



HARBINGERS



DEATH



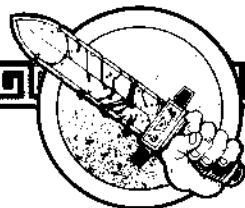


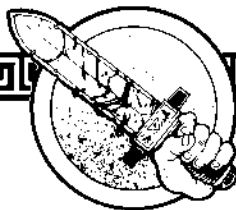
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HARBINGERS OF DEATH

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Quod Erat Faciendum



INTRODVCTION

The 13379th Legion, or Harbingers of Death, is one of the most renowned units in the Terran Overlord Government military. They also became the first all-male unit in the TOG forces after the unit commander ordered the slaughter of every female in his command to prove his loyalty after Caesar Buntari issued the *Patria Potestas* in 6691. This document eliminated women's rights and created a new caste system within TOG and set off a wave of defections from the military.

Because the Harbingers of Death is known to this day as the most loyal unit in Caesar's army, they have won the enviable assignment of testing new equipment under battlefield conditions. As a result of so many years in this capacity, the unit can claim the distinction of having fought more varied opponents than any other unit and to have circled the galaxy at least ten times since their formation. The unit pays a high price for their fame and their elite mission, for their casualty rate is one of the highest in the Imperial Military. Indeed, the unit's roster changes on an average of once every four years because of its phenomenally high losses of personnel.

HOW TO USE THE SCENARIOS

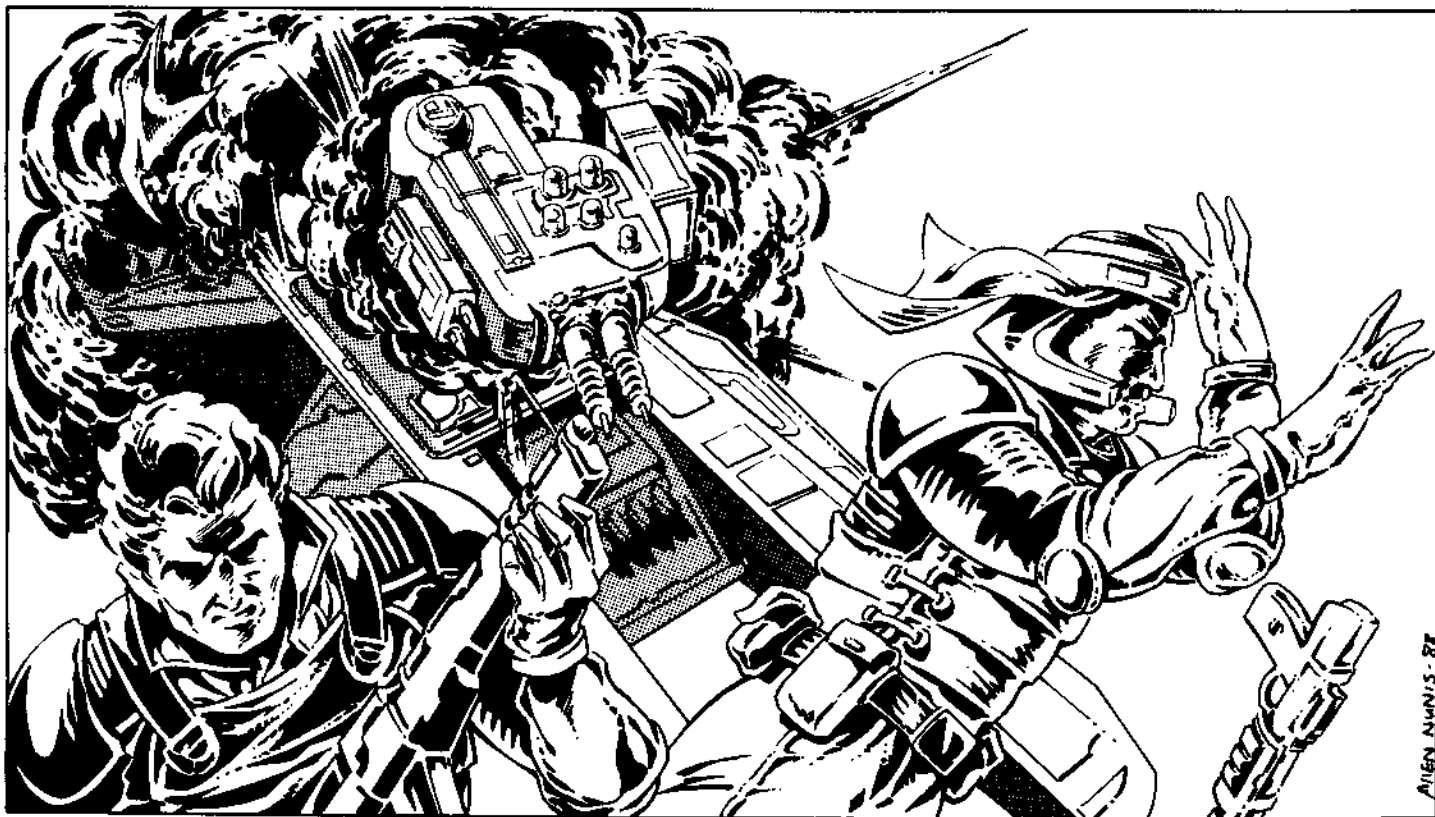
Each of the 15 scenarios recreates a battle or encounter in which the Harbingers of Death took part. The scenario rules include all information necessary to understand the game situation and to play it out. Each scenario opens with a firsthand account by one of the warriors who participated in the actual engagement, followed by a brief discussion of the battle's historical context.

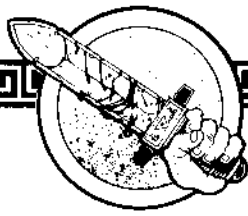
The **Game Set-Up** section provides whatever special game information is needed to play the scenario, including instructions for laying out the mapsheets, any special terrain features that exist, and suggestions for basic rules from the **Centurion** basic game that may apply.

Attacker and Defender forces for each scenario are described in detail. This information includes damage, problems, or special abilities of any vehicles at the start of the battle. Also noted is each vehicle's starting position on the map, or where and when it enters if the scenario calls for it to arrive after the action has begun.

The **Victory Conditions** describe the various possible outcomes of each scenario. As it is very rare that an actual combat action continues to the point where one side or the other is completely obliterated, the Victory Conditions usually list special objectives for one or both opponents. To find the winner of a given scenario, simply divide the high score by the low score and consult the Victory Table on page 47 of the **Centurion** rule book.

Finally, if the scenario requires rules not covered in the basic **Centurion** rules, they are discussed as **Special Rules**.





HARBINGERS OF DEATH

BRIEF HISTORY

—From *The True History of Our Time*, by Leona Mordius, Commonwealth Data Press, 6828

On September 15, 6681, over 300,000 full legions and 3,800 Naval Battlegroups fled the retribution of the usurping Terran Overlord Government of Caesar Ivanolo Buntari, who seized power after a successful coup against the rulers of the Terran Republic. Commanded by Grand General Douglas Constantin, this force fought its way to the relative safety of the Human-Baufrin Commonwealth to fight against the despotic government that now branded them as renegades.

The voluntary exodus of such a large unified force shocked the Imperial Legion and Imperial Navy to the core. Still reeling after the fall of the Republic, military units were paralyzed with confusion for months. Officers and men who showed signs of disloyalty or ambivalence toward TOG were purged. Units refusing to obey orders were destroyed by other TOG forces. Offensive operations on TOG's various borders were suspended as front-line units attacked each other in the frenzy. An entirely new command structure was created within the Imperial Military, with senior leaders replaced and several of the new Overlords in control of large portions of the military force.

By 6687, order was restored within the Imperial Military in a brutally ruthless fashion. In some units, however, cells of resistance flourished. When discovered, these rebels were tortured to death over fleet-wide communication videos. These transmissions merely increased the determination of undetected rebels to flee with their equipment and to join the Renegade Legion. Resolved to fight the tyranny that had toppled their beloved Republic, they vowed to return victorious.



SINISTRUS PUGNUSTIA

The 13379th Autarchus Legion had its share of the turmoil of the Imperial succession. Like most Legions of the old Republic, the 13379th had a traditional name as well as its official designation numbers. The name Sinistrus Pugnastria, "Left Fisted Ones," was derived from the eccentric habits of Legion Commander Prefect Titus Oliver Jones. During the reorganization of the unit in 6582, Titus Oliver Jones permitted only left-handed recruits into the unit. After the death of Commander Jones, this preference continued, though more for its traditional aspects than for any specific purpose.

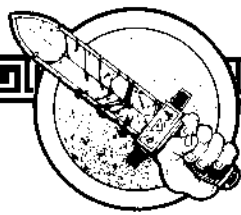
Like all old Legions of the Republic, the Left Fisted Ones swore their allegiance to Caesar Buntari and the new TOG government in 6680. Their new commander, Prefect Galba Trutero, was more loyal to his legion than to the new government. Fearing reprisals, Trutero told his officers and men that the only hope of survival lay in serving TOG. Even as the Legion swore allegiance to the Imperial government, seeds of dissent were forming within the unit.

In December 6681, the Left Fisted Ones, along with a combined task group from the Imperial Navy, arrived at the planet Haversham. The garrison of Haversham had been discovered in a plan to defect to the Commonwealth and the Renegade Legion. In retribution for this treason, the Task Group was to ensure that no one survived to escape.

Though ordered to protect the ecological integrity of the planet, the Left Fisted Ones and other Legions in the Autarchus command structure fiercely attacked the garrison facilities. They destroyed anything that moved and refused to take any prisoners. Some Autarchus Legion units hesitated because they were still unsure of their loyalties. These troops were immediately attacked by loyal units. In the end, the Haversham garrison was reduced to corpses and burning compounds.

The Left Fisted Ones remained on Haversham to clean up the battle debris and to serve as the new garrison, ensuring that the populace remained loyal to TOG. The horror of this ravaged place made the legion uneasy, however. When they received orders from the regional Overlord to burn all remaining bodies of the fallen garrison without military honors, Galba Trutero faced problems within the unit. He rationalized that if survival of the unit required loyalty to TOG, he would have to overcome his own sorrow over the fall of the Terran Republic to save his troops from certain death. Galba was somewhat shocked when the executive officer of the Left Fisted Ones, Legatus Maximus Marus Celebro, questioned his honor in working with TOG. Galba felt that the survival of the unit he considered his home and the men and women he considered his family far surpassed any obscure form of honor.

Galba's attempt to rationalize the situation became a two-edged sword, however. TOG ordered him to report any outward signs of disloyalty and immediately to execute the offenders. Knowing that execution of Marus Celebro would only make matters worse within the Legion, Galba decided merely to reprimand the Legatus and overlook the transgression.



Marus Celebro never showed any disloyalty again, but neither did his true feelings change. Soon, he had organized other members of the Legion who shared his beliefs and the group began to formulate plans.

In 6687, two small transports, the *Empire Queen* and the *Colonia*, entered orbit around Haversham, dropping the replacement Legion garrison while the Left Fisted Ones shuttled up. Marus Celebro, along with a number of handpicked men and women, had arranged for billeting on the *Empire Queen*. Before the ship entered T-space, Celebro and his crew overwhelmed the transport in a lightning attack on the vessel's security forces. After an impassioned plea by Celebro, the rest of the legionary personnel on the *Empire Queen* accepted the plan to join the Renegade Legion. Celebro then called Galba aboard the *Colonia* to report his actions, pleading with Galba to join him in heading for the Commonwealth. Though Galba refused to answer the transmissions, Celebro did not give up trying until the *Empire Queen* had faded into T-space.

The fate of the Left Fisted Ones remains shrouded in mystery. No one knows if any of them ever reached the Renegade Legion or the Commonwealth. During a raid on a pirate stronghold 18 months after the defection, TOG forces captured the *Empire Queen*. Though the pirates had stolen the ship from some traders, the vessel yielded clues to the whereabouts of the traitors. The only information ever discovered turned up in 6699, when a cache of TOG military equipment was found hidden in an abandoned mining complex on Diggins. The equipment bore the insignia of the Left Fisted Ones. Though Diggins was thousands of light years from the Commonwealth border, this discovery indicated that Celebro and his troopers had spent a decade traveling only a fourth of the distance to their destination. TOG security reports claimed that any survivors had probably abandoned their quest and settled on various backwater planets. Lictors, those feared agents of the TOG security service, scoured the most obvious settlement areas, but they failed to locate the missing crew.

After being tried for failing in his duties, Prefect Galba Trutero was ordered to fall upon his sword. In shame and despair, he willingly complied. Initially, the remaining half of the Left Fisted Ones was ordered to disband, with their personnel to be divided up among other units. At the request of Legatus Anton Deverchek, First Cohort commander of the 13379th Legion, the regional Overlord reversed the order because Deverchek had convinced him of the loyalty of those remaining troops. Deverchek also persuaded the Overlord that he could transform those legionnaires into the most loyal Legion in TOG. In 6688, Anton Deverchek became the new Prefect of the Left Fisted Ones.

After Deverchek's reorganization, it was no longer mandatory that all recruits be left-handed. The one and only condition was loyalty, pure and fervid. Just as Deverchek had promised, the unit became famous for its devotion to Caesar—to the point that other units within the Autarchus Command called them the "Little Praetorians". Proud of their reputation, Deverchek and his troops were now known by their new official name, the Hard-Fisted Ones.

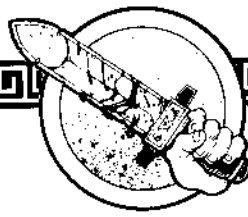
HARBINGERS OF DEATH

In 6691, Caesar Buntari issued the *Patria Potestas*, the proclamation that eliminated women's rights and created a new caste system within the Terran Overlord Government. Coming a mere ten years after the fall of the Republic and the disorganization of so many units, this new policy caused a new wave of chaos within the Imperial Military, for the Imperial Legion and the Imperial Navy were more than 30 percent female. Most of these women soldiers questioned whether they should risk their lives fighting for a government that had revoked their legal rights, and many men also took their side. Some units arranged for quiet passage to the safety of the Commonwealth. Others boldly attempted escape with their equipment. A number of these defections proved disastrous when the rebel units were destroyed by their former comrades, as had happened so often ten years before. A few escaped to fight TOG with the Renegade Legion.

Prefect Deverchek's Hard-Fisted Ones found another solution. While garrisoning the planet Shenandoah close to the Commonwealth frontier, the Legion conceived a desperate plan. Meeting secretly with his most trusted and fanatical troopers, Deverchek formulated a plan to prove the loyalty of the 13379th Legion. With military precision, the men of the Legion's First Cohort (fanatically devoted to Caesar and blindly obedient to any order) set out to murder every female warrior in the Legion in a single night. Wielding ceremonial daggers, the assassins quickly and quietly attacked the sleeping women within their barracks. When the alarm sounded within the Legion's compound, however, it awakened some of the women, who fought back defiantly, even managing to kill some of their attackers before dying themselves. Other women, as fanatical as their attackers, simply fell on their own daggers for the honor of the Legion. Several men, sympathizers to their plight, also died that night. Whether by their own hands or by an assassin's knife, these men died to protect the villainy of the new government order.

By dawn it was over. The legionary compound was red with the mingled blood of thousands of women and hundreds of their attackers, but the Legion's honor remained intact. It was in this way that the 13379th Legion became the first all-male unit within the TOG forces, a trend that continued to grow within the Imperial military. With so many female defections and deaths, it was difficult—to say the least—to recruit new women troops to make up for the losses.

Prefect Deverchek received a commendation for his swift action in preventing potential defections while members of other legions within the Autarchus Command regarded them with both awe and horror. For the second time in two years, the unit's name changed. The 13379th Legion became known as the Harbingers of Death, and they took for their insignia a bloody ceremonial dagger upraised in a rock-hard fist.



FAME

After the Harbingers of Death proved their absolute loyalty, their reputation spread rapidly. At a time when there was so little truthful, good news to report, the story of the Harbingers of Death became a media event. Prefect Deverchek was soon promoted, while his most devoted officers were sent to important government receptions as special TOG guests. As both reward and as a publicity stunt, the Legion was transferred from garrison duty to a strike command. TOG media had almost unlimited access to the Harbingers of Death, which produced innumerable interviews and features. For ten years, the Harbingers raced from one hot spot to another, always with a swarm of combat reporters and documentary producers in their wake. They rarely disappointed the public, and won many spectacular victories. Even so, the years of nearly continuous fighting soon outpaced the unit's ability to find trained replacements, which gave other units a chance to attract the limelight. In 6702, the Harbingers of Death were rotated back to the rear for a well-deserved period of rest and reorganization.

NEW DUTIES

Once the unit had regained full strength, they received a new assignment. Still known as the most loyal unit in the TOG armed forces, they were assigned the enviable mission of testing new equipment under battlefield conditions in 6705. Every two to four years, the unit was called from active service and equipped with experimental weapons or vehicles. Then they were sent to the front, where they used the equipment in their operations, exposing the items to a variety of conditions. Because testing this equipment often forced the legion to take considerable risks in performing their duties, it often led to fantastic accomplishments (such as the effect of the newly introduced HELL rounds against the unprepared KessRith defenders of the planet Pallavai). Equally fantastic failures also occurred, though these did not become known beyond the higher military circles. One of the more bizarre incidents occurred against Commonwealth units in the Grand Dukedom of Potsdam. While testing a new gravitic suppressor field that grounds any grav vehicle within its radius, the Harbingers found the weapon to be a remarkable success. Unfortunately, the field nullifiers mounted on the Harbingers's gravitic vehicles to avoid the grav suppressor's effects failed to work. In the end, both sides were forced to fight on foot without mechanized support. It proved a short but bloody battle.

The Harbingers of Death continue to test new and experimental equipment. Fighting on different fronts from year to year, they rotate to the rear to train on newly developed equipment. Because of this service, they claim title to fighting more varied opponents than any other unit and to having circled the galaxy at least ten times since their formation. With a casualty rate that is one of the highest in the Imperial Military, the unit pays a high price for their success. In fact, the roster of the Harbingers of Death changes almost completely on an average of every four years because of battle deaths and injuries.

Even with the high casualty rate, there is never any shortage of recruits because the path to promotion and a successful military career usually depends on service with an active unit. The Harbingers of Death can definitely provide that, and those who beat the odds to survive their tour of duty can look forward to a bright future.

The Harbingers of Death are currently deployed with the Raulia Strike Command of the Shannedom County Theater of Operations, fighting against Commonwealth and Renegade Legion forces. Among the equipment they are testing is the prototype Hypaspis armored personnel carrier.

THE FIRST COHORT

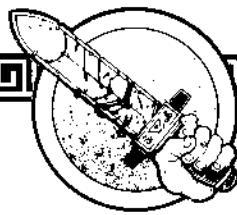
BLIND LOYALTY

The First Cohort of the Harbingers of Death maintains a fierce loyalty to TOG in every facet of their military duties. Because they carry out their duties without regard for their own or anyone else's safety, this is one of the most feared contingents of the Legion. Trained to die for their Caesar, the First Cohort boasts the highest casualty rate within a unit already known for its own phenomenally high rate. Just as the Harbingers of Death attracts many new recruits, so does its fearless First Cohort.

Marcus Lee took over the coveted position of Commander of the First Cohort in 6822 when he found proof that his predecessor had altered equipment test reports to favor Belenski Industries, manufacturer of the Romulus Medium Grav Armored Personnel Carrier and other TOG equipment. The scandal led to re-evaluation of the Romulus at the army group level and a year's delay in its deployment.

Though Legatus Lee is a stern disciplinarian, he treats his troops fairly. Moreover, the strict qualifications for acceptance into the First Cohort also help to prevent discipline problems. When Legatus Lee has to punish one of his troops, it is usually for substandard performance on the battlefield or failure to obey orders. His men are expected to achieve their objective or to die trying. If they fail, the punishment is the Fustuarium, or public beating. These beatings usually call for extensive medical treatment to revive the victims, and sometimes lead to death.





An unusual tradition established within the First Cohort is the selection of "Caesar's Own". Every year, the members of this unit participate in an election. With the rest of the Legion looking on, each member of the Cohort goes into the Parade Ground to cast a ballot into the Urn of Caesar's Own, a deep golden ceremonial bowl. The First Cohort Legionnaire who receives the most votes will be granted his every wish for a period of one standard month. At the end of the month, his face is tattooed with a golden dagger said to have once belonged to the great Caesar Buntari. This full face tattoo is a proud mark that the individual has entered the ranks of "Caesar's Own". Sworn to die in battle for the glory of TOG, any Caesar's Own who fall in battle are given a ceremonial cremation, with full Imperial honors. The ashes of these soldiers are placed in the lower drawer of the Urn of Caesar's Own.

The First Cohort always receives the most difficult assignments during operational field equipment tests. Because of this, all other Cohorts of the Harbingers of Death occasionally come under the command of elements of the First Cohort. Other members always defer to the First Cohort, which receives the most select equipment, barracks space, liberty time, and so on.

