terrifying. In just a few runs, the Tchak'Mul can reduce a typical small outpost to orbiting junk. The results against VCLA's are even more violent and quicker. The craft has yet to be engaged by enemy fighters, however, and this could prove to be the real test. Until then, the Tchak'Mul has fulfilled all expectations. Pilots too have taken a liking to the stubby and slow craft. It looks likely that the Tchak'Mul will go into full production in the very near future, striking out where others feared to tread before.



Class: Heavy Fighter				
Mass: 321 tons				
Cost: 4,453,000				
	Rating	Power	Mass	Cost
Right Engine	850	850	9	850000
Cnter Engine	800	800	8	800000
Left Engine	850	850	9	850000
Links	2	2	2	400000
Thrust:	4			
	Rating	Power	Mass	Cost
Shields				
Front	80	96	2	40000
Right	60	24	2	30000
Left	60	24	2	30000
Stern	60	24	2	30000
	Points	Power	Mass	Cost
Armour				
Front	100	0	10	500
Right	100	0	10	500
Left	100	0	10	500
Stern	100	0	10	500
	Location	Power	Mass	Cost
Weapons				
Hard Point	Left Wing	0	3	10000
Hard Point	Left Wing	0	3	10000
Hard Point	Left Wing	0	3	10000
Hard Point	Right Wing	0	3	10000
Hard Point	Right Wing	0	3	10000
Hard Point	Right Wing	0	3	10000
HGMDC	Bow	15	45	270000
HGMDC	Bow	15	45	270000
HGMDC	Bow	15	45	270000
HGMDC	Bow	15	45	270000
HGMDC	Bow	15	45	270000
		Power	Mass	Cost
Crew and Cockpit				
Cockpit	1	1	1	10000
Crew	1	1	1	1000
Accel Comp	0	0	0	0
		Power	Mass	Cost
Atmospheric Controls				
A-G Drives	0	0	0	0
Streamlining	0	0	0	0
Totals:		247	321	\$4,453,000
Excess Power:		2253	-----	

VEHICLE STATISTICS



Tchak'Mul Weyeb

Overview:

With the Tchak' Mul (Naram for Thunderbolt), the Albedo design group had laboured intensely in creating their eventual successful design. The Tchak' Mul Weyeb on the other paw, they created almost by accident.

Soon after the successful design of the Tchak' Mul, a young Naram engineer took one of the scale models home, to place on his desktop. Whenever he pondered a problem, or e-spoke to his friends, he would arc it around, playing with it idly. A diversion that turned into a serious design one morning. As he was powering up his terminal, he picked the model up and held it aloft, looking straight down it's noze, and into the muzzles of the 5 HGMDs. He paused in mid-idle thought as he looked at those five weapons. GMDCs---What else was similar to an installation compared to an Interceptor, and where had GMDCs been developed? The answer struck him as clear as could be: tanks. Ground Attack. GMDCs on a fighter could be used to great purpose on a ground attack aircraft! He twirled the fighter around again in his fingers, intent now on it's design. Though not intended for atmospheric flight, it looked relatively aerodynamically sound, with a squat body and squarish wings. Excited, he rushed from his home to the Albedo labs, frightening some techs as he cramed the model into the wind tunnel.

8 months later, the first Tchak' Mul Weyeb (Thunderbolt Strike) prototype was ready for testing. A modification on the base Tchak' Mul design, the Wayeb adds streamlining and longer wings, along with a gravitic backup, making it an excellent atmospheric handler. Flight tests began almost immediatly, testing it's aerial prowess and it's weapon load.

Capabilities:

The Tchak' Mul Weyeb keeps the basic weapons layout of the Tchak' Mul. The HGMDs have been replaced by standard GMDC models, two class 18s, three class 15s, all manufactured by GAU-Team. Arranged as they are in the bow, they give the craft excellent tank-chewing potential. Along with the re-design of the wings came a re-design of the hardpoints that adorned them. Down to 4 from 6, the Wayeb's HPs are also on articulated mounts, giving them unprecedented flexibility.

Coupled with the gunner, who's position still remains, the Wayeb can target and launch its missiles at targets not along it's direct flightpath. Though a complicated affair to install, this ability proved most useful during tests for attacking two targets at once, or to reduce the exposure of the fighter to risky positions.

In changing the craft's main weapon systems to lighter models, the acceleration was boosted to 5gs, necessary for effective planetary flight. The shield ratings were also re-distributed, in a more conventional 70 fore and aft, and 60 to the sides arrangement. The rest of the craft, save the partially differing airframe, remains largely identical to the standard Tchak' Mul, providing excellent cross-stocking opportunities.

Deployment:

With much of the craft the same as an interceptor already put through its paces on the testing circuit, the Wayeb suffered very few growing pains. The short, stubby craft came to be nicknamed the Warthog by the test pilots (Pumbaa being the name of the primary test craft) and it's horns proved to be sharp as they should. With the acceptance of the Tchak' Mul, it is expected the Wayeb will be too, and should appear near the front in a combat-testing roll soon.



Class: Heavy Fighter				
Mass: 249 tons				
Cost: 4,061,700				
	Rating	Power	Mass	Cost
Right Engine	850	850	9	850000
Cnter Engine	800	800	8	800000
Left Engine	850	850	9	850000
Links	2	2	2	400000
Thrust:	5			
	Rating	Power	Mass	Cost
Shields Front	70	48	2	35000
Right	60	24	2	30000
Left	60	24	2	30000
Stern	70	48	2	35000
	Points	Power	Mass	Cost
Armour Front	100	0	10	500
Right	100	0	10	500
Left	100	0	10	500
Stern	100	0	10	500
	Location	Power	Mass	Cost
Weapons GMDC 18	Bow	12	35	235000
GMDC 18	Bow	12	35	235000
GMDC 15	Bow	12	24	165000
GMDC 15	Bow	12	24	165000
GMDC 15	Bow	12	24	165000
Hardpoint	Turret	0	3	10000
Hardpoint	Turret	0	3	10000
Hardpoint	Turret	0	3	10000
Hardpoint	Turret	0	3	10000
Turret	1	1	1	10000
		Power	Mass	Cost
Crew and Cockpit Cockpit	1	1	1	10000
Crew	2	2	2	2000
Accel Comp	0	0	0	0
		Power	Mass	Cost
Atmospheric Controls A-G Drives	1	12	3	1500
Streamlining	1	0	12	1200
		Power	Mass	Cost
Totals:		222	249	\$4,061,700
Excess Power:		2278	-----	

Pugio Heavy Fighter

Overview:

High thrust, high mass, close ranged fighter. So is listed the PG-2 Pugio under 'craft type' on form CS-X-371A submitted to TOGSOG for new craft evaluation. Designed and Produced by the New Rome Metal Company, a veteran of craft and vehicle design, the Pugio was accepted by the TOG military in 6828. Slender and fast, the suprisingly nimble Pugio operates often alongside the Spiculum, matching it for acceleration and working in the opposite range band.