DESIGNATIONS

With over eight million legions in TOG service, the task of maintaining orderly individual Legion designations is a formidable one. Though a method has been developed over the centuries, it's not foolproof, but does create less confusion than would continuous seven-digit unit designations. By naming each legion after their present army group or front commander, the system keeps the legion designations to a command name plus four or five numbers in the largest operational areas. Smaller and/or independent unit designations generally remain at five digits or less.



UNIT ORGANIZATIONS

The 13379th Legion (Harbingers of Death) has one of the largest organizational formations in the Imperial Legion, mainly because of its singular duty of field-testing new equipment. This has made the 13379th a jack-of-all-trades unit that considers itself master of many.

The Legion's mass offensive power rests in its ten assault Cohorts. The First Cohort consists of a reinforced gravitic armored infantry unit, with three centuries each of heavy grav armor, medium grav armor, and armored grav infantry, plus headquarters for nine support vehicles. The other nine groups consist of six armored infantry and three medium grav armor/recon cohorts. Instead of the standard six Centuries per line, each Cohort commands nine line Centuries. This gives the 13379th the hitting power of a Strike Legion, while making it far more versatile because its deployment capabilities are suited to so many different combat situations.

Various Cohorts can be combined into Manuses as necessary, with separate headquarters for these detachments. Many other units operate within the Legion organization, as listed below.

Two Military Police Cohorts, assigned to Legion Headquarters, serve directly under the Prefect's control. Each Cohort consists of eight Centuries whose job is to maintain tight security around any prototype equipment and to provide rear-area defenses when necessary. The Military Police are responsible for military discipline, though this is rarely a problem for the 13379th.

The Artillery Manus of the Legion consists of four Cohorts of armored grav artillery, one Space and Air Defense Cohort, and one Orbital Rocket Cohort in addition to the Artillery Headquarters Century. This increased support firepower, combined with an attached fighter wing, somewhat alleviates the limited grav armor complement of the Legion. These units can be deployed to support any independent Cohorts or Manuses, as needed.

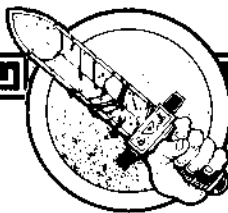
Responsible for the access and storage of the Legion's expendable stores, the supply Manus also maintains spare parts and replacement vehicles. Charged with transporting these supplies from area depots to their units, the supply Manus consists of six Cohorts of grav transport vehicles and one Cohort of space assault transports.

Unlike many other Legion organizations, the 13379th boasts its own Medical and Maintenance Cohorts that are independent of the Supply Manus. This is primarily because of its unique mission of equipment evaluation. The Maintenance Cohorts prepare status reports and evaluations of the various materials tested, as well as keeping the Legion's equipment maintained. The assignment of two Medical Cohorts reflects the unit's high casualties.

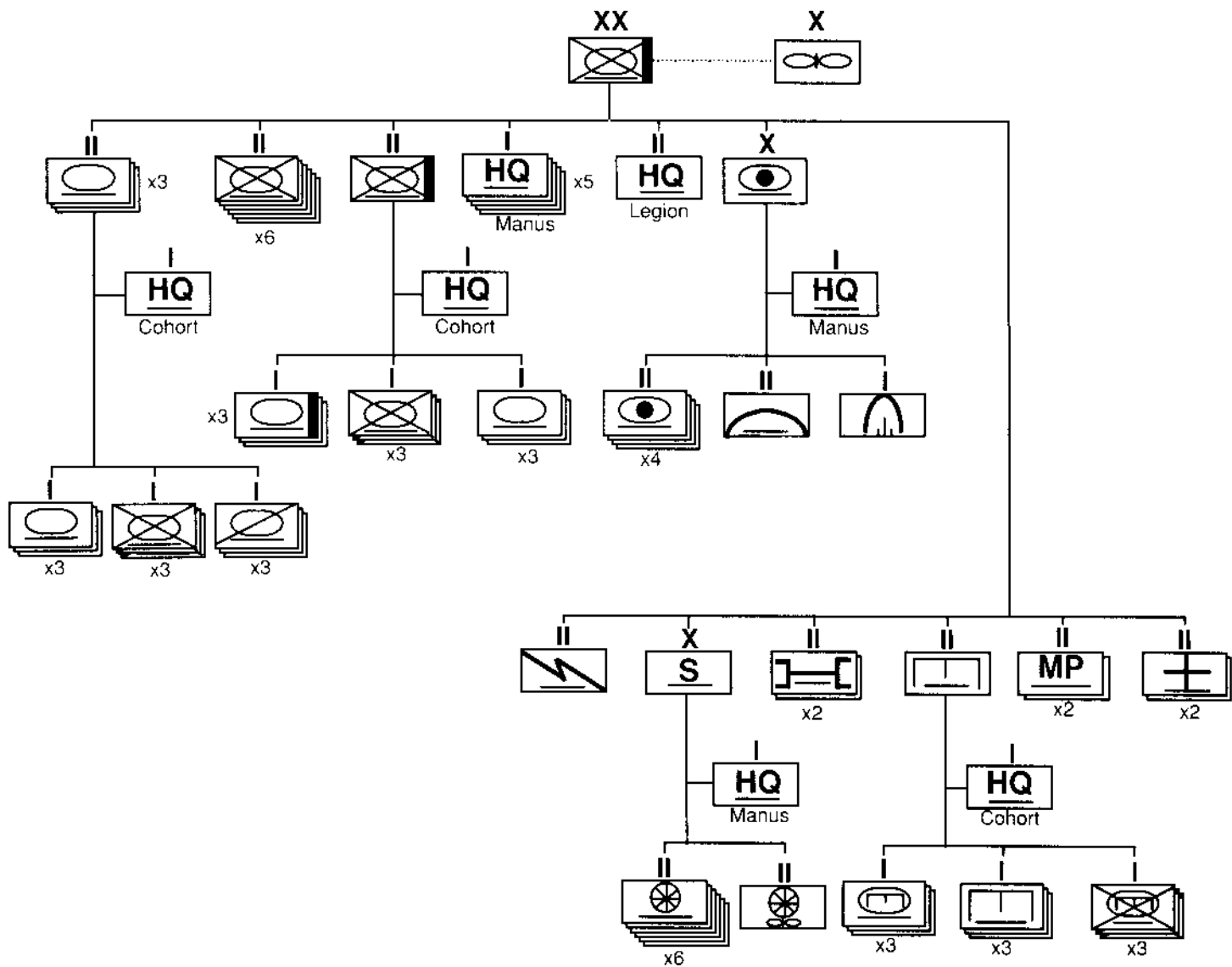
The Signal Cohort is responsible for all communication within the Legion and to offworld forces. They operate various forms of equipment and satellite systems, and occasionally test new types. This Cohort also controls communications intelligence and security, electronic countermeasures, and signal equipment maintenance and repair.

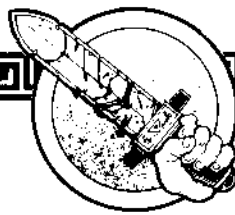
The Engineer Cohort works closely with the Maintenance Cohort in regard to prototype equipment. In addition, they perform regular duties such as construction of Legionary compounds, close assaults, and the defensive works and fortifications. The Engineer Cohort consists of three Centuries each of Combat Bounce Engineers, Armored Engineers, and Construction Engineers.

Depending on the combat situation, the 13379th receives various Auxilia composed of four to six Cohorts of specialized troops such as Special Forces, Marine Infantry, Anti-Insurgency Forces, Wet Navy, Orbital Transport, and others.



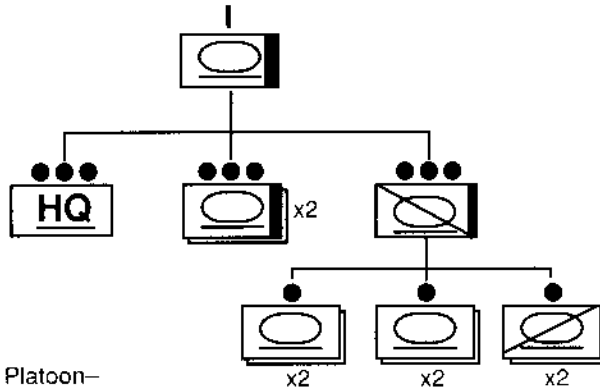
13379th Legion (Harbingers of Death)





SELECTED UNITS

FIRST CENTURY, FIRST COHORT, HARBINGERS OF DEATH



HQ Platoon—

- 1 Supply Vehicle
- 1 Maintenance Vehicle
- 1 Recovery Vehicle

1st Heavy Armor Platoon—

- 3 Octavian Heavy Grav Tanks

2nd Heavy Armor Platoon—

- 3 Octavian Heavy Grav Tanks

3rd Heavy Recon Platoon—

- 4 Horatius Medium Grav Tanks
- 2 Hydarnis Recon Grav Tanks

Troop Quality: Elite

The First Century of the First Cohort is the most senior unit in the entire Legion. Its equipment and senior personnel are described below.

Centurion Brutus Lloyd Commander, First Century Leadership: 5

Brutus Lloyd commands the most prestigious Century of the Legion. He prefers fighting in his own grav tank, as he did for so many years, rather than coordinating his unit's tactics. Whenever possible, Brutus avoids his command duties and heads for the main battle area. Though his immediate superior, Legatus Marcus Lee, has issued numerous warnings, Lloyd still finds ingenious explanations to justify these actions.

Brutus Lloyd normally commands the Century from one of the Horatius medium tanks attached to the Third Platoon.

The First Heavy Platoon and the Second Heavy Platoon are identical. Both contain three of the experimental Octavian type heavy grav tanks still undergoing evaluation. The following are Tank Commanders in these two platoons.

Optio Anton Ohmer is Commander of the First Platoon and second-in-command of the Century. A past recipient of the Caesar's Own tattoo, Ohmer has been wounded in battle six times and had three grav tanks shot out from under him. He commands from the M-006, the lead Octavian Tank in the unit.

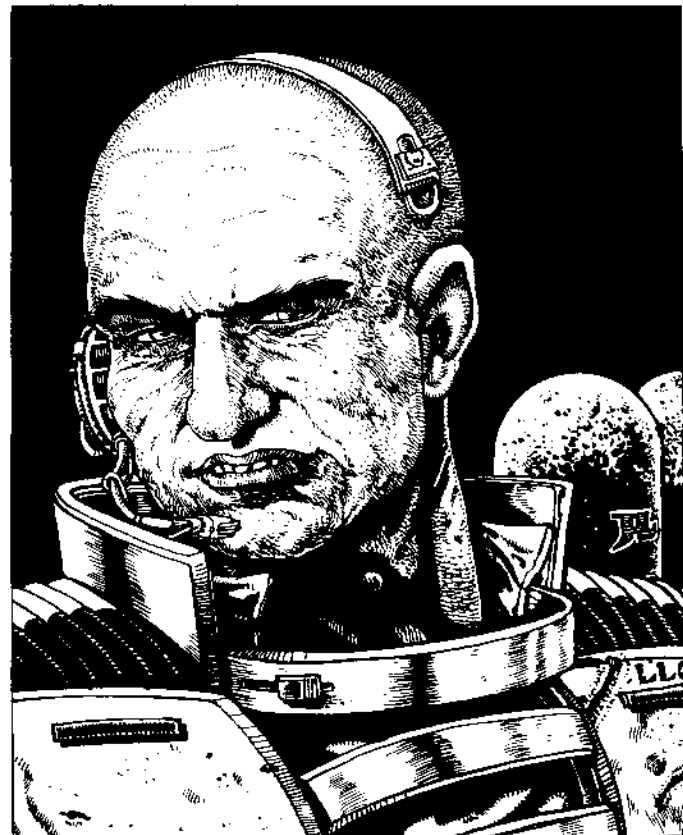
Sergeant August Kellerman is Tank Commander of the M-008. A recent addition to the unit, he was transferred from the Seventh Medium Armor Cohort after the loss of the M-007 tank and crew during power overload tests.

Mastati Alan C. Neal is one of the younger Tank Commanders in the unit. A recent graduate of the TOG Advanced Armor Training School, Raulta Command, he has yet to prove himself in combat. Neal commands the M-009 tank.

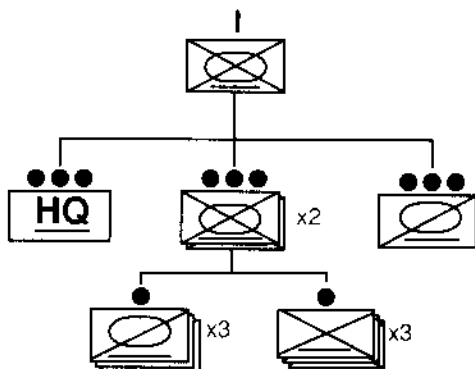
Optio Palladoris Smith is Commander of the Second Platoon and a good friend of Anton Ohmer. One of the older tankers still in active line duty, he is an experienced commander of nearly every type of fighting vehicle that TOG fields. Smith can boast of a 30-year career and refuses to transfer to more responsible rear-echelon posts. Smith commands the M-011.

Optio Julius Hurst is Commander of the Third Platoon of the First Century. At twice the normal platoon strength, the unit is unusually large. The Centuries of the First Cohort are assigned 15 vehicles instead of the usual 12, but the rest of the Legion adheres to strict TOG organizational doctrine. Hurst has organized the Third into three two-vehicle sections to more efficiently perform scouting and recon missions.

This Platoon consists of four Horatius medium grav tanks and two of the new Hydarnis grav recon tanks (under evaluation). The first section consists of two Horatius Medium Tanks, one of which is used by Centurion Lloyd for command purposes. The other medium tank section, normally commanded by Hurst, supports the Hydarnis section when in trouble. The two recon tanks are commanded by TCs Jeremy Wingries and Cleon Grand.



FOURTH CENTURY, FIFTH GRAV INFANTRY COHORT, HARBINGERS OF DEATH



HQ Platoon-

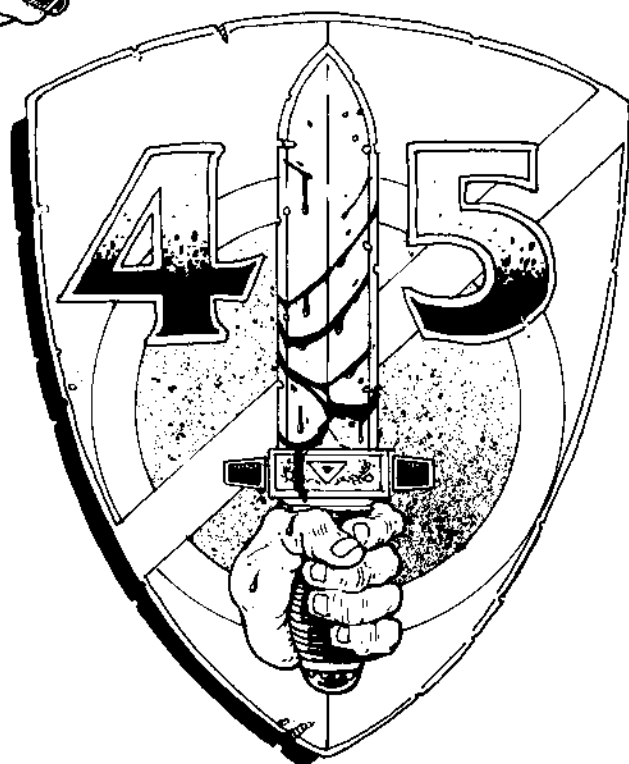
- 1 Supply Vehicle
- 1 Maintenance Vehicle
- 1 Recovery Vehicle

Light Armor Platoon -

- 2 Aeneas Grav Tanks
- 1 Hydarnis Recon Grav Tank

Armored Infantry Platoon-

- 3 Hypaspis Grav APC's
- 3 Bounce Infantry Squads



Troop Quality: Elite

The Fourth Century of the Fifth Grav Infantry Cohort is typical of the infantry units within the Legion. As with the other five Infantry Cohorts, the Fifth is assigned three Medium Grav Armor Centuries and six Grav Armored Infantry Centuries. The armor strength of the infantry units is greater than normal within the Harbingers of Death mainly because the unit's armor strength fails to approach Strike Legion level, yet the Harbingers occasionally operate as a Strike Legion.

Centurion Josephus Fawst

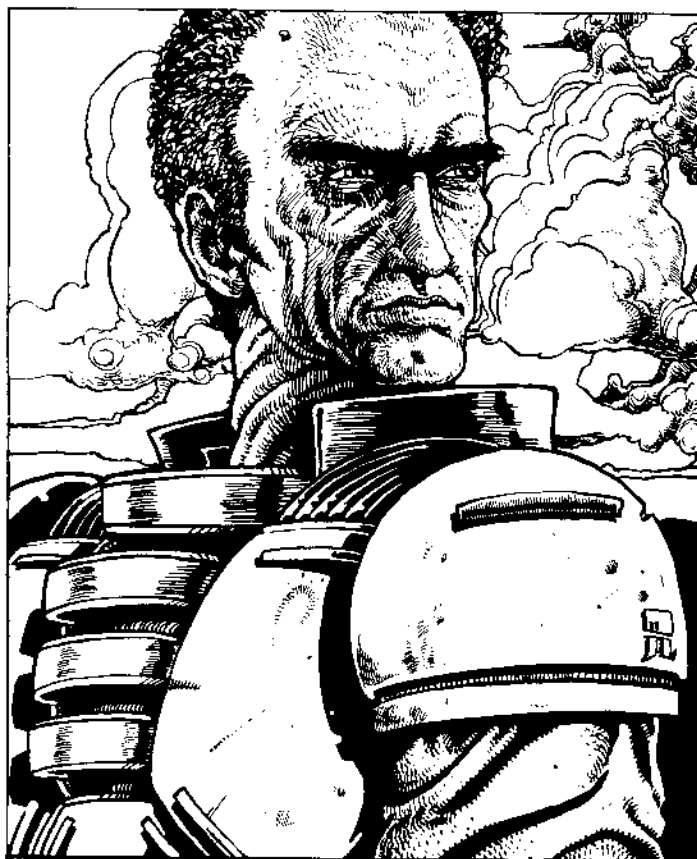
Fourth Century Commander

Leadership: 4

Centurion Fawst represents a typical small unit leader within the Harbingers. Though not known for any spectacular accomplishments, he performs his job admirably well. Devoutly loyal both to Caesar and to the men within his command, he will not rashly enter an engagement without careful reconnaissance and planning. Answering to the Fifth Cohort's commander, Centurion Maximus Dalerious Ventanna, Fawst seems to work well with him. In combat, Fawst directly commands from a Hypaspis Grav APC in the 2nd Platoon.

The 1st and 2nd Infantry Platoons are identical, being composed of three Hypaspis-type grav armored personnel carriers each. The Hypaspis Class APC is an experimental APC that can carry an eight-man, battle-ready infantry squad. The First Platoon is commanded by Optio Alexander Kellarius, the Second Platoon by Optio Nathalion Charles, and the Light Tank Platoon by Optio Richarius Smethist.

The Light Tank Platoon is composed of two Aeneas Light Grav Tanks and a test model of one Hydarnis Recon Grav Tank. Trained to scout ahead of the Infantry platoons, each tries to ensure against ambushes or other problems. During battle, they also support the other units of the Century as well as scouring out enemy movements and activities.





1 Supply Vehicle
1 Maintenance Vehicle
1 Recovery Vehicle

3 Pompey Grav Artillery Pieces

The Second Century of the Second Artillery Cohort is similar to those of the Artillery Manus. In addition to the six Grav Artillery Centuries, each Artillery Cohort has a Headquarters Century, one Heavy Artillery Century composed of the new Titania Artillery Platforms, one Light Grav Armor Century, and one Armored Grav Infantry Century for support.