Capabilities:

As it's namesake, the Pugio was developed for close in brawling. Two Brazier-class TPP-16s, manufactured by the Cingio Industrial Tools corporation provide the core of the Pugio's weapons complement. Cingio is well known for their heavy-duty plasma cutting and mining tools, and have a reputation for building incredibly robust equipment, and their TPPs are no exception. (Like all of their tools, the Braziers are bright yellow in colour) Designers decided to keep with the TPP's conical damage profile and added one of the new cone lasers as the Pugio's secondary armament. While there are few corporations producing this new weapon at the moment, there are even fewer designs using the weapon, so supply for the Pugio hasn't been a problem.

Rounding out the weapons complement are two 5/1 lasers, manufactured by various companies. Pugio manufacturing lines are scattered across the TOG realm, and 5/1s are brought in from the closest manufacturers, a feature that is offset, of course, by the rarity of the cone laser. The Pugio is somewhat unusual for a TOG fighter in that it carries but two hardpoints, both mounted under the cockpit, riding to the left and right of the cone laser housing.

Pugios can sustain a very respectable 7gs of acceleration, required to bring it's close-range weaponry to bear. A standard accel comp is installed in the unusually spacious cockpit to handle the g-forces created. Armour is average for a heavy fighter, as is shielding, with a stronger rating facing forward. As a mix-it-up fighter, the Pugio pilot is expected to keep his bow pointed as much as possible towards the enemy to bring its fire breathers to bear. The Pugio is equipped with anti-grav

drives for garrison purposes. With only two lasers capable of strafing, it isn't seen as a viable ground attack craft, so the lack of streamlining is not seen at all as a disadvantage. Cost tips the scales at just over 4 million credits, a tad expensive, but not surprising given the leading edge technology installed within.

Deployment:

The Pugio has been in production for a few years, and has a dotted distribution across the TOG sphere of influence. It has performed admirably in combat when used properly, when keeping in mind that it is not capable of long ranged combat. There have been no serious design/construction flaws found, and maintenance schedules are all within the norm. The Pugio has proven itself satisfactorily to TOGSOG, and CW/R forces can expect to see this fighter in relative numbers for many years to come.

Class: Heavy Fighter				
Mass: 171 tons				
Cost: 4,094,800				
	Rating	Power	Mass	Cost
Right Engine	850	850	9	850000
Cnter Engine	800	800	8	800000
Left Engine	850	850	9	850000
Links	2	2	2	400000
Thrust: 7				
Shields	Rating			
Front	70	48	2	35000
Right	50	12	2	25000
Left	50	12	2	25000
Stern	60	24	2	30000
Armour	Points			
Front	100	0	10	500
Right	80	0	8	400
Left	80	0	8	400
Stern	100	0	10	500
Weapons	Location			
TPP-16	Left Wing	55	15	219000
5/1	Left Wing	7	7	84000
Hard Point	Left Wing	0	3	10000
TPP-16	Right Wing	55	15	219000
5/1	Right Wing	7	7	84000
Hard Point	Right Wing	0	3	10000
Cone Laser	Bow	35	35	420000
Hard Point	Bow	0	3	10000
Hard Point	Bow	0	3	10000
Crew and Cockpit				
Cockpit	1	1	1	10000
Crew	1	1	1	1000
Accel Comp	7	4	4	7000
Atmospheric Controls				
A-G Drives	1	9	2	1000
Streamlining	0	0	0	0
		Power	Mass	Cost
Totals:		272	171	\$4,094,800
Excess Power:		2228	-----	

VEHICLE STATISTICS



Drusus Heavy Fighter

Overview:

Drusus. Those familiar with ancient Roman weaponry would know that a Drusus is in fact the same as a Gladius. Drusus was the name given to Gladii of exceptional quality, with their superior edge, strength and power. So it is that TOG's newest fighter was named so by its creator, the engineering firm of Satellite Ideas. Based on the airframe of the standard TOG Gladius fighter, the Drusus alters the Gladius' capabilities into a tighter niche, into the role of a heavy, close-in fighter. Loaded with the latest in technology, the Drusus is almost a flying showroom. Rather than chastise and dismiss SI for their arrogance at questioning the already ideal design of the Gladius, TOGSOG instead ordered the company to produce several prototypes for testing. After but six short months, the go ahead was given, and the new fighter was tendered out and in production.

Capabilities:

Externally, one would be very hard pressed to tell the Gladius and the Drusus apart. Both possess the same basic airframe, engines and antigrav pods. However, the Drusus is but a single-seat aircraft. The turret as installed on the Gladius is lost, replaced with a non-turning model. The two hardpoints mounted on it still protrude from the underside of the hull as though it could swing around at any moment to fire upon an enemy to its rear. The wing hardpoints are also still mounted, the missiles there recessed until needed. There ends the similarities, however. It may not be possible to see all the differences, but despite its outward appearance, the Drusus is a completely distinct craft.

To begin, the underpowered shield generators on the Gladius have been upped with new models, drawing more power from the engines. The four BlackBand Shield generators grant the Drusus far more protection, with a flicker rate of 70 to the front. 50 rated shields protect the sides, while the vulnerable rear sports a 60 rating. Not the highest around, but far better than before. Armour levels on this updated craft remain almost the same as its predecessor, save that with the removal of the turrets from each side, an extra ton of protection could be added. Flight, communication, gunnery and computer controls remain virtually identical on both fighters, with a 95% compatibility ratio, making integration of the new fighter easy and less costly.

The biggest change lies in the weapons. Within each weapon spine, the EPC 18 has been stripped out, replaced with a TPP 16 and a 5/1 laser. The engineers at SI had a bit of difficulty fitting the two new weapon systems into the space occupied by the single EPC 18. While the TPP 16 fit neatly inside on its own, the 5/1 had to be re-designed to be slimmer, so that it could ride alongside the TPP's barrel. In the end, the 5/1 was bastardized

into a two component system, with the power capacitors and pre-generators in the thick rear section of the spine, connected to the narrow emitter and focusers near the front. The link between the two, a series of conduits and fibre-optics, is fragile and makes the system more vulnerable to damage. As well, it ups the complexity of the weapon to a ridiculously high level. However, the manufacturer of the laser, BrightLight Ltd, has a long track record in making solid and dependable laser systems, reducing the chance of any serious repair being necessary. The Dragon TPP 16 was also chosen for its reliability, to further lessen any maintenance near the delicate coupling.

Capping off the Drusus' weaponry is a new Cone Laser, also manufactured by BrightLight Ltd. The laser is mounted in a new casing underneath the cockpit, where the hardpoint used to ride. This is the only readably visible external difference between the two craft, and is so small that it is too easily overlooked.

On the bottom line, the Drusus sheds nearly 30 tons compared to the Gladius. This boosts its acceleration capacity to 7Gs, nearly unheard of in terms of a heavy fighter. This gives pilots plenty of thrust and maneuverability to close with their opponents, to use their short-range weaponry. It also gives the Drusus a much better chance at getting out of tight situations should it find itself in too tight of a dogfight.

Deployment:

Ringed in at 4,094,800 credits, the Drusus costs all but the same as the Gladius. With production now underway, Drusus are beginning to trickle into fighter squadrons. With its perfect resemblance to the Gladius, the two can play an evil game of guess-what-I-am with enemy forces, causing pilots to second-guess their moves. With their high acceleration, some Drusus have been mixed in with medium fighter groups, providing a more durable element to the squadron. Wherever it is deployed, its high shields, maneuverability and the deep-cutting power of its weapons make it a dangerous opponent.

Class: Heavy Fighter				
Mass: 171 tons				
Cost: 4,094,800				
	Rating	Power	Mass	Cost
Right Engine	850	850	9	850000
Cnter Engine	800	800	8	800000
Left Engine	850	850	9	850000
Links	2	2	2	400000
Thrust: 7				
Shields	Rating			
Front	70	48	2	35000
Right	50	12	2	25000
Left	50	12	2	25000
Stern	60	24	2	30000
Armour	Points			
Front	100	0	10	500
Right	80	0	8	400
Left	80	0	8	400
Stern	100	0	10	500
Weapons	Location			
TPP-16	Left Wing	55	15	219000
5/1	Left Wing	7	7	84000
Hard Point	Left Wing	0	3	10000
TPP-16	Right Wing	55	15	219000
5/1	Right Wing	7	7	84000
Hard Point	Right Wing	0	3	10000
Cone Laser	Bow	35	35	420000
Hard Point	Bow	0	3	10000
Hard Point	Bow	0	3	10000
Crew and Cockpit				
Cockpit	1	1	1	10000
Crew	1	1	1	1000
Accel Comp	7	4	4	7000
Atmospheric Controls				
A-G Drives	1	9	2	1000
Streamlining	0	0	0	0
		Power	Mass	Cost
Totals:		272	171	\$4,094,800
Excess Power:		2228	-----	

GRAV TANKS

Foxbat Medium AFV



Overview:

The Foxbat is a new Commonwealth grav tank entering service, destined to replace many of the Liberator forces currently in service. Designed to be a blend of firepower, protection and speed, the Foxbat may fall into the problem of being a jack of all trades, and a master of none.

Capabilities:

As a replacement for the Liberator, the Foxbat had to continue to perform similar roles, and perform them well. Of utmost importance was an increase of armour and shielding, which were always a weak point in the Liberator design. Also of importance was to keep the Liberator's fine acceleration rate of 75 kph per minute.

Unfortunately, final design of the Foxbat failed in this last department. The Foxbat can only manage an acceleration of 62.5 kph/min flat out, dropping to an acceleration class of 5. This was deemed acceptable, however, given the increase in the other departments, and also the introduction of other new grav vehicles to fill the high-speed niche.

The Foxbat boasts far better armour than the Liberator ever did, carrying an impressive 56 tons of armour, unheard of before in a medium tank. The graceful curved panels of the OSB-XX armour also give this new tank a far different appearance to that of the old Liberator. Shield rates are more in-line with other medium grav tanks, with the FloatPoint shield units providing a 70 flicker rate on both the front and stern, with a rate of 60 on the sides. What is strange is the unusually low bottom rate of 40, which may prove disastrous to a tank that will most likely do much TTF or LAF flight.

In the weapons department, the Foxbat is no slouch. As with the Liberator, the primary weapon is an Amerex-II 150mm gauss cannon with interline air cooling. Secondary weaponry has been switched slightly, with a Multi-Gnat-23 class 15 gatling mass driver cannon, with the Jacobson 06/11/62 model 5/6 laser slung underneath. While these weapons are mounted similarly to those in the Liberator, they are far less exposed.

Tertiary weapons consist of two Interlug PolyShrap SMLM launchers, mounted internally. Also mounted internally is a Terris Whiner-V, a class 5 GMDC. Riding below the Whiner-V are the Fire-Tube TVLG launchers, with six tubes total. Finally, a Hyrr' Inc Vulcan-III anti-missile system provides a last-ditch defence against incoming rockets and missiles.

Deployment:

In the end, the Foxbat tipped the scales well below the Liberator in both weight and in cost, despite the increases in armour, armament and shielding. Using a far smaller engine and a lack of digging cannons aided in achieving this feat. Some are quick to point to its lack of cannons and poor bottom shielding as glaring defects in the design, but as of yet there have been no major complaints from those in the field. The Foxbat is of yet unblooded in combat, but the Commonwealth has high hopes for this new tank, and remains confident that when the time comes, it will attain as much fame as the tank it replaces.

Type: Medium Grav Tank				
Mass: 254 tons				
Cost: \$1,598,600				
	Rating	Power	Mass	Cost
Engine	1600	1600	32	400000
Thrust: 5				
Shields	Rating			
Front	70	48	2	35000
Right	60	24	2	30000
Left	60	24	2	30000
Stern	70	48	2	35000
Bottom	40	6	2	20000
Armour	Points			
Front	100	0	10	500
Right	100	0	10	500
Left	100	0	10	500
Stern	100	0	10	500
Bottom	60	0	6	300
Turret	100	0	10	500
Hull Weapons	Hull #			
GMDC 5	1	2	6	75000
SMLM 2	1	0	6	20000
TVLG 6	2	0	9	30000
SMLM 2	2	0	6	20000
Turret Weapons				
150mm		5	66	330000
GMDC 15		7	24	165000
5/6		15	15	228000
Vulcan III		12	12	46000
Turret		1	6	6000
Crew and Targeting		3	3	300
Anti-Grav Drive		251	3	125500
		Power	Mass	Cost
Totals:		446	254	\$1,598,600
Excess Power:		1154		

VEHICLE STATISTICS



Fulcrum Heavy AFV

Overview:

The Fulcrum is the interesting result of one of the Commonwealth's luckiest events, that began as a deep-penetrating raid into TOG space, in the Darak sector. Two corvettes with their four fighters were on a hit-and-run mission that went wrong. Dropping out of T-Space, and burning towards the system they found themselves encountering a squadron of TOG fighters. But what started out as a disaster turned to good fortune. As the Commonwealth fighters rushed into the fray, the corvettes moved to cut off angles of attack. It wasn't long before the Commonwealth pilots noticed something odd about two of the fighters they were fighting against, for they seemed to be a bit hesitant on attack, and were being shielded by their companions. Seizing the moment, and with incredible luck, the Commonwealth disabled the ships, destroyed their escort, and was able to bring them to the corvettes for a quick scuttle and transport back to Commonwealth space.