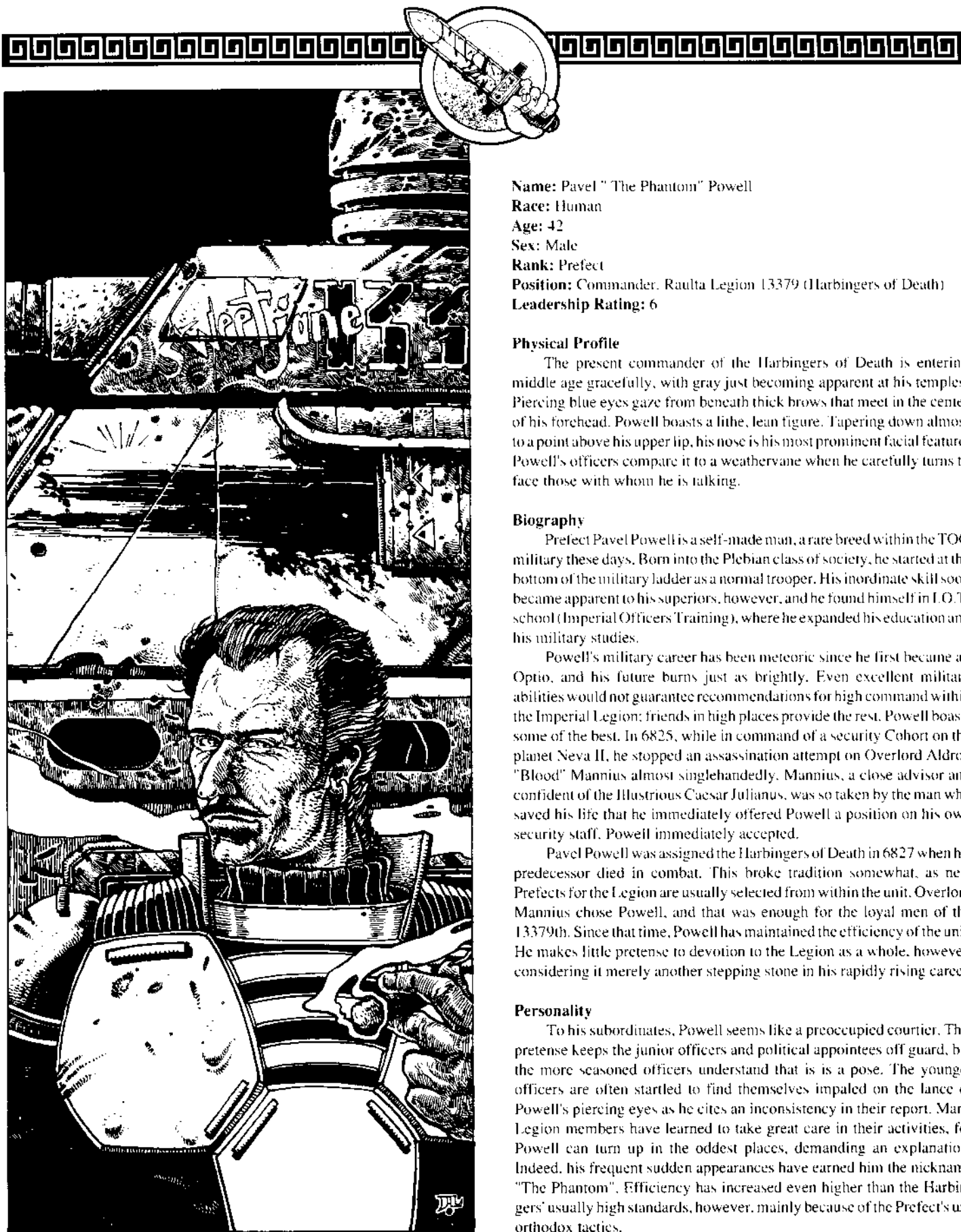
Centurion Janus Davius
Second Century of the Second Artillery Cohort
Leadership: 3

Davius's reputation improved during a recent engagement with Commonwealth forces on the planet Caralis on the Shannandam front. A limited counterattack broke through the TOG defensive perimeter and a battalion of Commonwealth Medium Grav Tanks drove through the rear areas of the Legion. The Second Century of the Second Artillery Cohort sat in their path on support orders to the front-line units. Rather than attempting flight, Centurion Davius placed his nine Pompey Grav Artillery pieces in a hull-down configuration, engaging the lead Commonwealth armor over open sights. The Commonwealth commander apparently thought indirect fire fell on the area where the Commonwealth battalion was organizing. The Second Century burned most of their remaining ammunition in rapid fire on the position. However, the Commonwealth commander decided to retreat to his own lines, thinking that the artillery barrage was preparation for a massive attack on his battalion. Davius received a commendation for confusing the enemy.

PERSONNEL OF THE HARBINGERS OF DEATH







Name: Pavel "The Phantom" Powell

Race: Human

Age: 42

Sex: Male

Rank: Prefect

Position: Commander, Raulta Legion 13379 (Harbingers of Death)

Leadership Rating: 6

Physical Profile

The present commander of the Harbingers of Death is entering middle age gracefully, with gray just becoming apparent at his temples. Piercing blue eyes gaze from beneath thick brows that meet in the center of his forehead. Powell boasts a lithe, lean figure. Tapering down almost to a point above his upper lip, his nose is his most prominent facial feature. Powell's officers compare it to a weathervane when he carefully turns to face those with whom he is talking.

Biography

Prefect Pavel Powell is a self-made man, a rare breed within the TOG military these days. Born into the Plebian class of society, he started at the bottom of the military ladder as a normal trooper. His inordinate skill soon became apparent to his superiors, however, and he found himself in I.O.T. school (Imperial Officers' Training), where he expanded his education and his military studies.

Powell's military career has been meteoric since he first became an Optio, and his future burns just as brightly. Even excellent military abilities would not guarantee recommendations for high command within the Imperial Legion; friends in high places provide the rest. Powell boasts some of the best. In 6825, while in command of a security Cohort on the planet Neva II, he stopped an assassination attempt on Overlord Aldron "Blood" Mannius almost singlehandedly. Mannius, a close advisor and confidant of the Illustrious Caesar Julianus, was so taken by the man who saved his life that he immediately offered Powell a position on his own security staff. Powell immediately accepted.

Pavel Powell was assigned the Harbingers of Death in 6827 when his predecessor died in combat. This broke tradition somewhat, as new Prefects for the Legion are usually selected from within the unit. Overlord Mannius chose Powell, and that was enough for the loyal men of the 13379th. Since that time, Powell has maintained the efficiency of the unit. He makes little pretense to devotion to the Legion as a whole, however, considering it merely another stepping stone in his rapidly rising career.

Personality

To his subordinates, Powell seems like a preoccupied courtier. This pretense keeps the junior officers and political appointees off guard, but the more seasoned officers understand that is a pose. The younger officers are often startled to find themselves impaled on the lance of Powell's piercing eyes as he cites an inconsistency in their report. Many Legion members have learned to take great care in their activities, for Powell can turn up in the oddest places, demanding an explanation. Indeed, his frequent sudden appearances have earned him the nickname "The Phantom". Efficiency has increased even higher than the Harbingers' usually high standards, however, mainly because of the Prefect's unorthodox tactics.



Name: Marcus Lee

Race: Human

Age: 42

Sex: Male

Rank: Legatus

Position: Commander, First Cohort, Raulta Legion 13379 (Harbingers of Death)

Leadership Rating: 5

Physical Profile

Stern and hard-nosed, Marcus Lee seems like a man with a ramrod stuffed up his spine. His steel-gray eyes stare unblinkingly, and his serious demeanor shows a lack of tolerance for any nonsense within the Cohort. He is so proud of his facial tattoo of the Order of Caesar's Own that he shaves his head to be sure nothing ever hides the emblem from view. For the same reason, he distains all headgear except for a simple communication ear piece to keep him on-line to the computer net.

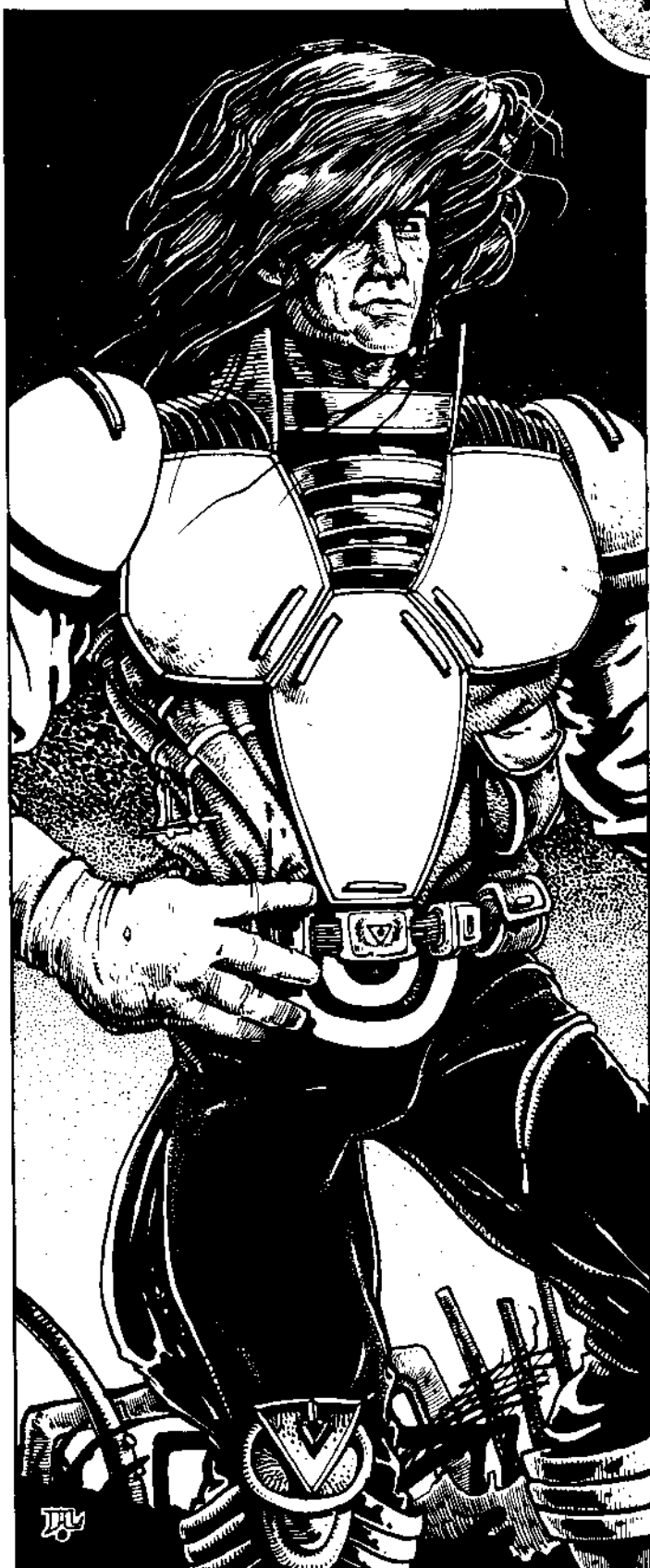
Biography

Legatus Marcus Lee sits proudly in the position he hopes to maintain for the rest of his life. Recruited into the Harbingers of Death at an early age because of his total commitment to Caesar and TOG, Lee was quickly promoted into the First Cohort. A selfless Legionnaire, he became even more so with his promotion to Centurion status. Lee received the honor of Caesar's Own at the early age of 30. He intends to die in battle for TOG. Lee does not feel pressured into leaving TOG service anytime soon, however. Rising through the seniority levels of Centurion, Marcus Lee finally became second-in-command of the First Cohort in 6821 at the age of 33. The following year, he discovered corruption within the Cohort command structure when he found documents incriminating the commander of the First Cohort (a political appointee) in the alteration of a prototype evaluation report on Belenski Industries. After further investigations proved these allegations, the commander resigned and Marcus Lee took over his position.

As fervently loyal and devoted to TOG and his Caesar as he was upon entering the Legion, Lee embraces all the traditions of the First Cohort and fights any changes suggested by the higher command. Though Lee has no desire for further advancement, as a senior officer of the Legion, he recently gained a promotion to Legatus. This rank enables him to command Manus-sized task forces in addition to the First Cohort.

Personality

Marcus Lee has no leisure-time interests. He scorns the company of all women, feeling that Caesar's reasons for stripping them of their rights as TOG citizens makes them unimportant in his life. He never smiles, and though while not well-liked within the First Cohort or the Legion as a whole, he is respected.



Name: Aldopho Sevequetz

Race: Human-Naram

Age: 32

Rank: Centurion

Position: Executive Officer, Sixth Armored Grav Infantry Cohort, Raulta Legion 13379 (Harbingers of Death)

Leadership Rating: 4

Physical Profile

Aldopho Sevequetz has the well-defined features of the Naram race, and wears his hair in a long black mane down his back. Unlike other Narams, Sevequetz lets his hair hang from his field helmet during operations, insisting that it helps his men to recognize him. As the only Naram officer in the Sixth Cohort, recognition is not a problem.

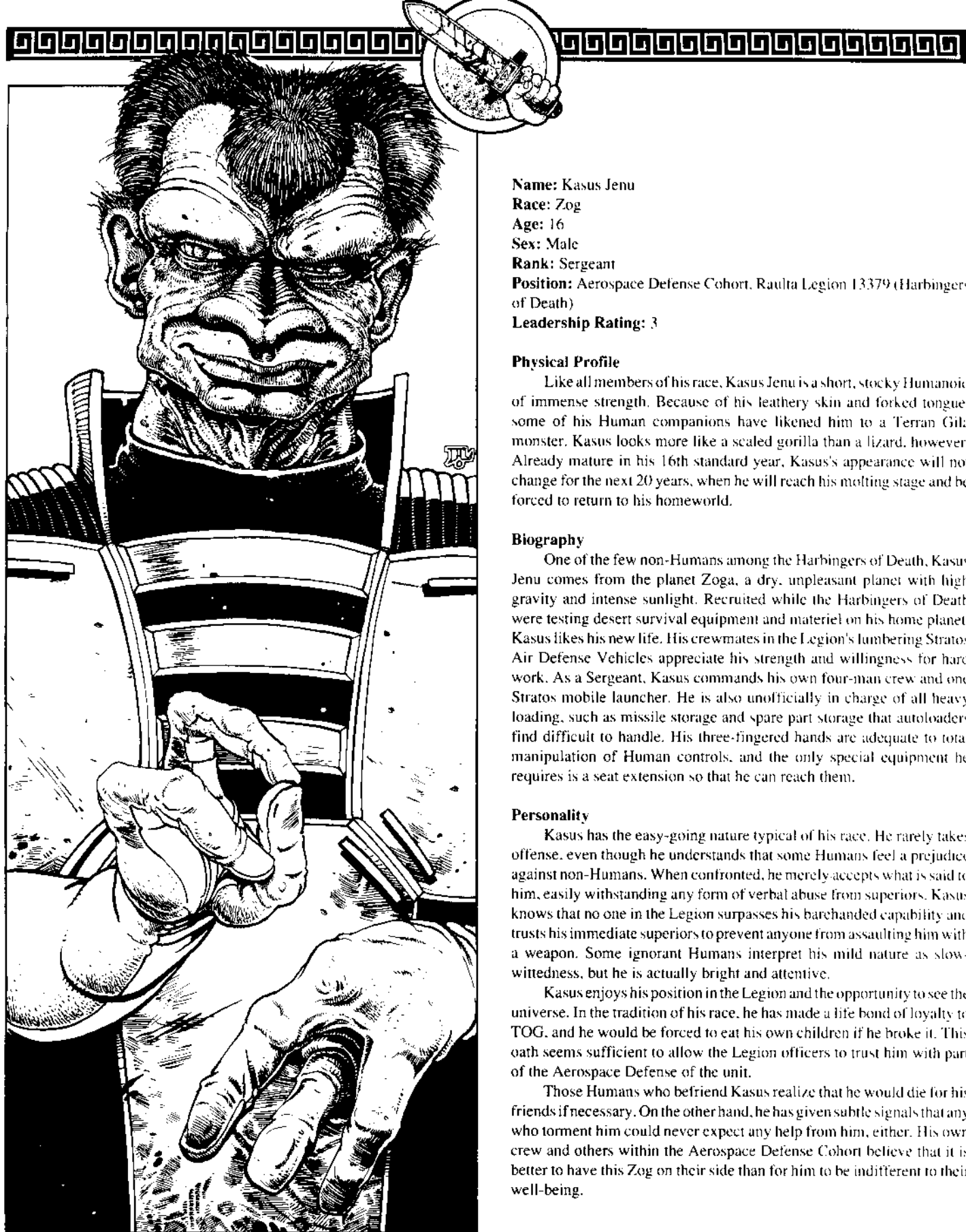
Biography

After the death of his servant parents, Aldopho was raised by a wealthy citizen family within the TOG government. Unfortunately, he witnessed the death of his foster parents when he was twelve, during an attack by Renegade Legion forces. To this day, he harbors an intense hatred of the Renegades and their Commonwealth protectors. This led him into an easy loyalty to TOG, but it also forced him into introspection. Aldopho would admit that for him, TOG is merely an instrument for revenge against the Renegade Legion. Sevequetz rose through the ranks to his present position of Centurion. His promotions were well-deserved, for his efficiency and loyalty are outstanding. Since his promotion four years ago, he has gained the respect of his men through stern but fair discipline as well as commendations for those deserving it. Considered to be an approachable officer—a rarity in the Legion—Sevequetz is a friend of the Centurion Maximus of the Sixth Cohort, who is soon to be promoted out of the unit. Sevequetz is sure to obtain the Cohort commander's position, and none within the Legion would question his claim. Indeed, he is considered to be one of the most exemplary officers in the Legion, except for his one flaw.

Personality

In battle conditions, Sevequetz shows a berserk rage so uncontrolled that he occasionally lashes out at his own men at the slightest problem. In one engagement, Sevequetz shot one of his own squad leaders after the man ordered his troops to fall back without any orders from his superiors. Afterward, he claimed that he could not remember the incident, and the Legion medical staff apparently concurred.

This affliction has had one positive aspect. The Cohort's efficiency under fire has improved since the shooting incident because every Legionnaire saw what could happen to him if Sevequetz observed any erratic movement or action.



Name: Kasus Jenu

Race: Zog

Age: 16

Sex: Male

Rank: Sergeant

Position: Aerospace Defense Cohort, Raulta Legion 13379 (Harbingers of Death)

Leadership Rating: 3

Physical Profile

Like all members of his race, Kasus Jenu is a short, stocky Humanoid of immense strength. Because of his leathery skin and forked tongue, some of his Human companions have likened him to a Terran Gila monster. Kasus looks more like a scaled gorilla than a lizard, however. Already mature in his 16th standard year, Kasus's appearance will not change for the next 20 years, when he will reach his molting stage and be forced to return to his homeworld.

Biography

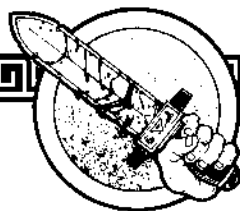
One of the few non-Humans among the Harbingers of Death, Kasus Jenu comes from the planet Zoga, a dry, unpleasant planet with high gravity and intense sunlight. Recruited while the Harbingers of Death were testing desert survival equipment and materiel on his home planet, Kasus likes his new life. His crewmates in the Legion's lumbering Stratos Air Defense Vehicles appreciate his strength and willingness for hard work. As a Sergeant, Kasus commands his own four-man crew and one Stratos mobile launcher. He is also unofficially in charge of all heavy loading, such as missile storage and spare part storage that autoloading find difficult to handle. His three-fingered hands are adequate to total manipulation of Human controls, and the only special equipment he requires is a seat extension so that he can reach them.

Personality

Kasus has the easy-going nature typical of his race. He rarely takes offense, even though he understands that some Humans feel a prejudice against non-Humans. When confronted, he merely accepts what is said to him, easily withstanding any form of verbal abuse from superiors. Kasus knows that no one in the Legion surpasses his brawny capability and trusts his immediate superiors to prevent anyone from assaulting him with a weapon. Some ignorant Humans interpret his mild nature as slow-wittedness, but he is actually bright and attentive.

Kasus enjoys his position in the Legion and the opportunity to see the universe. In the tradition of his race, he has made a life bond of loyalty to TOG, and he would be forced to eat his own children if he broke it. This oath seems sufficient to allow the Legion officers to trust him with part of the Aerospace Defense of the unit.

Those Humans who befriend Kasus realize that he would die for his friends if necessary. On the other hand, he has given subtle signals that any who torment him could never expect any help from him, either. His own crew and others within the Aerospace Defense Cohort believe that it is better to have this Zog on their side than for him to be indifferent to their well-being.



PROTOTYPE EQUIPMENT

The equipment and vehicles described in this section are some of the items that the Harbingers of Death are currently field-testing. At any one time, the unit is testing 20 to 50 pieces of equipment of all types and sizes. These tests may last anywhere from one to four years under as many different conditions as possible before the unit prepares its final evaluation report.

HYPASPIS

Class: Medium Grav Armored Personnel Carrier

Cost: 1,227,650

Mass: 191

Engine: 1750

Thrust: 6

Scenario Points: 13

Infantry Squad: Yes

Shields:

Front:	80
Right:	80
Left:	80
Bottom:	60
Stern:	80

A armor:

Front:	90
Right:	80
Left:	80
Turret:	90
Bottom:	50
Stern:	80

Weapons

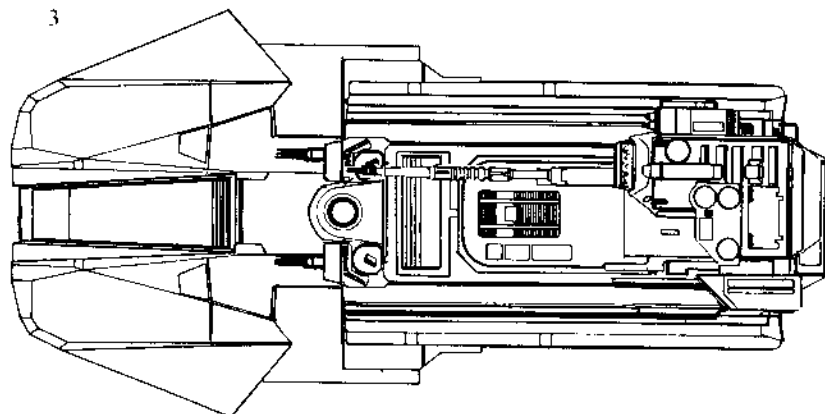
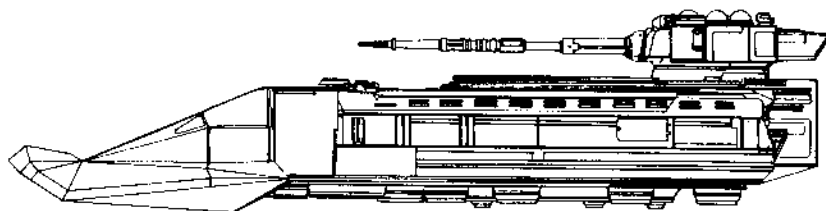
Type	Location	Damage	Range
7.5/6 Laser	Turret	10	20
Vulcan 4	Turret	S	NA
TVLG 6	Turret	T	6
SMLM 2	Turret	T	10
AP Laser	Hull 1	S	3
AP Laser	Hull 2	S	3

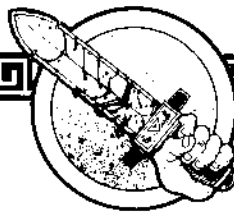
Overview:

The Hypaspis APC prototype, tested for over three years, seems an exceptional success and worthy successor to the Romulus Medium Grav Armored Personnel Carrier. With a superior power plant and improved shield and armor strength, the Hypaspis can survive on the modern battlefield far longer than her lighter counterpart. The single weapon's turret is placed well back on the main fuselage, giving it excellent all-round fire capability as well as good protection for the rear clamshell doors that the mounted infantry squad uses as a loading portal and secondary exit. The infantry's normal exit under combat conditions is through individual ejection ports built into the bottom of the hull.

The Hypaspis has excellent firepower for an APC. During prototype testing, the unit successfully repelled attacks by light and medium recon grav tanks under battle conditions. The only major drawback is the lack of space for an acceptable number of missile reloads for the missile batteries. Though this disadvantage gives the APC only limited staying power on the battlefield, the Hypaspis still offers more staying power than any other APC in service.

Currently, three of the Legion's infantry Cohorts are equipped with the Hypaspis Medium Grav APC. Many of them are grumbling about the fact that they will soon have to return to their Romulus type APCs when testing on the Hypaspis is completed.





HYDARNIS

Class: Medium Recon Grav Tank

Cost: 1,103,450

Mass: 197

Engine: 1750

Thrust: 6

Scenario Points: 11

Infantry Squad: No

Shields:

Front:	80
Right:	80
Left:	80
Bottom:	60
Stern:	80

Armor:

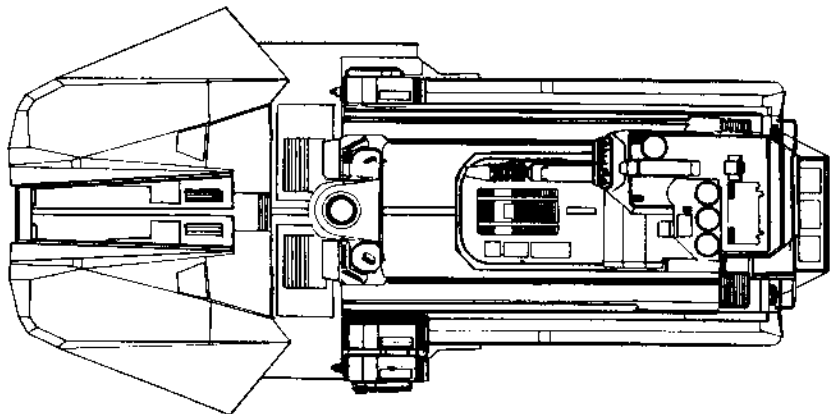
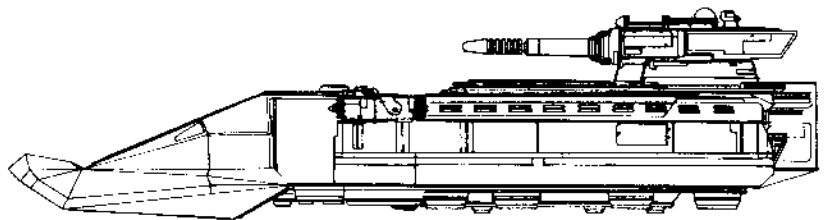
Front:	90
Right:	80
Left:	80
Turret:	90
Bottom:	50
Stern:	80

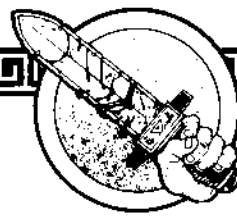
Weapons

Type	Location	Damage	Range
100mm	Turret	T	10
Vulcan 3	Turret	S	NA
AP Laser	Turret	S	3
SMLM 1	Hull 1	T	10
SMLM 1	Hull 2	T	10
TVLG 4	Hull 2	T	6

Overview:

The Hydarnis Recon Grav Tank is a variant on the Hypaspis APC. This vehicle mounts essentially the same chassis and power plant as the Hypaspis, but with a larger weapons turret, no infantry-carrying capacity, and increased ammunition-storing capacity. This upgrade allows the Hydarnis to perform scouting and recon missions efficiently and with an acceptable risk factor. The Recon units of the Legion's First Cohort and some of the light armor Centuries of the Medium Armor Cohorts are currently equipped with the Hydarnis.





OCTAVIAN

Class: Heavy Grav Fighting Vehicle

Cost: 2,092,400

Mass: 357

Engine: 2500

Thrust: 3

Scenario Points: 21

Infantry Squad: No

Shields:

Front:	100
Right:	90
Left:	90
Bottom:	80
Stern:	90

Armor:

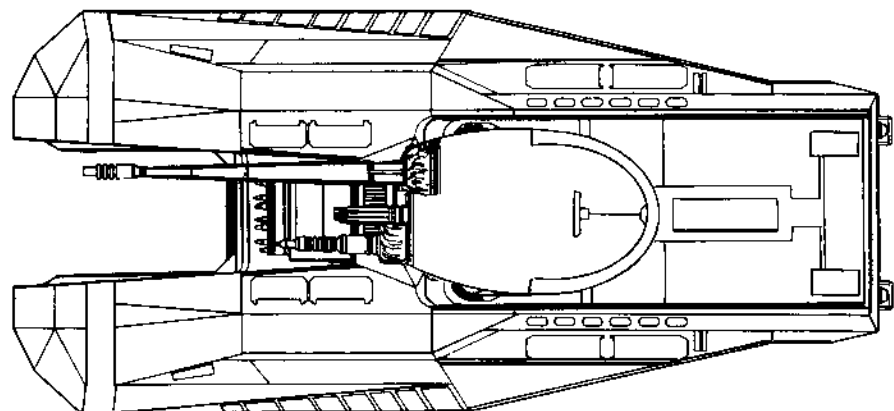
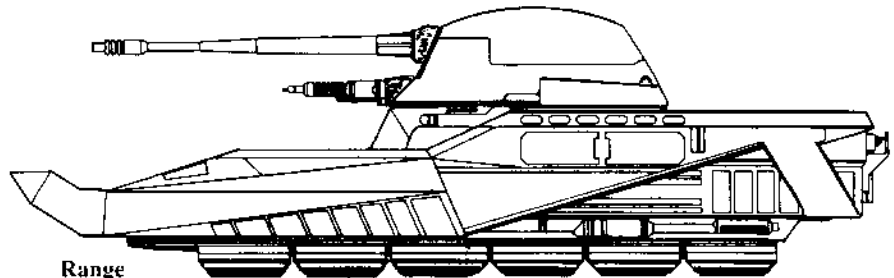
Front:	100
Right:	100
Left:	100
Turret:	100
Bottom:	80
Stern:	100

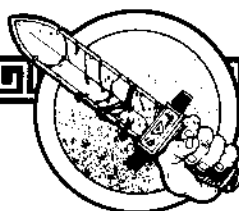
Weapons

Type	Location	Damage	Range
MDC 10	Turret	T	20
Vulcan 4	Turret	S	NA
150mm	Turret	T	15
5/6 Laser	Turret	9	20
SMML 2	Hull 1	T	10
TVLG 6	Hull 1	T	6
TVLG 6	Hull 2	T	6
L5/6 Laser	Hull 2	7	20

Overview:

The Octavian Grav AFV is the largest vehicle ever tested by the Harbingers of Death. Only the Heavy Armored Platoons of the Legion's First Cohort are equipped with the Octavian, and their evaluation reports over the past year show mixed results. This is not due so much to problems with the tank's ability, but to the bias against its strange appearance. With its massive rounded turret sitting squarely in the middle of the hull and the pop-up blister mounts on the fore and aft hull hardpoints, many troopers say it looks more like a floating pillbox than a grav tank. Indeed, it is the pop-up blister mounts that allow the Octavian to continue easily in combat even if its turret malfunctions or is disabled. Nevertheless, many veterans overemphasize the minor problems and glitches typical of any prototype simply because they cannot get used to this strange-looking new tank. The wildly opposing viewpoints on the Octavian's effectiveness mean that any final decision concerning its use lies at least two years away.





GPE-1A GRAVITIC CANNON

This new weapon has been only recently fitted onto a Century of Pompey Grav Artillery vehicles for evaluation. Designed to replace the Gauss Cannons, the Gravitic Cannon uses phased gravity pulses rather than an intense magnetic field to accelerate its projectiles. This system expends less energy for the same velocity, but is somewhat more expensive to maintain than the older artillery pieces. Instead of being the herald of a new generation of artillery pieces, the GPE-1A Gravitic Cannon will probably become merely a technological improvement over current artillery.

POMPEY

Class: Artillery Piece

Cost: 2,015,200

Mass: 370

Engine: 1900

Thrust: 4

Scenario Points: 24

Infantry Squad: No

Shields:

Front	70
Right	60
Left	60
Stern	60
Bottom	20

Armor:

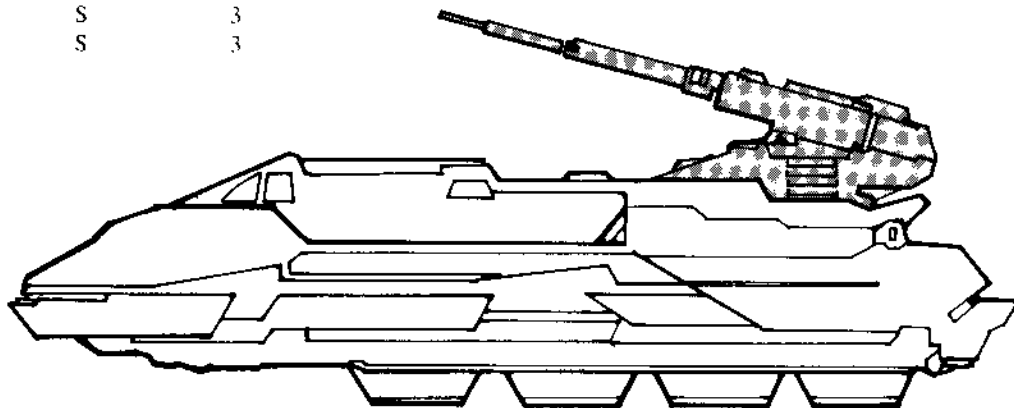
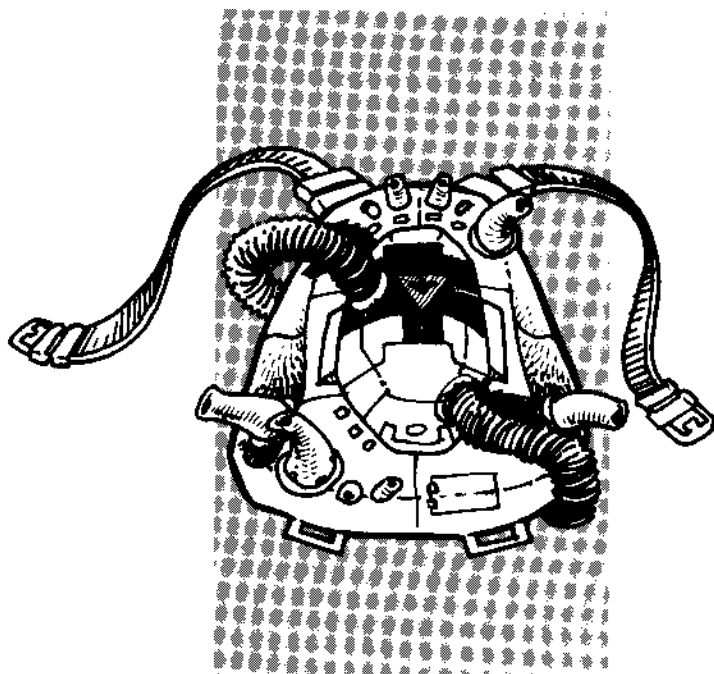
Front	60
Right	50
Left	50
Stern	50
Bottom	50
Turret	60

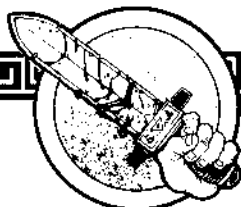
Weapons

Type	Location	Damage	Range
GPE-1A Gravitic Cannon	T	Artillery	20
Vulcan 3	T	S	NA
Anti-Personnel Laser	Hull 2	S	3
Anti-Personnel Laser	Hull 1	S	3

BSU-12, BASIC SUSTENANCE UNIT

The BSU-12 is a boxlike device that can be fitted to any Legionnaire's equipment pack. Currently being tested by the troopers of the three Grav Infantry Cohorts, the sustenance unit can draw basic elements from a planet's atmosphere and strata to produce an edible substitute for food in the form of a small black wafer. Though the wafer is not particularly pleasing to the eye, it provides the human body's daily food requirements and offers a practical replacement for rear-echelon food supply when necessary.





THE SOVRCE

HIDDEN BUNKER

"Talk!" the Centurion bellowed as his crop struck the captive's cheek. There was a ripple of agony in the battered body, and the slight smell of burning flesh in the air.

"You-- you will get nothing from me you New-Roman dog," the man spat out. The interrogator struck him hard with his leather glove, drawing blood from the cuts.

"That will be enough, Centurion." Dr. Angliss said as he injected serum into the prisoner's arm. "I know how much you enjoy the old ways, but this is far more effective."

The prisoner sat up, his eyes glassy and unfocused as the drug began to take hold. "Now then, my little Renegade friend," the doctor said. "Where is that base that you crawled out of?"

Tension filled the air as the prisoner fought back the urge to speak. Sweat glistened on his forehead as he bit his tongue to suppress the words. The TOG drug was too strong, however, more powerful than even his level of training and dedication.

"Quad Quad--"

"Quadrant..." coaxed Angliss in his soft, calm voice, almost like a father speaking gently to his child.

"Quadrant 15. Sec--Sector 5."

"And what does it have in the way of defense? I want numbers and make-up."

"You--you bastards!" the prisoner muttered. The Centurion drew back his fist for another blow, but Dr. Angliss held him back. The prisoner slumped forward and began to speak again. "One--Century's worth Armor, all light. Many inf--infantry, two platoons."

"And the bunker itself?"

"S--Strong, large g-gun."

Angliss smiled and stood up. "I'm going to report on this find to the command staff. I'm sure that a surprise raid on this facility is in order. In the meantime"--he looked down at the fallen form of the prisoner, tied tightly to the chair--"he belongs to you." With those words, he walked away. The sound of the Centurion's blows and the man's agony followed him down the corridor.

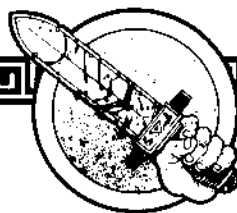
SITUATION: AUGUST 14, 6827, CIRIA

Intelligence-gathering and warfare have always walked hand in hand, and the struggle for the Shannedam County area is no exception. Despite the wide range of sensors, probes, and surveillance systems, many units operate out of hidden locations and installations.

During the initial battles for the planet Ciria, the Harbingers of Death encountered many such hidden units in outposts on the Southern Continent's lowland. Though the unit uncovered most of these with relative ease, others were too well hidden.

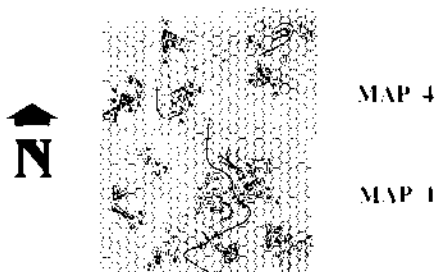
After extracting information from a Renegade prisoner captured during a skirmish, the Harbingers of Death commanders decided on a quick raid against one of these deep outposts on August 14. A Renegade Legion group made up of broken and battered units was operating from a small bunker disguised as a large mound of dirt. The underground complex housed nearly a Century of armor, with infantry support. Despite the guise, the bunker was well-equipped with heavy Gauss Cannons and lasers as backup, which made an assault dangerous.

The Harbingers of Death's Fourth Century, Fifth Grav Infantry Cohort, was not a unit to fear a difficult situation, however. The light armor flanked the gun position, raking fire as the enemy infantry emerged from concealment. While the light armored APCs dealt with the infantry, the heavy armor concentrated its firepower on the bunker. Initially, the Renegade armor was able to inflict heavy fire on the TOG tanks without return activity. Once the makeshift bunker was crippled, the TOG armor turned and concentrated its efforts on the remaining rebel tanks. Within minutes, the Renegade forces withdrew, leaving behind many burning grav tanks and the shattered remains of their operational command bunker.



GAME SET-UP:

Lay out the maps as shown.



Defender

14456th Independent Infantry Century (The Last of the Best)

Centurion Maximus Greg Di Fate, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Platoon

3 Vipers

3 Bounce Infantry Squads w/ TVLGs

2nd Platoon

3 Vipers

3 Bounce Infantry Squads w/ TVLGs

3rd Platoon

3 Spartius

3 Bounce Infantry Squads w/ TVLGs

4th Platoon

4 Bounce Infantry w/mortars

Type 2 Installation (without HELL Missiles)

On Board Minefields – 3

Deployment

The Renegade player sets up first, anywhere on either map. The First, Second, and Third Platoons set up anywhere on either map, with a starting velocity equal to the vehicle's thrust or less, and with any facing or flight mode. If the player desires, he may start any or all of these units in craters, as long as the vehicles expend one Digging Charge per crater placed prior to the start of the game.

The Fourth Platoon and the Type 2 Installation are placed anywhere on the map as well, but they are considered to be concealed. The player records their locations on paper but does not reveal them until the units fire or until a TOG unit passes within a hex of the unit. At that time, the counter is placed on the mapboard. The Renegade player also has three On Board Minefields that he may place secretly anywhere on both maps prior to the start of play.

Attacker

4th Century, 5/13379th Legion (Harbingers of Death)

Centurion Josephus Fawst, Commander

Leadership Rating: 4

Troop Quality: Elite

1st Platoon

3 Hypaspis

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

2nd Platoon

3 Hypaspis

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

3rd Platoon

2 Aeneas

1 Hydarnis

Off Board Artillery – 1 Fire Mission/turn

Deployment

These units set up second and begin the game within four hexes of the southern and eastern edge of the maps. They may start with an initial velocity equal to the vehicle's thrust or less, and with any facing or flight mode.

Victory Conditions:

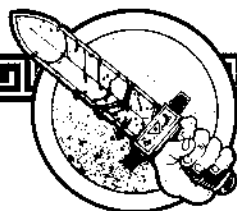
The game last for 15 turns. Units that exit the map cannot re-enter the game, though they are not counted as Destroyed.

The objective of the TOG player is to destroy the Renegade outpost. The Renegades must attempt to defend their installation.

In addition to the normal Victory Points awarded for the destruction of vehicles and infantry, the TOG player receives 75 VP for destroying the installation prior to the end of Turn 15, and the Renegade player receives 75 VP if the installation is still functioning at the end of Turn 15.

When the game is over, each player adds up his Victory Points. A vehicle counts as Destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An Infantry Squad is considered Destroyed if it suffers five or more casualties. The installation is considered Destroyed if all of its bottom level is destroyed. Destruction of the turret does not count.

The Victory Level is determined according to the normal Centurion rules.



THE PRICE OF WAR

LIVING HELL

"Those dirty Roman slime-dogs!" cursed the TC as she adjusted her headset. I could tell from the gunnery seat that I was not going to like what was about to happen, but there wasn't much I could do to avoid it.

"What's the word, sir?" I asked uncertainly. My hands were wrapped tightly around the firing controls of the Gauss Cannon as I watched her fondling the padded edges of the open command hatch.

"Those bastards actually broke through our lines," she said, her words etched with disbelief.

"Which bastards, sir?"

Her eyes narrowed as they locked with mine. "The 13379th, the Harbingers of Death. They just cut down Twilight Company and are closing in on our position fast." She looked over at the driver of the tank and I swear that I saw her body tremble as she gave the order. "Roll this beast. Heading on 0.05 Mark 2." The TC rose up through the open hatch, and from my seat, I saw her hair billowing in the wind. It was a real inspiration, with the tank floating along and her hair streaming from the front command hatch. That's how I want to remember her on that day, the day she died.

We hadn't gone far at all when the sensors started lighting up. My targeting scope showed three bogies moving fast on all sides, and I was not about to let any of them by. "Skipper, I spy three, count 'em three bandits, on our left flank and moving fast."