The prize was two examples of the TOG's new cone lasers. A team of top engineers descended on them, working feverishly to reverse-engineer them, and in short order, had managed to do just that, sending them off to a few capable weapons manufacturers.

And the world seemed not to care a whit. Not a single interceptor manufacturer was willing at the time to use them, either in a new design or in a design in development or production. In the end, it was a grav tank manufacturer that approached and took possession of the newly manufactured CLs, and the Fulcrum was born.

Capabilities:

The Fulcrum uses two of the CLs to provide itself with an excellent set of armour undercutters. They are mounted in the turret for full traverse capability. Tests have shown no loss of effectiveness in the atmosphere, and the CLs can reach out as far as regular lasers. These weapons, however, only begin the Fulcrum's direct-fire capability. A sturdy 200mm gauss is also mounted in the turret, giving the Fulcrum a heavy punch. A standard 1.5/4 laser rides alongside the gauss, installed for its usual penetrating capabilities.

Mounted in the hull, another 1.5/5 laser gives the Fulcrum more capacity for 'in depth' damage, while a class 15 GMDC's high velocity slugs provide extra softening up of hard targets and a potent weapon against softs. Two TVLG 6 launchers are also mounted along the sides, about midway back along the tank. With its mix of weapons, the Fulcrum can cause serious harm against opponents, using the GMDC to spall off the outer layer, the 1.5s to cut a hole or two, and following it up with the CLs with a chance to undercut the rest of the armour right off. That mission accomplished, the 200mm and the TVLGs can make short work of a tank's innards.

On the defensive front, the Fulcrum mounts both good shields and armour. 80-90 flicker ratings protect the tank, with 10 tons of armour protecting all major facings. A VulcanIV system sits atop the turret to strike down any incoming missiles. As can be expected, the Fulcrum tips the scales heavy, at 400 tons, and its huge 2500 rated engine can only accelerate the tank at a rating of 4. This is, however, on par with most other heavy tanks, allowing the Fulcrum to keep up with the group.

Deployment:

While not cheap by any means, the Fulcrum is not too greatly out of line with other tanks to price itself out of procurement. Several testbeds have been completed, and the first delivery to an active army is now taking place. The tests are in, now it remains to be seen if the Fulcrum can stand up in combat, the product of a lucky break and a most unlikely use of the spoils of luck



Type: Heavy Grav Tank				
Mass: 400 tons				
Cost: \$2,869,150				
Engine	Rating	Power	Mass	Cost
	2500	2500	68	625000
Thrust:	4			
Shields	Rating	Power	Mass	Cost
Front	90	182	2	45000
Right	80	96	2	40000
Left	80	96	2	40000
Stern	90	182	2	45000
Bottom	60	24	2	30000
Armour	Points	Power	Mass	Cost
Front	100	0	10	500
Right	100	0	10	500
Left	100	0	10	500
Stern	100	0	10	500
Bottom	70	0	7	350
Turret	100	0	10	500
Hull Weapons	Hull #	Power	Mass	Cost
TVLG 6	1	0	9	30000
1.5/5	1	8	8	96000
GMDC 15	2	7	24	165000
TVLG 6	2	0	9	30000
Turret Weapons		Power	Mass	Cost
Cone Laser		35	35	420000
Cone Laser		35	35	420000
200 mm		9	106	528000
Vulcan IV		15	15	60000
1.5/4		7	7	84000
Turret		1	10	10000
Crew and Targeting		Power	Mass	Cost
Crew	1	3	3	300
Infantry	0	0	0	0
Digging Cannons		Power	Mass	Cost
# Of Charges	0	0	0	0
Anti-Grav Drive		Power	Mass	Cost
For Grav Tanks Only		396	4	198000
Totals:		Power	Mass	Cost
Excess Power:		1096	400	\$2,869,150
		1404	-----	-----

Zeus Heavy AFV



Overview:

“Designed to be nothing short than the lord of the battlefield...” So went the advertising pitch of this new design when presented to COPGOV. Large and slow, but brutal in both firepower and protection, the Zeus lives up to its manufacturer’s claim. Conceived in 6830 by the Albedo Design Group (a multi-racial design branch of the KanniStar corporation), units across the front are now taking delivery of this fearsome piece of weaponry.

Despite its relative newness, the Zeus has already seen combat, and from all reports, the power of this tank is nothing short of terrifying. First deployed for testing with the 4444th Commonwealth Strike Legion in the Birchshire county, the four Zeus prototypes lead a repulsing action against a minor TOG invasion force consisting of several heavy and medium grav tank units. The Zeus rolled through all weight classes, completely crushing the invasion force. After seeing the mauling the Zeus could dish out and take, COPGOV decided right then and there to give the go ahead to begin full production.

Capabilities:

A large 2350-rated Nishtar engine lies at the heart of this heavy grav tank. None the less, its enormous power output is but able to give the Zeus an acceleration rating of 3, or 36 kilometres per minute. It is not hard to see, however, why this is so, nor is it hard to determine that speed was not the primary concern. The Zeus was designed to go straight in and not stop, pushing aside anything that got in its way.

Brute strength is perhaps the most apropos way of describing the weapons complement on the Zeus. Twin Rheinmetal 150mm gauss cannons are mounted in its enormous turret, providing the massive main punch. These are backed up by a single WZR-4000 7.5/6 laser, mounted off the side for a better field of fire vertically for use against airborne targets.. Supplementing these are two weapons clusters mounted in the hull, each containing a Sustarr WZR-850 1.5/6 laser and a GAU-Team Monster-18 gatling mass driver cannon. To cap it off, a single Ysshik TVLG 6 system provides missile support, and is mounted along the back of the turret.

Defensively, the Zeus is no less well endowed. Protected by a double hull of 57 tons of Quad-4 armour, the Zeus can weather all but the heaviest of storms. The shield ratings are disgustingly high, with 90 ratings all around save for the front, which is pumped up to a 100 rating, and the bottom,

which is respectively protected with a 60-rated shield. Solid and reliable Naram-made BlueShield 320 shield units have the best shield-cycling algorithms and ensure consistent performance and protection from burnout. An Incoming! III Vulcan anti-missile system rounds out the defensive complement.

Managing all these systems is an Inner-Light Gold vehicle computer. (An upgrade, including a TES, is also being discussed.) One of the most sophisticated units around, it handles everything from targeting to driving control to communications. Extensive redundancy has also been built in at every possible opportunity. An Inner-Light Bright-Eyes sensor package provides the all broad-band sensory coverage required, effective to the maximum of required ranges.

While a 200mm possesses a greater single whack, there is little argument that the twin 150mm mounted in tandem is any less powerful. Coupled with the two GMDCs, the Zeus can throw a devastating ballistic volley. While perhaps a bit weak on the missile end, the three heavy lasers add in to give the Zeus a good balance of weapons covering all ranges. All in all, the Zeus is one very solid piece of engineering. (And aesthetics were not ignored, either!)

Deployment:

The KanniStar Corp has managed to keep the Zeus at a reasonable price, costing only slightly more than the Deliverer. Wide scale procurement of the Zeus is currently underway, with distribution across the Alaric front. It shouldn’t be long before the Zeus creates the nervous stir in TOG as did the Deliverer during it’s first engagements. Currently, there is a fair amount of inter-Legion betting that is going on, each Legion hoping for the honour of the first Augustus kill by their Greek Gods.

Type: Heavy Grav Tank				
Mass: 407 tons				
Cost: \$2,455,650				
Engine	Rating	Power	Mass	Cost
	2350	2350	62	587500
Thrust: 3				
Shields	Rating			
Front	100	264	2	50000
Right	90	182	2	45000
Left	90	182	2	45000
Stern	90	182	2	45000
Bottom	60	24	2	30000
Armour	Points			
Front	100	0	10	500
Right	100	0	10	500
Left	100	0	10	500
Stern	100	0	10	500
Bottom	70	0	7	350
Turret	100	0	10	500
Hull Weapons	Hull #			
1.5/6	1	10	10	120000
GMDC 18	1	9	35	165000
GMDC 18	2	9	35	165000
1.5/6	2	10	10	120000
Turret Weapons				
150mm		5	66	330000
150mm		5	66	330000
Vulcan IV		15	15	60000
7.5/6		23	15	120000
TVLG 6		0	9	30000
Turret		1	9	9000
Crew and Targeting		3	3	300
Anti-Grav Drive		402	5	201000
Totals:		Power	Mass	Cost
Excess Power:	1024	1326	407	\$2,455,650

VEHICLE STATISTICS



Thor Heavy AFV

Overview:

"The Hammerbearer of the Gods, with striking power equal to none." The Albedo Design Group may be a tad poetic in their submission proposals to COPGOV, but there is no questioning the validity of their statements. With the Zeus entering full production, the team was free to turn their energy onto a new design. Again the team produced a heavy design, topping out at 418 tons, but with a slightly different focus. Encouraged by the success of the paired gauss cannons on the Zeus, the Albedo team pushed the concept to it's perhaps illogical extreme.

Capabilities:

The name Thor is particularly apt for this machine of war. Designed to bear the largest hammer, the Thor has massive hitting power, provided by no less than two massive Rhienmetal Smooth-Bore 200mm gauss cannons. Both are mounted in the turret, thereby requiring extensive recoil-suppression systems, which in turn created a distinctive profile. The cannons seem to extend through the turret, as their dampening units jut out the back of the turret.

Centre mounted, the two gauss cannons ride alongside each other, forcing the commander and the gunner to sit apart. As if the twin gaussees weren't ridiculous enough, a single GAU-Team Monster-18 gatling mass driver cannon is slung underneath the two gauss barrels, creating a truly deadly trio with ample slugging power and the capacity to reach across all the range bands. With all these systems all mounted in the turret, the Thor can quickly bring its hammer to bear on any target.

However, these are the ONLY weapons mounted on this grav tank. The size and power requirements of the two gauss cannons removed the chance for multiple weapon systems. While gives the Thor an overall reduced damage capacity, and limits its deployment to direct-fire missions only, the sheer impact potential of the twin 200s may be enough to counterbalance its shortcomings.

Further silencing its potential detractors is the Thor's impressive defensive garment. The Thor carries no less than

56 tons of Quad-4 chainmail, in a double-hull arrangement. To counter the threat from the modern longbows, an Incoming! IV Vulcan anti-missile system provides shielding from aerial threats. Further shielding this warrior are the Naram-made BlueShield 320 shield units, with excellent ratings all around.

Mobility for this tank was not ignored. A monstrous 2500 rated Nishtar engine provides an acceleration rating of 4, equal to most other heavy grav combat tanks. Most of the internal systems are similar or identical to those on the Zeus, including the Inner-Light Gold vehicle computer (also with the TES-upgrade option... a scary thought!). Prototype testing was rigerous, shaking out the few snags and producing a solid and reliable combat machine.

Deployment:

Reasonably priced at just under 2.4 million credits, the Thor does not outprice itself due to its focussed nature. However, unlike the Zeus, COPGOV has not given the Thor the immediate go-ahead. Instead, it would like to see the Thor's performance under combat conditions. COPGOV fears the Thor is to specialised, with versatility overlooked for an obscene concept. While the latter is true, the Albedo team admits, used properly in its designed role, the Thor can shred any opponent, they claim. Several tanks have been issued to units in the Alaric front, in hopes of an engagement in the near future.



		Rating	Power	Mass	Cost
Class: Heavy Grav Assault Tank					
Mass: 418 tons					
Cost: 2,394,600					
				Digging Cannons:	No
				Infantry Squad:	No
				Scenario Points:	24
Engine		2500	2500	68	625000
Thrust:	4				
Shields					
	Rating				
Front	90	182	2	45000	
Right	80	96	2	40000	
Left	80	96	2	40000	
Stern	90	182	2	45000	
Bottom	50	12	2	25000	
Armour					
	Points				
Front	100	0	10	500	
Right	100	0	10	500	
Left	100	0	10	500	
Stern	100	0	10	500	
Bottom	60	0	6	300	
Turret	100	0	10	500	
Turret Weapons					
200mm		9	106	528000	
200mm		9	106	528000	
GMDC 18		12	35	235000	
Vulcan IV		15	15	60000	
Turret		1	14	14000	
Crew and Targeting					
Crew	1	3	3	300	
Digging Cannons					
# Of Charges	0	0	0	0	
Anti-Grav Drive					
For Grav Tanks Only		413	5	206500	
Totals:					
		1030	418	\$2,394,600	

Tank8 Medium AFV



Overview:

Medium Tank--In the Class of the Liberator. To be co-built with the Foxbat.