"Swing hard over," she told the driver. I fixed my eyes on the scope and saw something closing on us fast. I bit off the skin of my tongue as I tried to turn and face the fast-moving enemy. The turret seemed to be moving in slow motion as the explosion hit us.

If someone has never been hit by an enemy round in a grav tank, it's impossible to adequately describe the hell of it. I saw only the lower torso of my TC fall into the cockpit, wrapped in flames. Her arms and upper body had been cut off by the chance shot. I cannot drive the memory of the smell from my mind. We fired, fired, and fled, but the enemy was good, almost too good.

Many of my friends died that day, but that was the one that hurt the most...

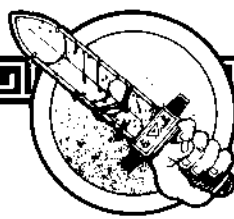
From *Reluctant Warriors: The Men and Women of the 10002nd*, by Major Thomas Harding. Commonwealth Publications, August 14, 6832

SITUATION: SEPTEMBER 4, 6827, CIRIA

The battles between TOG and the Commonwealth for control of the planet Ciria were fierce and stunning for both sides. The Western Continent was made up mostly of rolling plains, with little in the way of cover. Most experts considered this to be ideal for grav tanks and APCs, because it gave them the ability to sweep across the open terrain at remarkable speeds with little resistance.

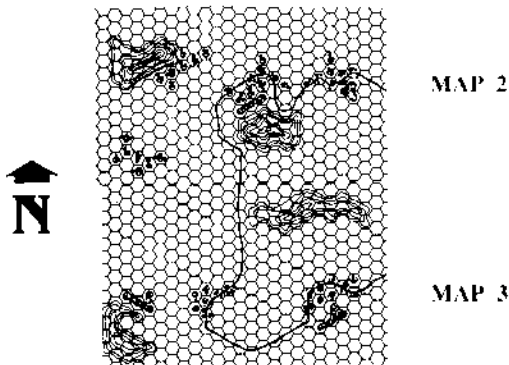
In September 6827, the Harbingers of Death were working hard on what was supposed to be a mopping-up operation of the continent. After a long series of costly retreats, the last of the Commonwealth military was concentrated on a small province just outside a village called Coleton. Elements of the Fourth Century, Fifth Grav Infantry Cohort, Harbingers of Death, had been assigned to try to penetrate the Commonwealth 10002nd's perimeter. In a quick battle, they managed to shatter the defenses of the fleeing army and to rush the weaker interior. Little did they realize that Dawn Company, Harddigger's Battalion, was in the area to meet them. It was a fierce fight. In the end, only the TOG units were able to field a fighting force, but both sides nevertheless took heavy losses.





GAME SET-UP

Lay out the maps as shown. Treat all Hills and Stream hexes as Clear terrain. Treat all Heavy Woods as Light Woods.



Defender

Dawn Company, Hardigger's Battalion, 10002nd Commonwealth Armored Legion

Captain Marsha Blue, Commander

Leadership Rating: 2

Troop Quality: Regular

1st Strike Platoon

3 Deliverers

2nd Strike Platoon

1 Deliverer

2 Liberators

3rd Mobile Support Platoon

3 Vipers

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

Deployment

The Defender sets up first, anywhere on either map, with a starting velocity equal to the vehicle's thrust or less, and with any facing or flight mode.

Attacker

4th Century, 5/13379th Legion (Harbingers of Death)

Centurion Josephus Fawst, Commander

Leadership Rating: 4

Troop Quality: Elite

1st Platoon

3 Hypaspis

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

2nd Platoon

3 Hypaspis

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

3rd Platoon

2 Aeneas

1 Hydarnis

Deployment

The TOG units may enter the map anywhere along the southern edge of Map 3, with a starting velocity equal to the vehicle's thrust or less, and with any facing or flight mode. All Infantry Squads start mounted in their APCs.

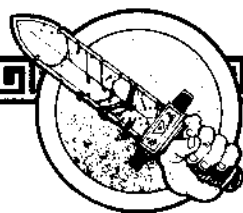
Victory Conditions

The game lasts until all of one side's units are either destroyed or have exited the map. Units that have exited the map may not re-enter the game, though they are not counted as Destroyed.

The objective of both sides is to inflict maximum damage on one another.

When the game is over, each player adds up his Victory Points. A vehicle is counted as Destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An Infantry Squad is considered Destroyed if it suffers five or more casualties.

The Victory Level is determined according to the normal **Centurion** rules.



BANDIT'S PASS

THE INVITATION

Antonio Vestas surveyed the electronic surveillance images of the region and frowned. He and his staff had been analyzing the photos and intelligence reports for over three hours, and the results still seemed the same. It was a very inviting opportunity, but something nagged at Vestas. The whole set-up seemed almost *too* inviting.

"I tell you, it's the perfect opportunity," said Allen Tremain, the officer standing on the other side of the table. "With that open flank, their supply and medical units are exposed to our attack. If we hit them hard and fast, they're ours, and they'll have to withdraw along the entire frontal area to regroup." Tremain's reasoning was sound, but Vestas was still not convinced.

"You forget, General, what legion we're facing here. I've fought against them before, many times." As he spoke, Vestas rubbed the long scar on the back of his hand in silent testimony to his opponent's skills. "They are the *creme de la creme*, and they don't make those kind of glaring errors."

"A trap, then? They're taking a huge risk by exposing those units, but you do argue a good point," Tremain replied. Everyone knew that a Legion without supply or medical capabilities was crippled for any extended battle. He studied the map for a few minutes longer. "Antonio, this is not a trap. Attack and kill as many of them as you can. Make them pay."

Antonio Vestas shook his head in disagreement. "We've known each other for only a short time, sir. But I've known my men for ten years, eight of which we spent fleeing through TOG space to get here. I cannot waste such effort or such men. Look at the Intelligence Reports. What Century is missing? You're asking me to lead my men to slaughter by attacking some of their very best."

"No, Centurion Maximus," Tremain replied in a deep voice. "In war, men die. The secret is to kill more of the enemy than you lose yourself. I see this trap, but since we know it's there, let's do something about it." Using his light pen, Tremain traced a small line from the Commonwealth front, through a narrow trail, and off to the flank of the exposed TOG units. It was something that Vestas had missed, but he would not let that happen again.

"While part of your unit will appear to walk into their trap, the rest will attack their left flank. But be forewarned, Antonio, even if this is a support unit, remember *whom* they support. They'll fight hard and well."

"As will we..." said Vestas grimly.

SITUATION: BANDIT'S PASS, JANUARY 2, 6828, GROSIANUS

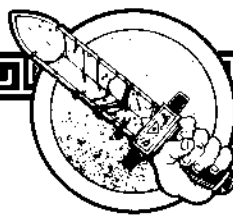
Tactically, the Commonwealth military forces are strong and dangerous fighters. They fight with such vigor and strength because, on a larger strategic scale, they are vastly outnumbered by the Imperial TOG forces. Thus, few Legion-size units are in any hurry to engage experienced Commonwealth units.

The Harbingers of Death are professional warriors and excellent tacticians. In the slugfest for the planet Grosianus, they had been fighting a slow but steady victory, the norm for such long campaigns. As the end approached for many of the Commonwealth formations, they became more selective about where and when to engage, however. Such was the case in the battle for Bandit's Pass.

For several months, the 13379th had driven the Commonwealth forces and their Renegade allies back along a wide front on the Eastern Continent. The losses on both sides were high, and as time passed, the momentum of the drive slowed to a halt as both sides re-equipped and rested. In many cases, the remnants of the 1225th Renegade Legion (The Fists of Fire) had managed to launch such surprisingly strong counterattacks that it cost the TOG units a great deal of time and manpower to recover.

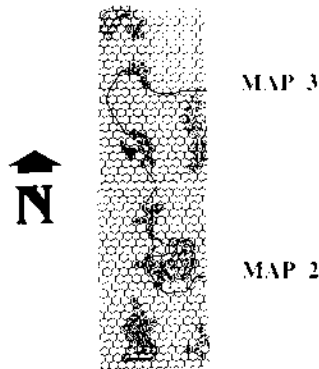
In their finest tactical tradition, the First Cohort's Medical and Supply Platoons were seemingly laid open to attack, but it was really a trap for the vindictive Renegade 1225th in a place known as Bandit's Pass, Elements of the First Century, under the command of Centurion Brutus Lloyd, had been sent there secretly and were concealed in and around these units. What they had not planned for was the 1225th's attempt to turn the tables. Initially, the trap worked and the Harbingers found themselves on the defense. That did not last long, however. Even the Medical and Supply units proved to be cut from the same cloth as the rest of the unit, leaping into the fight with uncalculated force and strength. After some initial losses, they managed to counterattack. With the aid of orbital bombardments, they drove the Renegade forces out of the pass.

The Battle for Bandit's Pass would be the last time in the campaign for Grosianus that TOG forces would expose their vital support forces to risk from the Commonwealth enemy. It was also the last time that the 1225th ever mistakenly considered TOG Medical and Supply Units to be easy targets unable to defend themselves.



GAME SET-UP

Lay out the maps as shown. Treat all Light Woods as Heavy Woods for this scenario.



Attacker

3rd Mobile Assault Century, 10/1225th Renegade Legion (The Fists of Fire).

Centurion Maximus Antonio Vestas, Commander

Leadership Rating: 4

Troop Quality: Regular

- 1st Platoon
 - 3 Deliverers
- 2nd Platoon
 - 3 Deliverers
- 3rd Platoon
 - 3 Spartius
 - 2 Bounce Infantry Squads w/ TVLGs
 - 1 Bounce Infantry Squad w/ Mortars

15th Infantry Assault Company, 456th Commonwealth Assault Regiment (The Service Dogs) (attached)

- 1st Platoon
 - 3 Vipers
 - 2 Bounce Infantry Squads w/ TVLGs
 - 1 Bounce Infantry Squad w/ Mortars
- 3rd Platoon
 - 3 Wolverines

Off Board Artillery – 1 Fire Mission/turn

Deployment

The 3rd Mobile Assault Century enters the map at the beginning of Turn 1 along the south edge of the board, with a starting velocity of the vehicle's thrust or less, and with any facing or flight mode. The 15th Infantry Assault Company enters on the east edge of Map 3 at the beginning of the third turn, with a starting velocity equal to the vehicle's thrust or less, and with any facing or flight mode. All infantry start the game mounted on their carriers, and Centurion Maximus Vestas starts the game in one of the Third Century's vehicles.

Defender

Elements of First Century, 1/13379th (Harbingers of Death)

Centurion Brutus Lloyd, Commanding

Leadership Rating: 5

Troop Quality: Elite

- 1st Heavy Platoon
 - 3 Octavians
- Medical Platoon 1st Cohort 13379th Legion (attached)
 - 3 Subvenio
 - 2 Bounce Infantry Squads w/ TVLGs
 - 1 Bounce Infantry Squad w/ Mortars
- Supply Platoon 1st Cohort 13379th Legion (attached)
 - 3 Cibus armored supply vehicles
 - 2 Bounce Infantry Squads w/ TVLGs
 - 1 Bounce Infantry Squad w/ Mortars
- Thor Missions – 1, available during Turns 3 through 8
- On Board Minefields – 2

Deployment

TOG forces set up first. The First Platoon may set up anywhere on Map 3 in hidden positions, grounded and in craters. The Medical and Supply Platoons may also set up anywhere on the map, grounded and in craters, but not in hidden positions. Elements of the Medical and Supply Platoons must begin within six hexes of one another. Infantry Squads start the game inside of their vehicles.

The TOG player should write down on a piece of paper the location of the two minefields, which are considered hidden.

Special Rules

The TOG Subvenio are medical evacuation vehicles based on the Lupis APC. The only difference is that the Subvenio has removed the SMLMs, while retaining a 25mm in the turret. The Cibus are Aeneas light tanks with their missiles and 100mm Gauss Cannon removed to make cargo space. The Cibus still mounts the 1.5/4 laser for self-defense. The Cibus is built for cargo-handling rather than rapid debarkation of combat troops. Infantry may only dismount from a Cibus that is grounded and may not fire their weapons in the turn that they have dismounted.

Victory Conditions

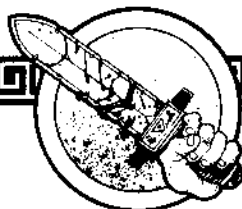
The game continues until all of one side's units are either destroyed or have exited the map. Units that have exited the map may not re-enter the game, though they are not counted as Destroyed.

The objective of both sides is to inflict maximum damage on one another.

The normal Victory Points are awarded for the destruction of vehicles and infantry. A Subvenio is worth 5 points and a Cibus is worth 9 points.

When the game is over, the players should add up their Victory Points. A vehicle is counted as destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An Infantry Squad is considered destroyed if it suffers five or more casualties.

The Victory Level is determined according to the normal Centurion rules.



THRUST OF THE SWORD

CALCULATED RISK

—From Transcript Tape 2011-334A, Case Number 103, Operation Sword Thrust, October 3, 6828, Centurion Jackel Remus Reporting: Historical Overview

In all the engagements on the planet Mavinav in the Shannedam County, the battle for Burn's Peak was one of the boldest and most daring. Perhaps that's because it was carried out by the most recognized Legion in all of the TOG Military, the 13379th Legion, the Harbingers of Death. Burn's Peak was the pivotal battle of the whole campaign. It ended the war on Mavinav and routed the traitorous Renegade Legions from Imperial soil and domain.

The battles prior to Burn's Peak were slow and costly. Naturally, the forces of TOG were victorious, but the animal-like cunning of the Commonwealth Military and their Renegade allies cost us much time and manpower. Over a period of eight months, the enemy had been driven, kilometer by kilometer, into the foothills of the Thimmeron Mountains. There, hidden among caves and protected by natural defenses, the rebel forces cowered before making their final stand.

Thus was Operation Sword Thrust designed by Legatus Marcus Lee of the Harbingers of Death. As a vanguard unit, his men had managed to lead the rout of the Commonwealth 12241st Armored Legion back into the highlands area. In Operation Sword Thrust, the two Centuries would lead a massive penetration attack, cutting through the defenses that the Commonwealth had laid, and driving as quickly as possible into their rear area. On September 15, the operation was in place, with elements of the Fourth Century, Fifth Grav Infantry Cohort, racing to the Renegade lines of defense.

As the fighting reached unparalleled levels of fierceness, many of the Commonwealth forces fought like barbarians, to the last man. Still, the reputation of the Harbingers held true. They cut through the enemy lines and drove deeply behind them. Other units along the TOG front had slowed, however, when they encountered such frenzied enemy resistance. Their delay almost turned Operation Sword Thrust into a disaster.

With the other TOG forces relaxing their attacks and slowing their push, the 12241st Legion was able to regroup and surround the attacking Centuries of the Harbingers of Death. If not for the quick thinking and strong fighting skills of the Imperial forces, one of the most elite units in the TOG military machine might have been lost to the Visagoths of the Commonwealth.

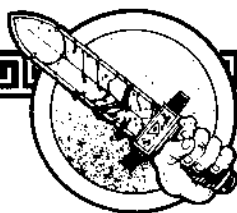
SITUATION: SEPTEMBER 17, 6828, MAVINAV

The function of any recon unit in warfare is to quickly evaluate the enemy's strengths and weaknesses and to exploit them in the best possible manner. No other unit knows that better than the men of the 13379th Legion's Fourth Century of the Fifth Grav Infantry.

Operation Sword Thrust was a calculated risk from the start. With such a long and sustained drive into the rough foothills, the attacking infantry found that follow-up support was dwindling. Finally, on September 17, they were unable to communicate with rear areas because of enemy jamming. While preparing to move out, they were attacked from all sides by Commonwealth armor and infantry support. Cut off from help, the thrust of the sword turned slowly as the recon group fought to break free of the enemy's grasp to make it back to a more supported position. They sent as many of the Renegade forces to their death as possible during the operation.

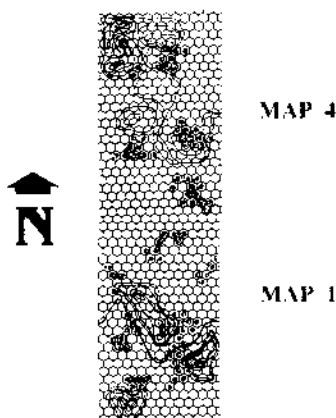
After all was said and done, the unit had pulled back some ten kilometers and managed to shred the Commonwealth forces that had tried to surround them. Operation Sword Thrust was an overall success, but for the individual soldier, it was no less than a living hell.





GAME SET-UP

Lay out the maps as shown.



Defender

4th Century, 5/13379th Legion (Harbingers of Death)

Centurion Josephus Fawst, Commander

Leadership Rating: 4

Troop Quality: Elite

1st Platoon

3 Hypaspis

3 Bounce Infantry Squads w/ TVLGs

2nd Platoon

3 Hypaspis

3 Bounce Infantry Squads w/ TVLGs

3rd Platoon

2 Aeneas

1 Hydarnis

On Board Minefields – 3

Deployment

These units set up first, grounded with any facing, within five hexes of hex number 1407 on Map 4. If desired, the infantry may be out of the APCs, and vehicles and infantry squads may set up in craters. If craters are used, an appropriate number of Digging Charges must be expended by the TOG vehicles prior to the start of the game. The TOG player may also secretly place three minefields anywhere on the northern mapboard.

Attacker

12th Armored Company, 3rd Armored Brigade, 12241st Armored Legion (The Honorable Few)

Captain Alex Y'fimov, Commander

Leadership Rating: 3

Troop Quality: Regular

Able Platoon

3 Deliverer

Gamma Platoon

3 Spartius

3 Bounce Infantry Squads w/ TVLGs

Delta Platoon

1 Wolverine

1 Spartius

1 Liberator

Deployment

These units all set up second, anywhere on the mapboard that is not within ten hexes of a TOG unit. Like the TOG units, they also start grounded, with any facing. If desired, the infantry may be out of the APCs, and vehicles and infantry squads may set up in craters. If craters are used, an appropriate number of Digging Charges must be expended by the Commonwealth vehicles prior to the start of the game.

Victory Conditions

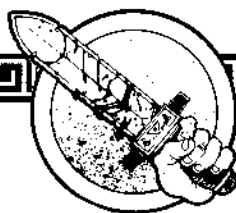
The game lasts until all of one side's units are either destroyed or have exited the map. Units that have exited the map may not re-enter the game. Commonwealth units that exit the board are not counted as destroyed. TOG units that exit the board from any edge other than the southern one are counted as Destroyed.

The objective of the TOG player is to withdraw the Fourth Century off the board with little or no casualties. The Commonwealth player must destroy the Fourth Century, at all costs.

In addition to the normal Victory Points awarded for the destruction of vehicles and infantry, the TOG player receives 9 additional VP for every vehicle (no Infantry) exited off the southern edge of the board, and the Commonwealth player receives 9 additional VP for each vehicle Destroyed.

When the game is over, each player adds up his Victory Points. A vehicle is counted as Destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An Infantry Squad is considered Destroyed if it suffers five or more casualties. TOG units that exit the board from any but the southern map edge count as destroyed.

The Victory Level is determined according to the normal Centurion rules.



RAIN OF FIRE

A BOLD MOVE

"All that I can tell you is that I did what I felt was right," Janus Davius retorted to his interrogator.

"I know you all too well," Legatus Loftus Jones said from his comfortable seat. As the Commander of the Artillery Manus for the Harbingers of Death, he had been forced to deal with Davius's indiscretions and "unique" judgement calls all too often, and it was beginning to wear thin. "You are an arrogant officer. Someone who rides against the tide, no matter what the cost."

"I am a good officer who patterns myself after you, sir," Davius fired back. His verbal blow seemed to hit home as Jones studied him carefully.

"You've been on the brink of insubordination ever since coming into my command. You're always trying to prove to yourself, me, and the rest of the Legion that you are suited for this chair, for this command. How do you think you would deal with someone like you? If you were in my seat, what would you do?"

After a few long and tense moments, Davius replied, "A test, sir. A way for me to prove that I am more loyal to this unit than to my own goals and ambitions."

Legatus Jones was no fool. He had seen the rise of this young officer and knew that someday his own post would go to this Davius—if the man lived that long. A test? It was nothing more than another opportunity for his rival to show off. Still...there were some areas of this front that might just humble the artillery commander.

"Very well, then, a test. You and your unit are to be reassigned to the Fortane Quadrant. The rebel scum have been cutting through the lines heavily, wreaking havoc with the rear units. Your job is simple—to provide support to the front-line troops and to stop the enemy from breaking through our lines," Jones pondered for a long moment. "Do you feel up to such a test, Centurion?"

"I will make you proud of me sir," Davius said flatly.

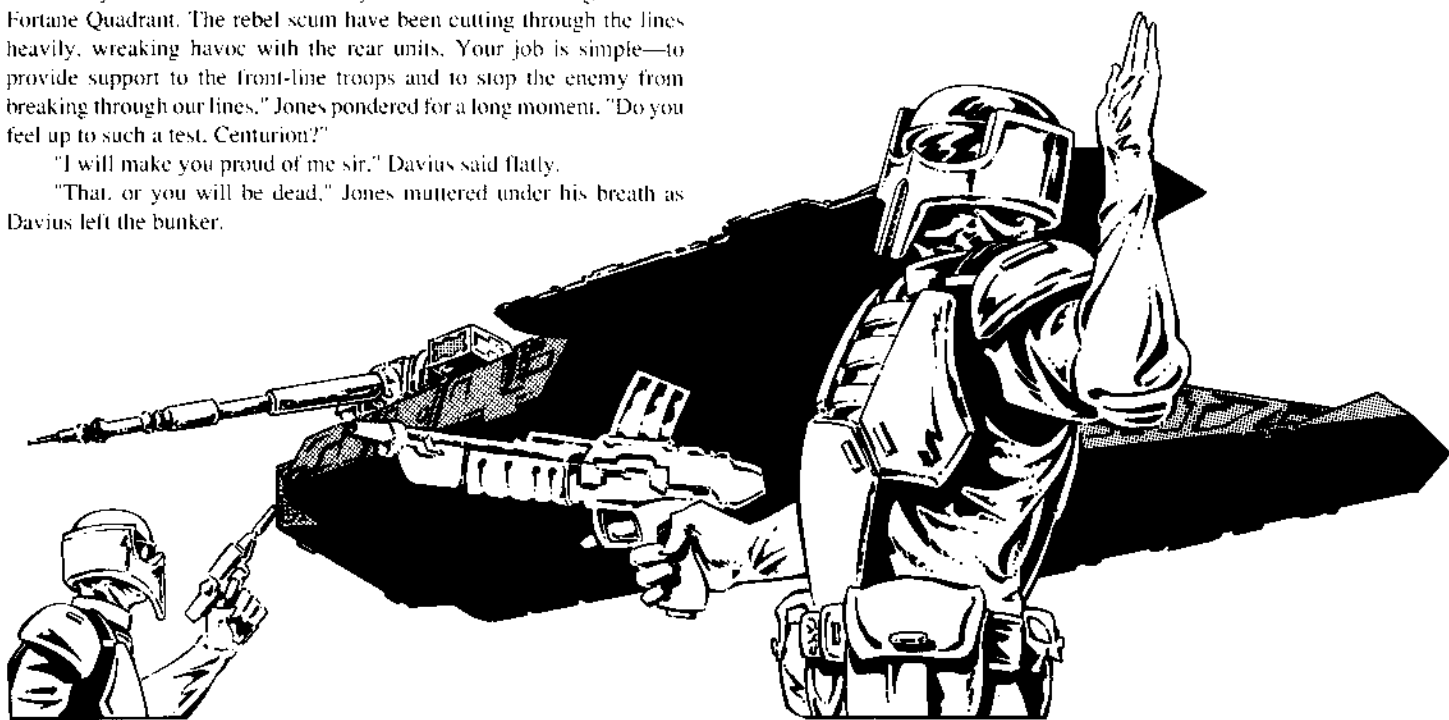
"That, or you will be dead," Jones muttered under his breath as Davius left the bunker.

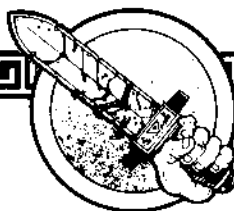
SITUATION: JUNE 10, 6830, CARALIS

Though the role of artillery has not changed greatly with the passing centuries, its effectiveness is well-known and respected by warriors on both sides of the battle.

During May and June of 6830, a large number of Renegade forces were doing their best to penetrate the assault lines of the 13379th Legion's offensive. Once in the rear area, they jammed vital communications, blew up ammunition stores, and usually were rounded up and killed to the last man. All of which took a great deal of time, effort, and manpower.

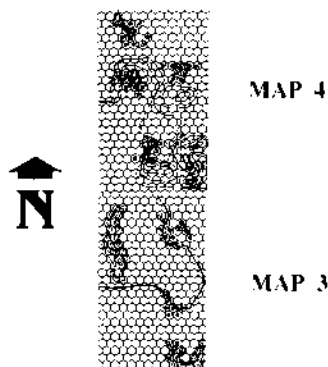
Centurion Janus Davius of the Second Century of the Second Artillery Cohort was known throughout the Legion as a man who only followed doctrine and rules when it suited his needs. On June 8, his unit was assigned to support a weaker quadrant near the city of Fortane. It was in this area that the Renegade counterattacks were focused. Just as Davius arrived in the area, the 20344th Renegade Legion launched a massive counterattack on Fortane, driving straight to Davius's unit. If not for some fast action against the quick-moving APCs, the entire quadrant would have fallen. Davius pulled back, firing as he went, wearing away at the Renegade raiders. Then, at just the right moment, he charged with his artillery pieces, cutting away at the remaining enemy. It was a bold tactic by a bold man, and it worked.





GAME SET-UP

Lay out the maps as shown. All Woods hexes are considered Light Woods. Ignore the stream for this scenario.



Attacker

2nd Century, Second Artillery Cohort, 13379th Legion (Harbingers of Death)

Centurion Janus Davius, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Platoon

3 Pompey

2nd Platoon

3 Pompey

3rd Platoon

3 Pompey

Off Board Artillery – 2 Fire Missions/ Turn until Turn 3

0 Fire Missions/ Turn on Turn 4+

Deployment

The Attacker sets up first within three hexes of the north edge of the Southern Mapboard, with any facing, flight mode, or starting velocity. They may not start grounded or in craters.

Defender

3rd Assault Century, 1/20344th Strike Legion (The Guilty Gunners)

Centurion Kanin Faust, Commander

Leadership Rating: 2

Troop Quality: Regular

1st Platoon

3 Wolverines

2nd Platoon

3 Vipers

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

3rd Platoon

3 Liberators

2nd Platoon, 3rd Heavy KessRith Assault Company (attached)

3 Deliverers

Deployment

These units begin the first turn within eight hexes of the south edge of the Southern Mapboard. They may have any facing, but must start in normal flight mode and may not have a beginning velocity greater than the speed limit of the terrain in which they started. The Infantry start the game mounted in their APCs.

Special Rules

The Pompey's GPE-1A Gravitic Cannon is designed as a long-range indirect fire weapon. Because of this, the GPE is not as accurate as comparable direct-fire weapon systems when engaging targets at 4 kilometers or less. To reflect these problems, use the following rules.

Treat GPE attacks against targets in a range of 20 or less as a normal artillery attack, with a Base To-Hit Number of 7. Remember that except for GLAD rounds, artillery is fired at hexes, not at vehicles. GPE attacks hit in the turn that they are fired. The GPE cannot be fired indirectly at any target that is at a range of 20 hexes or less (i.e., they must have a valid LOS to their target). HELL Rounds have a safety interlock that prevents their being armed within one kilometer of the firing unit. Therefore, HELL Rounds may only be used against targets at a range of 5 or more. Except where noted above, all other normal Artillery rules, including Scattering, are in effect.

Victory Conditions

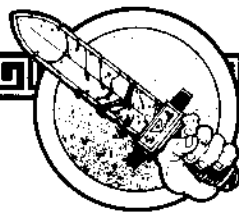
Combat continues until all of one side's units are destroyed or have exited the map. Units that have exited the map may not re-enter the game, but are not counted as Destroyed, except where noted below.

The Renegade player's objective is to exit off the north edge of the map as rapidly as possible with the largest possible force. The TOG player's objective is to stop the Renegade units, or at least to inflict a high level of damage on them.

In addition to the normal Victory Points awarded for the destruction of vehicles and infantry, the Renegade player receives 6 extra VP for each Renegade vehicle (no infantry) exited off the north edge of the board.

When the game is over, each player adds up his Victory Points. A vehicle is counted as Destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An Infantry Squad is considered Destroyed if it has suffered five or more casualties. Renegade vehicles that exit off any side other than the northern edge of the board are considered Destroyed.

The Victory Level is determined according to the normal Centurion rules.



JIHAD

A VISIT TO CHURCH

On Infidel Warriors

Beware of the Tankmen,
For they are Caesar's Own.
They among all His Legions,
Kill for his glory alone.

Yea, they destroy the innocent
To pounce upon their prey.
Be not near as they approach,
Or expect to End that day.

Shun them, avoid them in all peril,
For they are the Harbingers of Death.

—From the *Book of Enlightened Truth*, Seventy-Third Edition,
Twenty-Seventh Apostate. Official Journal of the Church of the Final
Dimension, Galthos City, Encini Continent, Caralis

SITUATION: JULY 4, 6830, CARALIS

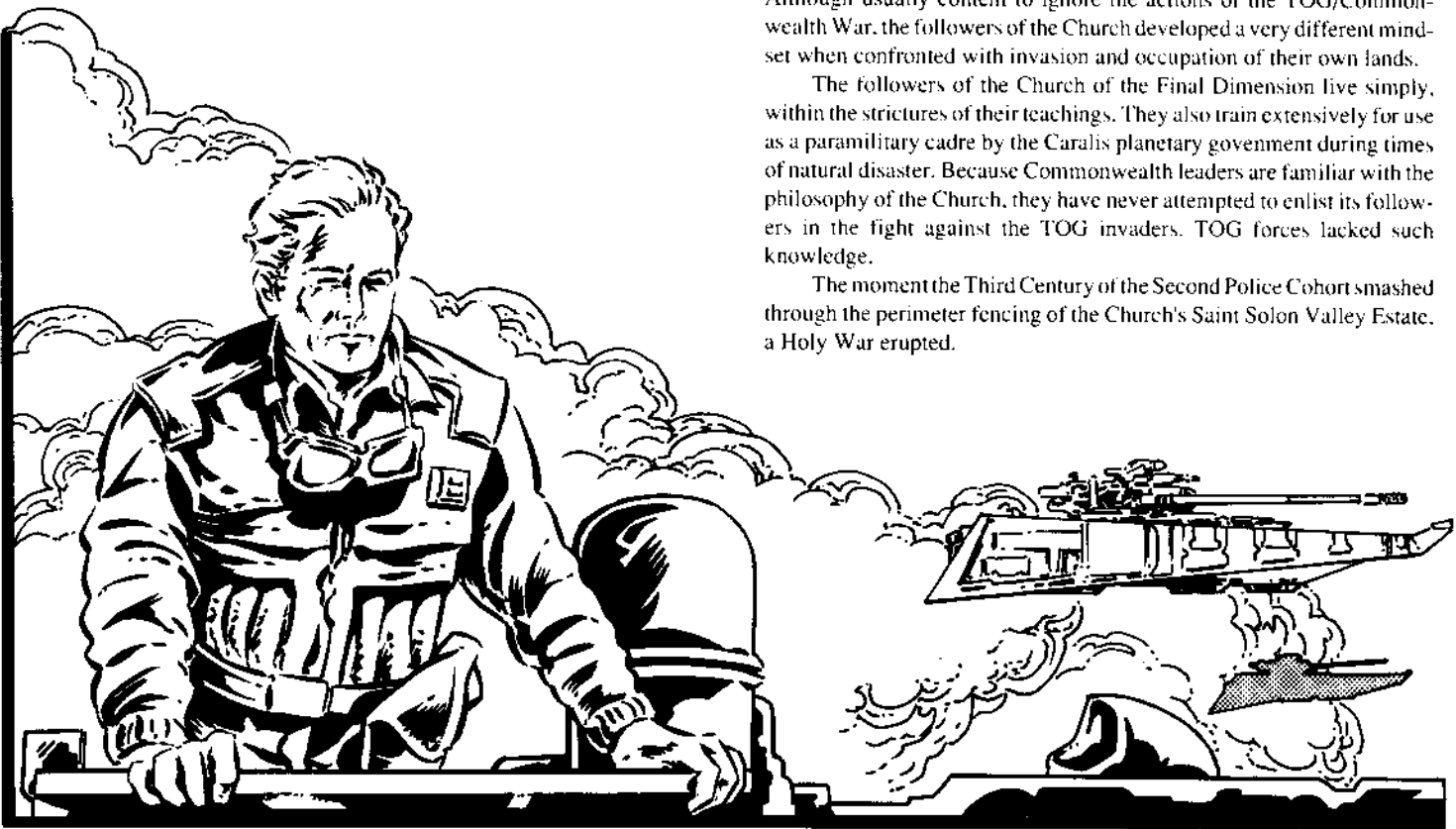
Units attached to the Second Military Police Cohort of the Raulta Legion 13379 (Harbingers of Death) received orders to enter the estates of the Church of the Final Dimension located in the Valley of Saint Solon on the planet Caralis. Upon entering an area, this military police contingent was supposed to carry out the normal arrest and detention of all inhabitants, which is standard operating procedure for the conquest of possibly hostile terrain. Following interrogation and two to four weeks detention, the survivors are later released.

The Church of the Final Dimension offers a non-sectarian quasi-religion peculiar to Caralis. With origins among the NovoMormon movement that occurred during the time of the Republic, the Church currently owns one of the largest landholdings on Caralis. Fifty-five percent of the arable farmlands on the planet are located within their estates.

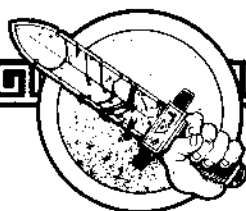
The Church of the Final Dimension combines a cooperative agricultural and civil organization. Their beliefs are based in concepts of self-reliance and self-government, and thus are diametrically opposed to TOG and its ideals. Their motto reads, "In the Final Dimension, one only finds himself", and the Church followers believe in struggling for their rights. Although usually content to ignore the actions of the TOG/Commonwealth War, the followers of the Church developed a very different mindset when confronted with invasion and occupation of their own lands.

The followers of the Church of the Final Dimension live simply, within the strictures of their teachings. They also train extensively for use as a paramilitary cadre by the Caralis planetary government during times of natural disaster. Because Commonwealth leaders are familiar with the philosophy of the Church, they have never attempted to enlist its followers in the fight against the TOG invaders. TOG forces lacked such knowledge.

The moment the Third Century of the Second Police Cohort smashed through the perimeter fencing of the Church's Saint Solon Valley Estate, a Holy War erupted.



ALIEN NUNTS-88



GAME SET-UP

Lay out the maps as shown.



MAP 4

Attacker

3rd Century, Second Military Police Cohort, 13379th Legion (Harbingers of Death)

Centurion Tiberius Aeger, Commander

Leadership Rating: 4

Troop Quality: Elite

1st Platoon

3 Lupis

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

2nd Platoon

3 Lupis

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

3rd Platoon

3 Lupis

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

Deployment

Set up the APCs on the north edge of the map first, with a starting velocity equal to or less than the vehicle's thrust, and with any facing or flight mode. The MP squads begin the game mounted in their vehicles.

Defender

Sons of the Solon

Elder Joshua Feinburg, Commander

Leadership Rating: 2

Troop Quality: Green

1st Cadre

3 Infantry Squads w/ TVLGs

1 Farm Truck

2nd Cadre

3 Infantry Squads w/ TVLGs

1 Farm Truck

3rd Cadre

3 Infantry Squads w/ TVLGs

1 Farm Truck

4th Cadre

3 Infantry Squads w/ TVLGs

1 Farm Truck

Central Church Building (Hex 0411)

Shield Factors: 0

Armor Value: 40

Elevation: 2

Turret Armor: 100

Turret Weapons: 7.5/6 Laser

Deployment

The Church forces deploy second. The central church building is set up on Hex # 0411, while the infantry squads and farm vehicles may be deployed anywhere on the map. These units may begin the game in craters or inside the church building, and are considered hidden. The Church player notes the hidden unit's location and facing on a piece of paper. When the hidden unit moves, changes facing, engages in combat, or an enemy unit enters its hex, the unit is placed on the map, along with the crater that it occupies. Once on the map, the unit is attacked as normal.

Special Rules

The Church Infantry Cadres are Ground Infantry, not equipped or trained to use bounce packs. They move only one hex per turn, change one level in a building per turn, and enter or leave a building only from Level 1. All other infantry rules apply.

The Church also employs hastily converted trucks armed with lasers and fire control equipment thoughtfully left behind by the retreating Commonwealth forces. These vehicles are *not* equipped with digging cannons, painting lasers, or smoke projectors. Use the following stats for these vehicles:

FARM TRUCK

Movement Points: 6

Armor:

All sides: 0

Infantry: Yes

Scenario Points: 2

Weapons	Location	Damage	Range
1.5/3	Hull 1	4	20

Victory Conditions

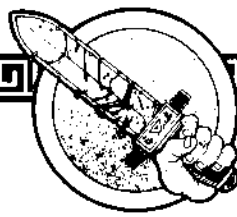
Combat continues until one opponent's units are totally destroyed or exit the map. Units that exit the map may not re-enter the game, but are not counted as destroyed.

The objective for both sides is to hold the Church building. Destruction of the structure is counterproductive. Neither side gains any Victory Points if it is destroyed (i.e., the bottom story has 40 or more points of damage).

In addition to the normal Victory Points awarded for the destruction of vehicles, either player receives an additional 75 VP for occupying the Church building with at least one Infantry Squad, with the Church remaining intact. Remember, there are no VP if the Church is destroyed.

When the game ends, each player adds up his Victory Points. Vehicles are considered destroyed if they have suffered an ammunition explosion, dead crew, or the "Vehicle Destroyed" box is hit. An Infantry Squad is considered destroyed if it suffers five or more casualties.

Use the the **Centurion** rules to determine the Victory Level.



SVDDEN DEATH

VOLLEYED AND THUNDERED

—From transcript debriefing of Centurion Albrecht Hastings, Commander, Fifth Century, Eighth Gray Armored Cohort, Harbingers of Death

HASTINGS: It was crazy. I tell you! We were told it was just another recon. We were supposed to check out the ridge line and report any enemy troop concentrations. Nobody told us we'd float right into an enemy staging area!

INTELLIGENCE OFFICER: Calm down, Centurion. You know as well as I that a Recon unit's function is to ascertain enemy whereabouts and intentions. This mission wasn't any different than others your unit has performed.

HASTINGS: You weren't there, man! You don't know! Their infantry squads closed in behind us before we even knew they were there. Talmadge took a missile before we were even alerted. The blast nearly cut him in half in the hatch opening of his floater. When we tried to maneuver around to get at their missile teams, a platoon of enemy Liberators came at us from the treeline.

I.O.: And then what happened, Centurion?"

HASTINGS: What do you think? I ordered a bug-out and called up the Support Platoon. But it was too late because we were cut off and surrounded.

I.O.: And that's when you ordered the charge?

HASTINGS: It was the only thing I could do! The support tanks could never get to us in time! I knew those damn rebels figured we'd go to ground and wait for support, since that's TOG doctrine. But that was suicide! So I ordered a charge straight at the infantry in our rear.

I.O.: Knowing full well that you ignored TOG operations procedure? What were you thinking, Centurion? You know that that's punishable by court-martial, don't you?

HASTINGS: What was I thinking? I was thinking about survival. If we stayed where we were like the book said, we were dead.

I.O.: Yes, dead. Just like the crews of the three vehicles that didn't survive your so-called charge.

HASTINGS: It was better than all six of us! I did the best I could. It was like the old poem, you know? Half a league onward, all in the valley of Death.

I.O.: Yes. I see. Now, what did you—

HASTINGS: Cannon to the right of them, cannon to the left of them, cannon in front of them, volleyed and thundered!

I.O.: Take hold of yourself, Centurion! Sit down, for Caesar's sake!

HASTINGS: All in the Valley of Death, rode the six horsemen. Oh, God! I killed them all.

I.O.: Corpsemen! Sedative here, quick!

HASTINGS: Into the Valley of Death!

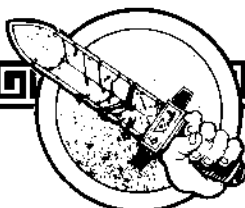
SITUATION: AUGUST 25, 6830, CARALIS

Elements of the Raulta Legion 13379 (Harbingers of Death) were ordered to probe a Commonwealth Renegade Legion stronghold in the Simsacha Forest Region of the central continent of the planet Caralis. Because TOG suspected that the region was the jump-off point for a major Commonwealth counteroffensive, the area commanded their attention. Accordingly, reconnaissance forces of the Harbingers of Death scurried into the region to force a response. After uncovering the enemy staging areas, a number of Centuries engaged before falling back with heavy losses to await support elements of the Legion.

The Fifth Century of the Eighth Gray Armored Cohort found itself surrounded by hostile forces. Ignoring the TOG doctrine of holding ground until relieved, the Centurion in command ordered his Hydarnis to charge in the direction of anticipated support. Though only partially successful, the tactic disrupted the enemy forces, but resulted in losses of well over 50 percent. The engagement proved an exceptional success for the evaluation of the Hydarnis Class Recon Tank, however, for it allowed so much data to be gathered on the equipment.

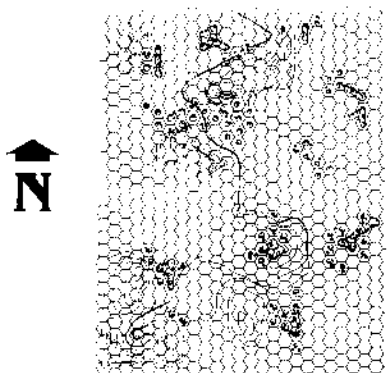
The Centurion commanding the Fifth was relieved of duty pending the decision of a court-martial and a psychiatric evaluation.