Capabilities:

Deployment:

		Rating	Power	Mass	Cost
Class: Med Grav Assault Tank					
Mass: 283 tons					
Cost: 1,765,900					
				Digging Cannons: No	
				Infantry Squad: No	
				Scenario Points: 18	
Engine		2100	2100	52	525000
Thrust:		6			
Shields					
	Rating		Power	Mass	Cost
Front	70		48	2	35000
Right	70		48	2	35000
Left	70		48	2	35000
Stern	70		48	2	35000
Bottom	50		12	2	25000
Armour					
	Points		Power	Mass	Cost
Front	100		0	10	500
Right	90		0	9	450
Left	90		0	9	450
Stern	100		0	10	500
Bottom	50		0	5	250
Turret	90		0	9	450
Hull Weapons					
	Hull #		Power	Mass	Cost
TVLG 4	1		0	6	20000
HM 3	1		1	10	32000
HM 2	2		2	12	35000
Turret Weapons					
			Power	Mass	Cost
150mm			5	66	330000
GMDC 18			15	35	235000
Vulcan III			12	12	46000
3/6			15	15	228000
Turret			1	7	7000
Crew and Targeting					
			Power	Mass	Cost
Crew	1		3	3	300
Digging Cannons					
			Power	Mass	Cost
# Of Charges	0		0	0	0
Anti-Grav Drive					
			Power	Mass	Cost
For Grav Tanks Only			280	3	140000
Totals:			Power	Mass	Cost
			538	283	\$1,765,900

VEHICLE STATISTICS

**Tank 16 Medium AFV****Overview:**

Tripple GMDC concept APC.

Capabilities:**Deployment:**

		Rating	Power	Mass	Cost
Class: Med Infantry Fighting Vehicle					
Mass: 266 tons					
Cost: 1,509,600					
				Digging Cannons: Yes	
				Infantry Squad: No	
				Scenario Points: 16	
Engine		2000	2000	48	500000
Thrust:		6			
Shields					
	Rating		Power	Mass	Cost
Front	70		48	2	35000
Right	70		48	2	35000
Left	70		48	2	35000
Stern	50		12	2	25000
Bottom	70		48	2	35000
Armour					
	Points		Power	Mass	Cost
Front	90		0	9	450
Right	90		0	9	450
Left	90		0	9	450
Stern	90		0	9	450
Bottom	70		0	7	350
Turret	90		0	9	450
Hull Weapons					
	Hull #		Power	Mass	Cost
TVLG 2	1		0	3	10000
TVLG 2	2		0	3	10000
Turret Weapons					
			Power	Mass	Cost
GMDC 18			12	35	235000
GMDC 18			12	35	235000
GMDC 15			7	24	165000
Vulcan-III			12	12	46000
Turret			1	6	6000
Crew and Targeting					
			Power	Mass	Cost
Crew	1		3	3	300
Infantry	1		8	8	800
Digging Cannons					
			Power	Mass	Cost
# Of Charges	4		12	24	2400
Anti-Grav Drive					
			Power	Mass	Cost
For Grav Tanks Only			263	3	131500
Totals:					
			Power	Mass	Cost
			534	266	\$1,509,600

Tank 19 Medium AFV



Overview:

New breed of Assault Tank w/ RR Commander's Turret

Capabilities:

Deployment:

		Rating	Power	Mass	Cost
Class: Med Grav Tank					
Mass: 207 tons					
Cost: 1,319,750					
Digging Cannons:				Yes	
Infantry Squad:				No	
Scenario Points:				14	
Engine	Rating	1800	Power	1800	Mass
					40
					450000
Thrust:		7			
Shields	Rating		Power		Mass
Front	70		48		2
Right	70		48		2
Left	70		48		2
Stern	70		48		2
Bottom	50		12		2
					35000
					35000
					35000
					35000
					25000
Armour	Points		Power		Mass
Front	90		0		9
Right	80		0		8
Left	80		0		8
Stern	90		0		9
Bottom	60		0		6
Turret	90		0		9
					450
					400
					400
					450
					300
					450
Hull Weapons	Hull #		Power		Mass
TVLG 4	1		0		6
TVLG 4	2		0		6
					20000
					20000
Turret Weapons			Power		Mass
VULCAN III			12		12
100mm RR + Command Turrt			2		25
GMDC 15			4		24
3/6			15		15
Turret			1		4
					46000
					164000
					165000
					180000
					4000
Crew and Targeting			Power		Mass
Crew	1		3		3
					300
Digging Cannons			Power		Mass
# Of Charges	2		5		10
					1000
Anti-Grav Drive			Power		Mass
For Grav Tanks Only			204		3
					102000
Totals:			Power		Mass
Excess Power:			450		207
			1350		\$1,319,750

VEHICLE STATISTICS



Mortus Medium AFV

Overview:

The Mortus is a new TOG medium grav APC currently under study by TOGSOG. Designed around two infantry bays, the Mortus borrows a page from the Commonwealth's Trojan Horse APC in mounting more than one platoon per vehicle. Designed by the Crixsus-V Military Equipment Consortium, the Mortus is not being marketed as a replacement for the Horatius or Reumus, but rather as a new breed of combat vehicle for the changing times. Using this strategy, the board of directors at Crixsus-V hope to avoid any political maneuvering that might force their new tank into the wastebasket.

Capabilities:

The main element of the Mortus is, of course, its infantry, of which it carries two squads. It is intended that legions assigned the Mortus do not reduce the number of vehicles they have, but instead increase the amount of infantry to fill the hulls of the new APCs. This will bring more flexible firepower to the front, a tactic that will work very well against the Renegade forces, who, due to frequent shortages of vehicles, depend very heavily on their own infantry. The Crixsus-V MEC team considered several variants of the Mortus, to try and discover the optimum carrying capacity. The squad capacity ranged from 2 to 5 squads, with differing weapon mixes on each. In the end, two squads was determined to strike the best balance between the advantage of more squads verses the disadvantage of having them all killed off if the vehicle was destroyed. Furthermore, above two squads, the Mortus lost too much of its weaponry and armour to be considered a viable combat machine.

As a fighting vehicle, the Mortus is not a spectacular machine, but an APC, it is quite well armed. With a single hull mounted Rapper-Inc GMDC 5 and a turret mounted Ave! 1.5/6 laser as its primary weapons, the Mortus does not pack much of a direct-fire punch, enough really only to engage softer targets. It's support weapons, however, help to make up for this difference. With two turret mounted TVLG 4 systems and one hull mounted TVLG 6 rack, all manufactured by BlazingTrails Ordinance, the Mortus can bombard an enemy target for a respectable amount of time. As well, coupled with the new Anti-Infantry TVLG munitions, the Mortus has the capability to support it's two infantry squads against other units. Further aiding this role, the Mortus carries two Piercing-Hell Anti-Personnel Laser systems, one on the hull and the other turret mounted. Together with the missiles and the GMDC-5, the

infantry carried by the Mortus has perhaps one of the best anti-infantry vehicles to back it up.