GAME SET-UP

Lay out the maps as shown. Treat all Light Woods as Heavy Woods.



MAP 1

MAP 4

Attacker

Delta Company, 1st/11246th Grav Infantry Regiment

Major Viktor G. Kulikov, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Platoon

3 Vipers

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

2nd Platoon

3 Vipers

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

3rd Platoon

3 Vipers

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

1st Platoon, Able Company,

3/125th Caralis Defense Regiment (attached)

3 Liberator Grav Tanks

Off Board Artillery – 1 Fire Mission/turn

Deployment

Commonwealth forces deploy second. Arrange the First Platoon of Delta Company within ten hexes of the west side of the map, the Second Platoon within ten hexes of the east side, and the Third Platoon within fifteen hexes of the south edge of the map. Infantry begins the game dismounted and in craters, with their APCs also in craters in an adjacent hex. The First Platoon of Able Company is set up at the north (top) edge of the map, at any flight mode, heading, or starting velocity.

Defender

5th Century 8/13379th Legion (Harbingers of Death)

Centurion Albrecht Hastings, Commander

Leadership Rating: 3

Troop Quality: Elite

1st Recon Platoon

3 Hydarnis

2nd Recon Platoon

3 Hydarnis

3rd Support Platoon

3 Horatius

Deployment

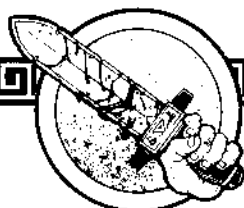
TOG forces deploy first. The First and Second Platoons deploy within two hexes of Hex 1606 on Map 1; they are grounded (not in craters) and facing north. Assign Centurion Albrecht to one of these vehicles. At the beginning of Turn 5, the Third Platoon arrive as reinforcements anywhere along the south edge of Map 4, with any heading, flight mode, and a velocity of 6 or less.

Victory Conditions

Combat continues until all of an opponent's units are destroyed or have exited the maps. Commonwealth units that exit the maps may not re-enter the game, but are not counted as destroyed. TOG units that exit off any side other than the southernmost maps are considered Destroyed and count toward Commonwealth victory points.

The objective of this scenario is to defeat the opposing player. To determine the winner, each player adds up his total Victory Points. A vehicle counts as Destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An Infantry Squad is considered destroyed if it suffers five or more casualties.

To determine the victory level, use the normal **Centurion** rules.



STANDSTILL AT GALIANO

TRUE TO FORM

—From "One for the Legion: The Story of the Harbingers of Death,"
TOG Information Service, 6829

It was a classic engagement. The First Century of the First Cohort drove into Galiano in true fighting form. The cowardly Renegade forces were appearing over the rise on the other side of town when they saw what was bearing down on them, and attempted a half-hearted charge of their own.

As the fierce fire of Caesar's Own overwhelmed them, the broken and burning frames of the Renegade Grav vehicles began to litter the field even before the remnants of the traitor Cohort fell back in disorder. Caesar's Own also sustained damage and casualties for the glory of Caesar, but this was easily remedied as the efficient supply services of the TOG rear echelon arrived with the necessary materiel to return the unit to top condition.

The day refused to end for the First Century. As the grav vehicles organized into their positions within the defensive perimeter of Galiano-town, the rebels attacked in Manus strength right into the heart of the First Century. The fighting intensified as the exhausted gunners began the serious business of burning out enemy grav tanks.

The brave defenders of Galiano repelled four major assaults, but the rebels were relentless. In desperation, the commander of the First Century finally ordered artillery fire from his own Legion to attack right into his own position. This selfless tactic finally broke the assault of the enemy, saving the Legion perimeter. Another laurel rests on the head of the Harbingers of Death!

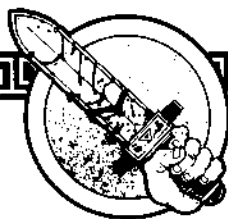
SITUATION: AUGUST 28, 6830, GALIANO-TOWN, CARALIS

The Heavy grav vehicles of the First Century, First Cohort, Harbingers of Death, were ordered to secure the town of Galiano. Unfortunately, the Third Armored Century, Fourth Cohort, 21346th Renegade Armored Legion ("The Bane of Julius") received the same orders from their military leaders. The Renegade commander decided to reconnoiter the town first, sending one platoon of Liberator medium tanks to do the job. The commander of TOG's First Century ordered two heavy tank platoons as a reconnaissance force. In this uneven fight, the Renegade forces attacked, but quickly withdrew, leaving the town open to the advance of the rest of the First Century units. The Renegade commander finally decided to push ahead with his entire Century, but by then, TOG forces controlled the town. There followed a full assault on Galiano with nearly equal forces on both sides. The action proved fast and furious, with neither side yielding. At sunset, both forces finally withdrew from the town, each side believing defeat would result if they continued the action. The remnants of the town fell to both Renegade and TOG artillery the following day, when both sides realized the other had withdrawn.

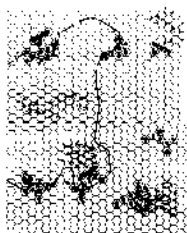
The battle served as a classic example of the ability of two efficient forces to beat one another to a standstill. Of the Galiano action, one TOG Tank Commander commented that it certainly proved a splendid test for their new Octavian Tanks.



ALIEN NUNIS • 88



GAME SET-UP



MAP 3

MAP 2

Lay out the two maps as shown. Galiano is centered in the middle of both maps. Place the 20 building counters as shown. The first number is the Building's Armor Value and the second is the Building's Elevation.

Defender

1st Century, 1/13379th Legion (Harbingers of Death)

Centurion Brutus Lloyd, Commander

Leadership Rating: 5

Troop Quality: Elite

1st Heavy Platoon

3 Octavians

2nd Heavy Platoon

3 Octavians

3rd Recon Platoon

4 Horatius

2 Hydranis

Deployment

TOG forces deploy the First and Second Heavy Grav Armor Platoons of the First Century first, on the southern edge of Map 2. These platoons start with a velocity of 3 or less and any facing or flight mode. When all elements of the starting Renegade forces are either destroyed or withdrawn off the map, the Third Grav Armor Platoon arrives on the southern edge of the board, with a starting velocity of 6 or less and any facing or flight mode.

Attacker

3rd Heavy Infantry Century, 4th /2567th Renegade Infantry Legion

Centurion Friedrich Wiener, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Platoon

3 Spartius

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

2nd Platoon

3 Spartius

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

3rd Platoon

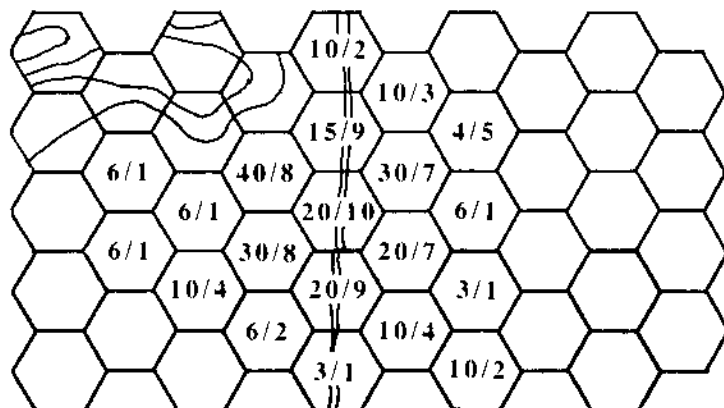
3 Deliverers

1st Platoon, Gamma Company

2/125th Caralis Defense Regiment (attached)

3 Liberators

DETAIL OF CITY



Deployment

The First Platoon, Gamma Company, deploys second along the northernmost row of Map 3 with a starting velocity of 6 or less, and any facing or flight mode. The remaining Renegade forces may not enter the map until all of the units of the First Platoon have either withdrawn off the northern edge of the map, been destroyed, or have otherwise exited the mapsheet. At least one unit of the First Platoon Gamma Company must pass through a Building hex before withdrawing off the northern edge of the map board.

In the following turn, the Third Heavy Infantry Century may enter the board along the northernmost row of Map 3, with a starting velocity of the vehicle's thrust or less, and with any facing or flight mode. Any Liberators that have successfully withdrawn off the northern edge may also re-enter the map with the Third Century. Liberators that withdraw off the map prior to entering the city or that exit off any edge other than the northern one may not return.

Special Rules

Centurion Lloyd uses any vehicle in the Third Platoon. Until his vehicle enters the board, the Leadership Rating of the TOG forces is 0 and Artillery Fire Missions cannot be requested.

Centurion Wiener may use any Renegade vehicle, including one of the Liberators. As long as he remains alive and in an operational vehicle, the Leadership Rating of the Renegade forces is 3.

Victory Conditions

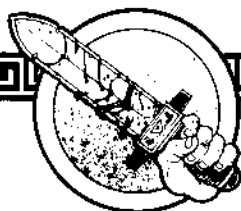
The objective of both sides is to control the city of Galiano-town.

The game continues until one side has kept the units of the other side out of the city for four complete turns, or until all of one side's units are either destroyed or have exited the map. Units that have exited the map may not re-enter the game (except as described above), but are not counted as Destroyed.

In addition to the normal Victory Points awarded for the destruction of vehicles and infantry, the side with the only functioning units remaining in Galiano receives an additional 75 points.

When the game ends, each player adds up his Victory Points. A vehicle is counted as Destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An Infantry Squad is considered Destroyed if it suffers five or more casualties.

Use the **Centurion** rules to determine the Victory Level.



BREAKOUT AT BADROCK

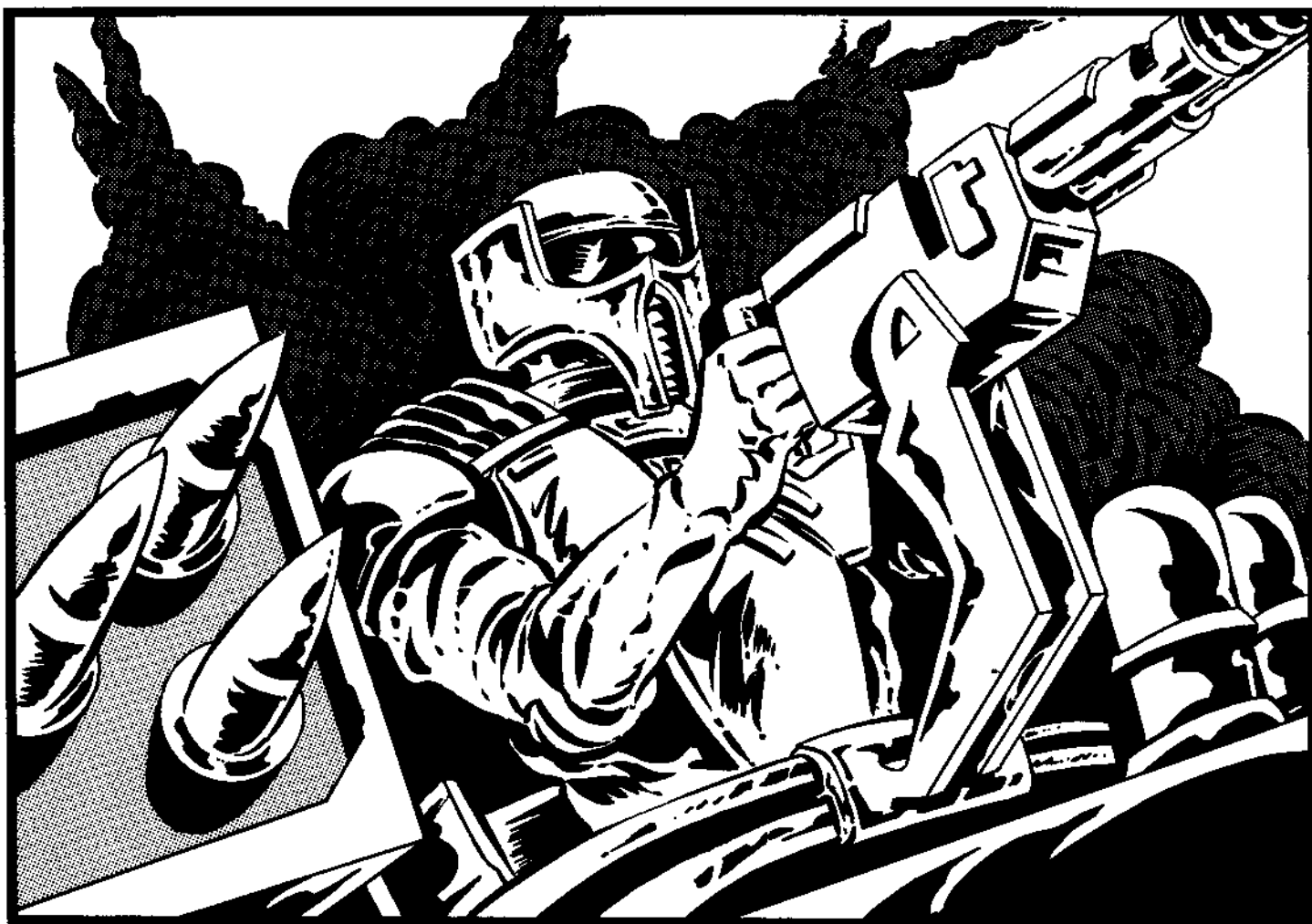
FIRESTORM

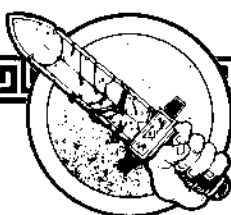
—From the Journal of Centurion Janus P. Sloan, Third Heavy Armor Platoon, Fifth Armored Cohort, 20344th Strike Legion of the Renegade Legion

Someone had to be kidding. There was no way that I would voluntarily send my platoon into the firestorm that awaited us at the front line. But when I saw how eager the men were to get at the TOG invaders, what could I do? I knew that what the Legatus was asking was a suicide mission; it couldn't be anything else. But my boys were willing to go, so how could I let them down? I suppose our sacrifice will help take the pressure off somebody somewhere. If someone reads this after we're gone, please get in touch with my wife on Maia. Tell her that I was obliged to stay with my armor.

SITUATION: SEPTEMBER 4, 6830, CARALIS

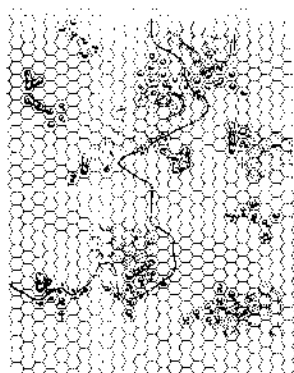
With the approval of Plan Echo-704, as conceived by Legatus Dearborn, the Third Heavy Armor Platoon, Fifth Armored Cohort of the 20344th Renegade Strike Legion, boarded their four Deliverer tanks and headed for the front lines. They had been ordered to assault a weakly defended clearing just east of the Simsacha Forest area. Ten days before, TOG screening units had set up their defensive emplacements and works at that point. The plan originally called for the breakout and follow-up support of the platoon with lighter forces. This soon changed, because these support forces were needed to stall another series of attempts by the TOG Legions to penetrate the Commonwealth lines in this area. The Deliverers were still ordered in, however, with the idea that they could at least upset the TOG plans and create confusion. No one seriously thought that they could break through the TOG defensive lines. No one but the Centurion in command, that is.





GAME SET-UP

Lay out the game maps as shown.



MAP 1

MAP 2

Attacker

3rd Heavy Armor Platoon (reinforced), 5/20344th Strike Legion

Centurion Janus P. Sloan, Commander

Leadership Rating: 4

Troop Quality: Regular

4 Deliverers

Off Board Artillery – 1 Fire Mission/turn

Deployment

The Renegade force enters anywhere on the northern edge of Map 1 on the first game turn. They may start with an initial velocity equal to the vehicle's thrust or less, and with any facing, or flight mode.

Defender

8th Century, Ninth Cohort, 13379 Legion (Harbingers of Death)

Centurion Andrew Jarnakowski, Commander

Leadership Rating: 3

Troop Quality: Regular

1st Platoon

3 Horatius

2nd Platoon

3 Horatius

3rd Platoon

3 Hypaspis

3 Bounce Infantry Squads w/ TVLGs

Offboard Artillery – 1 Fire Mission/turn

Onboard Minefields – 3

Deployment

The Eighth Century sets up first anywhere on Map 2, with a starting velocity equal to the vehicle's thrust or less, and with any facing or flight mode. If the player desires, he may start any or all of these units in craters, as long as the vehicles expend one digging charge per crater placed prior to the start of the game. Infantry may start the game dismounted and in craters as long as an appropriate number of digging charges are expended. The TOG player also has three On-Board Minefields, which can be secretly placed anywhere on Map 2 prior to the start of play.

Victory Conditions

Combat continues until one opponent's units are totally destroyed or exit the map. Units that exit the map may not re-enter the game, but are not counted as Destroyed.

The objective of the Renegade player is to inflict major damage on the TOG forces and then break through to the TOG rear areas. The TOG forces must attempt to defeat the Renegade attack.

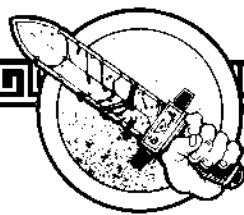
In addition to the normal Victory points awarded for the destruction of vehicles and infantry, the Renegade player receives 75 VP for exiting at least one Deliverer tank off the southern end of Map 2 AFTER the TOG forces on the map have lost five out of their nine vehicles.

When the game is over, the players should add up their Victory Points. A vehicle is counted as destroyed if it suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An Infantry squad is considered to be Destroyed if it suffers five or more casualties.

Use the **Centurion** rules to determine the Victory Level.



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HIT AND MISS

DEATHSTALK

—From the transcript of debriefing of Optio Annul Olarus, Acting Commander, Second Grav Infantry Century, Third Grav Infantry Cohort, Harbingers of Death

INTELLIGENCE OFFICER: What caused your mission to fail, Optio?
OLARUS: The fact that we were assigned to it at all! No one with any brains would send an infantry unit out to take on a Deliverer alone. We didn't have a chance.

I.O.: It was only one vehicle, Optio. Your Century was equipped with anti-tank weaponry, wasn't it?

OLARUS: Sure, we had two Aeneas light tanks and Randolph's Hydarnis, but it was like trying to stop a Caralian She-Devil with a fish net. The best we could do was get out of its way!

I.O.: Those were not your orders! You were directed to engage and destroy the Renegade vehicle trapped behind our lines. This you failed to do.

OLARUS: Trapped? It didn't look that way to me, pal. And why is the Second taking so much flak over this? What about the line unit that let the Deliverer slip through to hit our rear? Where were they when the A-04 Dump was hit? We weren't even combat active when they called us in to do this job. We were the unit that stopped the Renegades' advance through Donegal Pass last week, remember? After only two days out of the line they send us on something like this. It stinks.

I.O.: Your unit was the only one available in the area. And none of these excuses of yours changes the fact that you failed in your mission.

OLARUS: Failed, huh? Well, it wasn't for lack of trying, buddy. Take a look at Centurion Faller out there and the other twelve men in those body bags. All because of some foulup. Don't tell me my unit was the only one available, 'cause I know better! The Eighth Grav Armor Cohort was just two clicks from us in the Reorg. Area. Of course, they were being shined up for that Bureau of Information documentary, weren't they? Couldn't be bothered by an actual bonafide emergency. So give the job to the poor bloody infantry, right? Hell, if I'd thought about it, I should've let that Renegade tank float right back to the Legion HQ and shake things up rather than see it slip back to its own lines.

I.O.: That's enough! Consider yourself under arrest and relieved from duty. You are obviously a traitor or experiencing a severe case of battle fatigue. These two security men will escort you to the holding area for further processing.

OLARUS: Gee, do you think two will be enough?

I.O.: I suggest you stop making such remarks. It merely adds to the serious case already against you. If you value your career, go quietly.

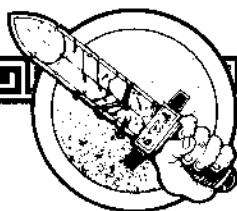
OLARUS: Stick it, you...

(Transmission garbled at this point.)

SITUATION: SEPTEMBER 5, 6830, CARALIS

During sporadic fighting along the Simsacha Front on the central continent of the planet Caralis, a Renegade Heavy Armor Platoon of the Fifth Armor Cohort, 2567th Infantry Legion, was ordered to break through the lines and attempt to attack the rear areas of the defending TOG Legion known as the Harbingers of Death. Only one Deliverer Heavy Grav Tank succeeded in breaking through, and it proceeded to carry out what its crew considered a suicide mission. With little resistance in front of them, they destroyed the Harbinger's advance supply dump at Map Coordinates A-04, some ten clicks behind the front lines. Finally, a Century of TOG Grav Infantry was ordered in to destroy the Renegade vehicle, in spite of the fact that more powerful units were available for the mission. In a running fight of some four hours, nearly half of the Harbinger Grav Infantry Century was destroyed. The Deliverer, although severely damaged, managed to regain the front and push through the rear of another TOG unit. Then, under cover of supporting fire and ECM assistance from the Renegade-Commonwealth units in the area, the tank returned to its own lines, where the exhausted but happy crew received a hero's welcome.