The two squads are also well defended while riding into battle. Realising the criticism that would arise from placing two infantry units in the same chariot, the engineers at Crixsus-V MEC were determined not to let their new vehicle, and the troops inside, be easily destroyed in combat. 50 tons of Durri-Steel Interlokk armour cover the Mortus, making it even better armoured than the Romulus. Shield ratings are also high, with 70s all-round, save the front with an 80 rating, and of course the bottom, with it's standard 50 rating. Five Crixsus-V MEC-SHLD-VSTRs shield generators provide the shielding, and despite the occasional erratic unit, have a reputation as rugged units. Capping off the defensive component is a Vulcan III antimissile system, the same tried and true model as used on the Romulus. Overall, the Mortus is far better protected than the Horatius and many other medium tanks.

Deployment:

Weighing in at 198 tons, and costing 1,157,100 credits, the Mortus is but a little heavier and more expensive than the Romulus, and far less so than the Horatius. This is proving to be a good selling point, and TOGSOG is currently leaning in favour of its acceptance. The design is still, however, in testing, and it will be a couple of years before combat units begin to see this APC in any number, assuming it is accepted. The chance of rejection is slim, however, and it may not be long before the Commonwealth itself is "Trojaned" into a defeat.



Class: Md Grv Armoured Personnel Carrier		Dig Cannons: Yes		
Mass: 198 tons		Infantry Squad: Yes(2)		
Cost: 1,157,100		Scenario Pts: 12		
Engine	Rating 1800	Power 1800	Mass 40	Cost 450000
Thrust:	7			
Shields	Rating			
Front	80	96	2	40000
Right	70	48	2	35000
Left	70	48	2	35000
Stern	70	48	2	35000
Bottom	50	12	2	25000
Armour	Points			
Front	90	0	9	450
Right	80	0	8	400
Left	80	0	8	400
Stern	90	0	9	450
Bottom	50	0	5	250
Turret	90	0	9	450
Hull Weapons	Hull #			
GMDC 5	1	2	6	75000
AP Laser	1	5	5	60000
TVLG 6	2	0	9	30000
Turret Weapons				
TVLG 4		0	6	20000
TVLG 4		0	6	20000
1.5/6		10	10	120000
Vulcan III		12	12	46000
AP Laser		5	5	60000
Turret		1	2	2000
Crew and Targeting				
Crew		3	3	300
Infantry	2	16	16	1600
Digging Cannons				
# Of Charges	4	9	18	1800
Anti-Grav Drive		196	2	98000
Totals:		Power 511	Mass 198	Cost \$1,157,100
Excess Power:		1289-----		



Trajan II Heavy AFV

Overview:

Alexander Trajan, founder of the 5th Roman Empire, that has evolved into the TOG. The tank that bears his name continues to be a mainstay of the TOG forces, leading assaults and crushing opposition as it did when it first entered service over 5 decades ago. That age, however, was beginning to show. Though more than capable, the Trajan's venerable status was showing through in its electronics, difficulty of repair, and just all-around older design technology.

The TOG military wasn't about to lose its showpiece assault tank, especially not one with a name and history as infamous as the Trajan's. So, in 6830, proposals were requested to upgrade the Trajan to current standards. After a quick submittal period, the firm producing the current Trajans (a government-owned consortium) won the bid and began immediately producing Trajan IIs.

Capabilities:

The Trajan II begins with the Trajan, employing the very same basic structure frame, modified only to fix up some problem areas. While the armour foundation process is new, the value remains the same, as does the shield ratings. Newer Tru-Guard generators replace the aging Stativari models, improving efficiency. Newer NBC equipment, internal electronics and command equipment complete the main hull's upgrading.

The weapon's layout of the Trajan has performed well over the years, and the design team was therefore reluctant to play with the mix to extensively. As a result, the new Trajan shares much with its older brethren. The Persius Industries 200mm cannon, the twin Massingale 7.5/6 lasers and the SMLM launcher remain in their same configuration as before, occupying familiar territory. Revising the Trajan's mission, the two AP lasers were removed in favour of more capable direct-fire weaponry. A GMDC class 15 was added to the turret, occupying the area once inhabited by the AP lasers. This still provides good AP potential, while adding a good punch against tanks and soft targets. The older vulcan has been replaced by a brand new hi-BUZZ AGAMs system. Equally effective against missiles as the vulcan, it too helps alleviate the loss of the AP lasers and can add to the soft-target damage of the GMDC-15.

Monstrous as it was, the missile system in the Trajan's belly was re-designed. Twin 4-tube TVLG systems now reside between the sponsons, while two class 2 Heavy Missiles were installed with a firing port for each missile nestled again between the sponsons. By replacing the TVLG-12 system, designers gave the missile system more redundancy, while adding flexibility with the HMs.

Deployment:

In the final analysis, the Trajan II becomes no more expensive than the original. With new technologies replacing the old, supply costs actually went down, while the combat potential went way up. Front-line units are preparing to take possession, a move certainly that will create an almost unwanted deception. This new Trajan undoubtedly will cause as much havoc as did the introduction of the original, leading the TOG to new victories across the front.

Type: Heavy Grav Tank				
Mass: 403 tons				
Cost: \$2,618,200				
Engine	Rating	Power	Mass	Cost
	2500	2500	68	625000
Thrust:	4			
Shields	Rating	Power	Mass	Cost
Front	90	182	2	45000
Right	80	96	2	40000
Left	80	96	2	40000
Stern	90	182	2	45000
Bottom	60	24	2	30000
Armour	Points	Power	Mass	Cost
Front	100	0	10	500
Right	90	0	9	450
Left	90	0	9	450
Stern	90	0	9	450
Bottom	70	0	7	350
Turret	100	0	10	500
Hull Weapons	Hull #	Power	Mass	Cost
200mm	1	9	106	528000
TVLG 4	1	0	6	20000
TVLG 4	2	0	6	20000
HM-2	2	2	10	32000
Turret Weapons		Power	Mass	Cost
7.5/6		23	23	276000
GMDC 15		7	24	165000
AGAMS IV		8	18	245000
SMLM 2		0	6	20000
7.5/6		23	23	276000
Turret		1	5	5000
Crew and Targeting		Power	Mass	Cost
Crew	1	3	3	300
Infantry	0	0	0	0
Digging Cannons		Power	Mass	Cost
# Of Charges	4	19	37	3700
Anti-Grav Drive		Power	Mass	Cost
For Grav Tanks Only		399	4	199500
Totals:		Power	Mass	Cost
Excess Power:		1074	403	\$2,618,200
		1426	-----	

VEHICLE STATISTICS



Rhillus Medium AFV

Overview:

For many years, the standard TOG space doctrine has been one of missiles, missiles and more missiles. Missiles were emphasised on almost all designs, culminating in the development of the Onagri. So why exactly are we talking about interceptor designs when this is a tank?

Enter Arcing Enterprises, a new engineering firm. Enter the Rhillus, their first design. The team, apparently influenced by a retired TOG Navy commander, applied the concept of "Missiles on Everything" to a ground vehicle, creating a tank which can only be called a missile boat. Except for a GMDC 15 and a Vulcan system, the tank carries nothing but missiles.

Capabilities:

Using the latest missile technology available, the Rhillus takes the concept of a missile engine to the extreme. Unlike the graceful or needle-like hulls of most tanks, the Rhillus sports a squat and dome-shaped front end. Inside this monstrosity lies the tank's main offensive punch, all in the form of the new homing missiles. No less than two HM-3s, two HM-2s, one HM-1 and an HM-4 system occupies the internals of this bloated hulk. This kind of missile load gives the Rhillus an excellent long-range standoff capability, as well as a good damage potential. Each of the HM systems is subbed out to various companies, as there is no single firm that actually makes every class of HM.

Supporting the HMs-galore is an equally grotesque turret that mounts far more conventional weaponry. Again, missiles dominate, with two HottAss TVLG 6 systems, and a IRDC SMLM 2 mount. Required to give the tank some direct fire capacity, an Indy GMDC Class 15 weapon was installed, with the bulk of the weapon running inside the turret. This sorely limits the weapon's elevation capacity, leaving the barrel exposed as just another wart on the tank's exterior.

The designers at Arcing weren't going to let their tank be the fodder for Commonwealth missiles, however. A squat Vulcan IV anti-missile system perches on the top of the turret, with a clear 360 degree arc of fire. Shield ratings are also high, with 80s all around, save for the bottom, protected with a 60 rating.

While the Rhillus is but a medium tank, a whopping 56 tons of armour is moulded onto its chunky frame. A standard complement of digging charges round out it's defensive capabilities.

Deployment:

It is unknown why the designers chose to make this tank so hideously ugly, but TOGSOG has payed that aspect little heed. Intrigued with the possibilities inherent in the tank, they have ordered Arcing to produce a few prototypes for testing. TOGSOG believes that a platoon or three of these vehicles, attached to an ordinary strike legion, could add an aggressive new potential. It is not known where the testing will take place, but it is very likely the new tanks will be sent to the TOG/Commonwealth front for a trial by fire. If successful, the new units could begin popping up in TOG Legions within a year.

Class: Medium Grav Missile Carrier		Digging Cannons: Yes		
Mass: 278 tons		Infantry Squad: No		
Cost: 1,341,100		Scenario Points: 14		
Engine	Rating	Power	Mass	Cost
	2000	2000	48	500000
Thrust:	5			
Shields	Rating			
Front	80	96	2	40000
Right	80	96	2	40000
Left	80	96	2	40000
Stern	80	96	2	40000
Bottom	60	24	2	30000
Armour	Points			
Front	100	0	10	500
Right	100	0	10	500
Left	100	0	10	500
Stern	100	0	10	500
Bottom	60	0	6	300
Turret	100	0	10	500
Hull Weapons	Hull #			
HM-3	1	2	12	35000
HM-3	1	2	12	35000
HM-1	1	1	8	28000
HM-2	2	1	10	32000
HM-4	2	2	14	37000
HM-2	2	1	10	32000
Turret Weapons		Power	Mass	Cost
TVLG 6		0	9	30000
TVLG 6		0	9	30000
SMLM 2		0	6	20000
GMDC 15		7	24	165000
VULCAN IV		15	15	60000
Turret		1	4	4000
Crew and Targeting				
Crew	1	3	3	300
Infantry	0	0	0	0
Digging Cannons				
# Of Charges	4	13	25	2500
Anti-Grav Drive		275	3	137500
Totals:		Power	Mass	Cost
		731	278	\$1,341,100
Excess Power:		1269	-----	

Tank 18 Medium AFV



Overview:

Medium TOG Tank with SSS-G missiles.

Deployment:

Class: Med Grav Tank		Digging Cannons: Yes		
Mass: 237 tons		Infantry Squad: No		
Cost: 1,585,950		Scenario Points: 16		
Engine	Rating 1800	Power 1800	Mass 40	Cost 450000
Thrust:	6			
Shields	Rating	Power	Mass	Cost
Front	70	48	2	35000
Right	70	48	2	35000
Left	70	48	2	35000
Stern	70	48	2	35000
Bottom	50	12	2	25000
Armour	Points	Power	Mass	Cost
Front	90	0	9	450
Right	80	0	8	400
Left	80	0	8	400
Stern	90	0	9	450
Bottom	60	0	6	300
Turret	90	0	9	450
Hull Weapons	Hull #	Power	Mass	Cost
1.5/2	1	3	3	42000
TVLG 6	1	0	9	30000
SSS-G 2	1	0	8	30000
SSS-G 2	2	0	8	30000
1.5/2	2	3	3	42000
Turret Weapons		Power	Mass	Cost
SSS-G 2		0	8	30000
AGAMS III		6	14	216000
GMDC 18		12	35	235000
3/6		15	15	180000
TVLG 2		0	3	10000
Turret		1	4	4000
Crew and Targeting		Power	Mass	Cost
Crew	1	3	3	300
Digging Cannons		Power	Mass	Cost
# Of Charges	4	11	22	2200
Anti-Grav Drive		Power	Mass	Cost
For Grav Tanks Only		234	3	117000
Totals:		Power 492	Mass 237	Cost \$1,585,950

VEHICLE STATISTICS

R E N E G A D E L E G I O N

TECHNICAL UPDATE

N E V E R E N D I N G O F F E N S I V E

THE YEAR IS 6830, A TIME OF CONFLICT

TOG CONTROLS 80% OF KNOWN SPACE



ONLY A HANDFUL OF OPPOSITION REMAINS

ARE YOU READY TO TAKE TO THE CAUSE?

CHOOSE YOUR CONNECTION _

The war rages on. The conflict between TOG, the Commonwealth and the Renegade Legions continues unabated. Throughout, new items of war, new tactics of victory, new designs for hardware continue to pour onto the battlefield. From the R&D labs, the defence contractors and the tacticians minds, these developments change the course of warfare. Will you have the knowledge needed to fight the good fight?

This Renegade Legion Technical Update springs from the website of Kannik onto the printed page, bringing you the content from the RenLeg WWW Repository in a book format, so that the new reality of warfare is never far from your fingertips when in the thick of battle.

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