GAME SET-UP

Lay out the maps as shown.



MAP 2

MAP 3

Defender

2nd Grav Infantry Century, 3rd/13379 (Harbingers of Death)

Optio Ammil Olarus, Acting Commander

Leadership Rating: 2

Troop Quality: Regular

1st Platoon

3 Lupis

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

2nd Platoon

3 Lupis

2 Bounce Infantry Squads w/ TVLGs

1 Bounce Infantry Squad w/ Mortars

3rd Support Platoon

2 Aeneas

1 Hydarnis

Deployment

TOG forces deploy first anywhere along the southern edge of Map 3 with a starting velocity equal to or less than the vehicle's thrust, and with any facing or flight mode. The Infantry Squads begin the game mounted in their vehicles.

Attacker

Remnants of 3rd Assault Platoon, 5th Century 9/2567th Infantry Legion

Sergeant Reginald Alonzo, Commander

Leadership Rating: 2

Troop Quality: Regular

1 Deliverer

Deployment

The Deliverer deploys second anywhere along the southern edge of Map 3 with a starting velocity equal to or less than the vehicle's thrust, and with any facing or flight mode.

Victory Conditions

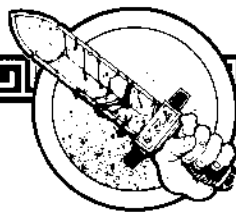
The game continues until all of one side's units are either destroyed or exit the map. Units that exit off the map may not re-enter the game. TOG units that exit the board are counted as Destroyed. If the Deliverer exits the map before Turn 10 or exits at any time from the north, east, or west edges of the board, it is considered Destroyed.

In addition to the normal Victory Points awarded for the destruction of vehicles and infantry, the Renegade Player receives 75 additional VP for withdrawing the Deliverer off the southern edge of the map by the end of Turn 10. The TOG player receives 75 additional VP for destruction of the Deliverer (in addition to a normal points).

When the game ends, each player adds up his Victory Points. A vehicle is considered Destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An Infantry Squad is considered Destroyed if it suffers five or more casualties.

Use the **Centurion** rules to determine the Victory Level.





VIDEO GLORY

THE ULTIMATE TEST

From the script of "News From the Front" segment of "The Nightly News Hour", Scene 42, Take 2.

SET: Interior of Briefing Room Alpha, First Century, First Cohort, Harbingers of Death

The face of Centurion Brutus Lloyd smiled with the radiance of an angel as he strode up to the podium in the front of the briefing room. The gathered officers and men of the First Century gave him their undivided attention as he prepared to speak.

"Gentlemen, our moment of absolute glory has come." Brutus Lloyd's piercing glance seemed to turn his troopers to stone as he continued. "We have all been indoctrinated in the ways of our unit, the Harbingers of Death and the First Cohort, 'Caesar's Own'. We have all sworn loyalty to the death for our Emperor, and those of us who wear the tattoo of honor fully intend to die in combat for his greater glory. Well, we now have that opportunity."

The men sat staring at their commander, some with glazed and fanatical expressions on their faces. Others had a look of anticipation, despite the fact that they were listening to talk of their impending deaths.

Brutus Lloyd slowly turned his head from one side of the massed troops to the other, staring each in the eyes and discovering their secrets. "This is the situation," he said quietly, while behind him, a hologram terrain map appeared before the wall. "For the last three months, our TOG Strike Group has been bogged down in this Simsacha Forest region here. Despite relative control of local airspace and orbital assistance, Commonwealth hit-and-run raids both on-planet and in the Caralis system continue to disrupt our preparations for a major offensive that would sweep the Commonwealth and Renegade scum off the face of this planet." Lloyd smiled at his men. "But that period is over. TOG Intelligence has discovered the whereabouts of the Commonwealth General Headquarters some 1500 clicks to the northeast of our present position within a heavily defended bunker deep in the Edmantine Mountains. The First Century of Caesar's Own have been assigned the honor of destroying this position as the first operation in our long-awaited offensive. Yes, gentlemen! We shall be the first to strike the hated enemy for our Emperor!"

With joy on their faces and raised fists, the men of the First Century could hardly control their joy. They realized the honor being bestowed on them and were eager to carry out their duty. Centurion Lloyd's face mirrored their excitement. "The Century will be orbit-dropped by the Legion's Assault Boat Group under cover of a general Thor bombardment of the Edmantine Mountains. We will then proceed through the enemy defenses and destroy the headquarters bunker to ensure that there are no survivors on the Commonwealth or Renegade command staffs. We will then pull back to defensive positions and await our relief."

Optio Julius Hurst, commanding the First Century's recon vehicles, stood up in the front row as Lloyd finished.

"You have something to say, Hurst?"

The Optio nodded solemnly. "Only a clarification, Centurion. I was wondering why, after the completion of our mission, we should pull back to a defensive position. Should we not seek out more of the enemy and destroy them? And, in so doing, perhaps drive toward our own forces in the hope of joining up to continue the battle?"

Lloyd looked at his subordinate calmly. "That would be one option, Optio. But Legion Command has decided that it would be more advantageous to the general offensive if we picked an area deep in the enemy rear and held there. This maneuver should force the Commonwealth forces to pull off more units from the front to contain us, and with the disruption in their command structure that we shall cause, any attacks against us should be uncoordinated and scattered. We will also have the support of the Thor Satellite System and fighters of the 3013th Tactical Wing from the carrier *Artemisia*. Any other questions?"

A voice from the back of the room piped up. "Centurion, what are the enemy defenses that we should expect to encounter?"

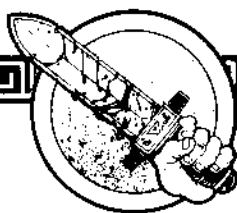
"The Commonwealth rear area in the Edmantine Mountains is a staging position for the rotation of their units in and out of the front lines. I would expect dense century concentrations throughout the area. However, there should be no more than a reinforced armored century in close support of the enemy command bunker. Our orbital drop should bypass most of the other units in the region."

The men of the First Century were ready. They were itching to leave their seats and head for the vehicles.

Lloyd continued. "We will report to the drop base in one hour. Have your vehicles and equipment set for extended operations by then." Lloyd could contain himself no longer. A broad smile broke through his stern expression. "This is it, gentlemen. All of TOG will be looking to us during this operation. Either we achieve our objectives on this mission, or for the greater glory of the Emperor, not one of us comes back alive."

(End Scene. Print and can it. Widecast Date 11/33/6830. CENSOR APPROVAL 1583-AB)

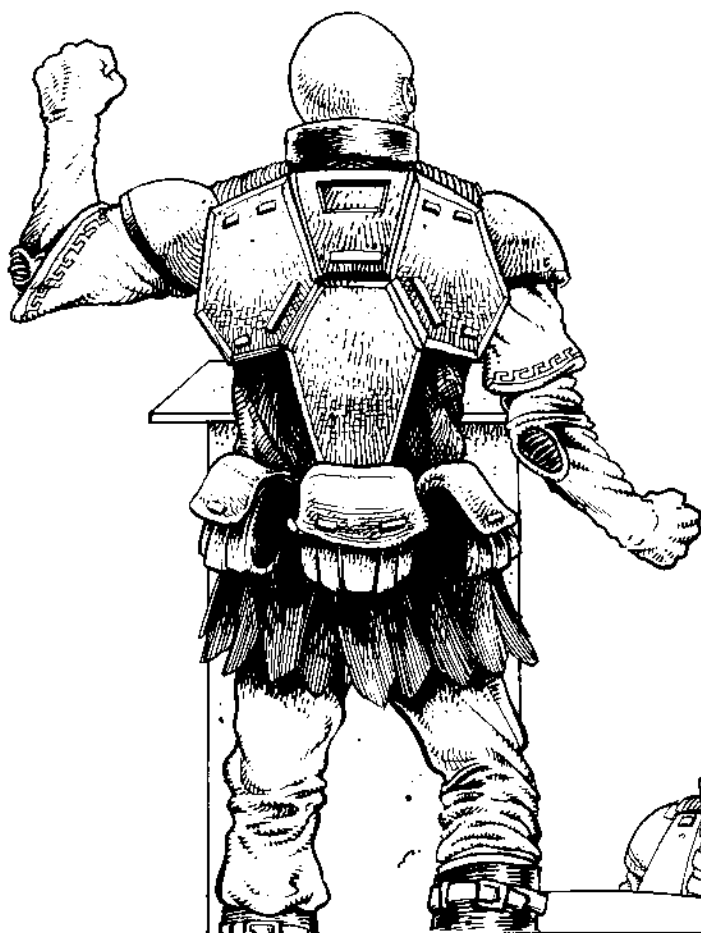




SITUATION: EDMANTINE MOUNTAINS, OCTOBER 15, 6830, CARALIS

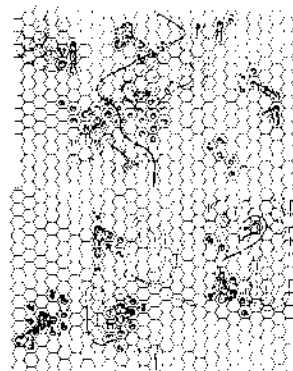
After a successful intelligence-gathering mission behind Commonwealth lines, the Rualta Strike Command prepared for a general offensive along the Simisacha Forest front. Spearheading this offensive was an operation to be conducted by the First Century, First Cohort, 13379th Legion (Harbingers of Death). Using information received during the intelligence mission, the First Century was ordered to orbit-drop some 1500 kilometers behind enemy lines and to assault the General Commonwealth command bunker located deep in the Edmantine Mountains. This headquarters controlled all of the command and control duties for the entire front on Caralis's central continent, and its destruction would cause considerable confusion within the Commonwealth and Renegade Legion forces for several hours. That would be just enough time for the initial TOG breakthrough and exploitation.

The First Century, First Cohort of the Harbingers of Death were the most fanatical fighters in a traditionally fanatic Legion. Equipped with numerous prototype vehicles and equipment, they received orders to take out the Command Post, then hold until relieved. Caesar's Own were used to such instructions. They considered the operation a "Test to Destruction," both for their equipment and for themselves.



GAME SET-UP

The maps are set up as shown below



MAP 1

MAP 4

Attackers

First Century, First Cohort, 13379th Legion (Harbingers of Death)

Centurion Brutus Lloyd, Commanding

Leadership Rating: 5

Troop Quality: Elite

1st Platoon

3 Octavians

2nd Platoon

3 Octavians

3rd Platoon

4 Horatius

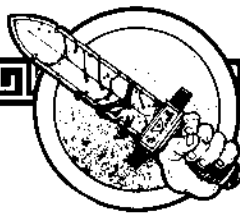
2 Hydarnis

Thor Missions: 1 mission/turn

Deployment

The First Cohort enters the map, after the defenders have set up, from anywhere on the south edge of Map 4. These units may have a starting velocity equal to or less than the vehicle's thrust, and with any facing or flight mode. Centurion Lloyd is operating out of a Horatius assigned to the 3rd Platoon.





Defenders

Third Century, First Cohort, 17775th Armored Renegade Strike Legion (The Shield of Freedom)

Centurion Ronald Delacourt, Commander

Leadership: 4

Troop Quality: Regular

1st Platoon

3 Deliverers

2nd Platoon

3 Liberators

3rd Platoon

3 Wolverines

1213th Security Detachment (attached)

1 Liberator

2 Spartius

2 Bounce Infantry Squads w/ TVLGs

On Board MineFields – 10 individual hexes

Off Board Artillery – 1 Fire Mission/turn

The Renegade forces set up first. The 1213th must be set up on Map 1. The remaining elements of the Third Century may be set up anywhere on the board. All units may have a starting velocity equal to or less than the vehicle's thrust, and with any facing or flight mode. If the Renegade player wishes, both units may start the game hidden and grounded in craters if each vehicle expends a Digging Charge prior to the start of the game. Infantry may also start the game hidden away from their vehicle and in craters as long as the squad's Spartius expends a digging charge. Finally, Infantry squads may start the game inside of the Command Bunker.

The Command Bunker is located in Hex 1408 on Map 1 (see Special Rules).

Special Rules

ALL **Centurion** Optional Rules should be used with this scenario.

The Command Bunker is a Type 1 Defensive Ground Installation built into the face of a cliff. It is armed with two 7.5/6 lasers, a 200mm Gauss Cannon and one HELL missile launcher. It has a shield factor of 100. Treat the cliff face as a 3-story, 40 Armor Factor building with the weapons encased in a pop-up 100-point turret. The hill to the south of the HQ cliff protects the lower portion of the building from any fire from that general direction. Use the hull down table when resolving attacks by units firing at the building through hexes 1308, 1407, and 1508. A Turret result is immediately applied against the Installation's turret. Hull results are resolved as a normal attack against a building. Please note that it is possible to get a Hull result and then have the normal resolution cause the turret to be hit.

Before the start of the game, the Renegade player should secretly write down the location of his ten mined hexes. Unlike normal minefields, only that single hex is considered to be mined, with the surrounding adjacent hexes clear.

The Command Bunker's missile launcher is capable of destroying the incoming Thor Clusters. If the Installation's Missile Launcher is still functional, the TOG player should tell the Renegade player when a Thor cluster is launched. On the next turn, the player may attempt to destroy the cluster with a HELL Missile. The player makes one roll. If a 4 or less is rolled the cluster is destroyed. Any other result means that the cluster survives and can attack Renegade targets on the battlefield.

This battle is not exclusively a ground action, as there are supporting fighters for both sides. With the help of the Defensive installation, the Renegades are assumed to have been able to stop the TOG fighters from attacking the battlefield. To simulate the Defensive Installation's aid in the space battle, the Renegade player should roll a die at the start of the Combat Phase. A result of 5 or less means that the installation's turreted weapons may be used to fire on ground targets. Any other result means that the turreted weapons are being used against space targets.

Interceptor Integration

If desired, both sides can use Interceptors to provide ground support or attack the Thor Satellite. If this is the case, the TOG player receives 6 *Spiculum*s and the Renegade Player receives 4 *Guardians*. The TOG Forces are set up on **Interceptor Map 1** in Hexes 0110, 0111, 0112, 0113, 0214, and 0213, with a heading of 2 and a velocity of 8. The Renegade Forces are set up on **Interceptor Map 1** in hexes 0101, 0102, 0202, and 0201, with a heading of 4 and a velocity of 4.

The Thor Satellite may be set up and used according to the rules, but it must travel from right to left on the maps. The Defensive Installation is no longer restricted by the special rules outlined above and may be used as the player sees fit.

Victory Conditions

The game lasts until the end of turn 10 or until all of one side's units are either destroyed or have exited the map. Units that have exited the map may not re-enter the game. Renegade units that exit the board are counted as Destroyed. TOG units that exit the board from any edge other than the southern one are counted as Destroyed.

The objective of the TOG player is to destroy the Commonwealth Command Bunker by the end of turn 10. The Renegade player must hold off the attack for 10 turns, after which it is assumed that the Command Bunker has been able to download all important data to a lower-echelon HQ, with command of the front delegated to another area commander until the current General can extricate himself.

In addition to the normal Victory Points awarded for the destruction of vehicles and infantry, the TOG player receives 75 additional VP for the destruction of the bunker before the end of turn 10, and the Commonwealth player receives 75 VP if the bunker has survived this long.

When the game is over, each player adds up his Victory Points. A vehicle is counted as Destroyed if it has suffered an ammunition explosion, its crew is dead, or the "Vehicle Destroyed" box is hit. An Infantry Squad is considered Destroyed if it suffers five or more casualties. The Bunker is considered to be Destroyed only after the bottom level has been destroyed. Destruction of the upper floors or turret do not count. TOG units that exit the board from any but the southern map edge are counted as Destroyed.

The Victory Level is determined according to normal **Centurion** rules.

Vehicle Type: **Octavian** # SF: **9** SF: **9** SF: **10** SF: **9** SF: **8** Velocity Record

TURRET ARMOR STERN ARMOR LEFT ARMOR FRONT ARMOR RIGHT ARMOR BOTTOM ARMOR

1 2 3 4 5 6 7 8 9 10 1 2 3 4 5 6 7 8 9 10 1 2 3 4 5 6 7 8 9 10 1 2 3 4 5 6 7 8 9 10 1 2 3 4 5 6 7 8 9 10

SMML Missile

TVLG Missile

Ballistic Protection Comm. Targ

Gunner Turret Wpns Cmdr

Vehicle Dest.

Ballistic

1/4 2 3 S. Shield Infantry

Vehicle Destroyed

Ballistic Protection

L. Shield Left Vane L. Shield

Hull Weap. 1 Ammo

Vehicle Destroyed

Ballistic Protection

F. Shield Driver F. Shield

Hull Weap. 2 Ammo

Vehicle Destroyed

Ballistic Protection

R. Shield Right Vane R. Shield

Vehicle Dest.

Ammo

Max. Thrust

3

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.
MDC 10	Turret	T	20	TVLG 6	Hull 1	T	6
150 mm	Turret	T	15	TVLG 6	Hull 2	T	6
5/6 Laser	Turret	9	20	SMC 2	Hull 1	T	10
Vulcan 4	Turret	S	NA	1.5/6 Laser	Hull 2	7	20

Fire	
Mods.	
Digging	○○
Smoke	○○

To-Hit						
0-1	2-3	4-6	7-10	11-15	16-20	Off Board
12	11	10	9	8	7	6

[illegible]

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.
MDC 10	Turret	T	20	TVLG 6	Hull 1	T	6
150 mm	Turret	T	15	TVLG 6	Hull 2	T	6
5/6 Laser	Turret	9	20	SMLM 2	Hull 1	T	10
Vulcan 4	Turret	S	NA	1.5/6 Laser	Hull 2	7	20

Fire	
Mods.	
Digging	☐ ☐
Smoke	☐ ☐

To Hit						
0-1	2-3	4-6	7-10	11-15	16-20	Off Board
12	11	10	9	8	7	6

Vehicle Type:	Octavian	#	SF: 9	SF: 9	SF: 10	SF: 9	SF: 8	Velocity Record
	TURRET ARMOR		STERN ARMOR		LEFT ARMOR		FRONT ARMOR	
	1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10	
SMLM Missile								
TVLG Missile								

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.
MDC 10	Turret	T	20	TVLG 6	Hull 1	T	6
150 mm	Turret	T	15	TVLG 6	Hull 2	T	6
5/6 Laser	Turret	9	20	SMLM 2	Hull 1	T	10
Vulcan 4	Turret	S	NA	1.5/6 Laser	Hull 2	7	20

Fire Mods.	
Digging	○○
Smoke	○○

To- Hit						
0-1	2-3	4-6	7-10	11-15	16-20	Off Board
12	11	10	9	8	7	6

Vehicle Type: **Octavian** #

SF: 9

SF: 9

SF: 10

SF: 9

SF: 8

TURRET ARMOR

1	2	3	4	5	6	7	8	9	10

STERN ARMOR

1	2	3	4	5	6	7	8	9	10

LEFT ARMOR

1	2	3	4	5	6	7	8	9	10

FRONT ARMOR

1	2	3	4	5	6	7	8	9	10

RIGHT ARMOR

1	2	3	4	5	6	7	8	9	10

BOTTOM ARMOR

1	2	3	4	5	6	7	8	9	10

SMML Missile

TVLG Missile

Ballistic Protection		
Comm. Targ		
Gunner	Turret Wpns	Cmdr
Vehicle Dest.		

Ballistic				
1/4	2	3	S. Shield	Infantry
Vehicle Destroyed				

Ballistic Protection		
L. Shield	Left Vane	L. Shield
Vehicle Destroyed		

TS&R		
Hull Weap. 1		
F. Shield	Driver	F. Shield
Vehicle Destroyed		

Ballistic Protection		
Hull Weap. 2		
F. Shield	Driver	F. Shield
Vehicle Destroyed		

Ballistic Protection		
Hull Weap. 2		
R. Shield	Right Vane	R. Shield
Vehicle Dest.		

Velocity Record

0	6
1	7
2	8
3	9
4	10
5	11
Max. Thrust	
3	

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.	Fire Mods.	To-Hit
MDC 10	Turret	T	20	TVLG 6	Hull 1	T	6	☐	0-1 2-3 4-6 7-10 11-15 16-20 Off Board
150 mm	Turret	T	15	TVLG 6	Hull 2	T	6	☐	12 11 10 9 8 7 6
5/6 Laser	Turret	9	20	SMLM 2	Hull 1	T	10	☐	
Vulcan 4	Turret	S	NA	1.5/6 Laser	Hull 2	7	20	☐	

[illegible]

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.	Fire Mods.	To-Hit
MDC 10	Turret	T	20	TVLG 6	Hull 1	T	6		0-1 2-3 4-6 7-10 11-15 16-20 Off Board
150 mm	Turret	T	15	TVLG 6	Hull 2	T	6	Digging	12 11 10 9 8 7 6
5/6 Laser	Turret	9	20	SMLM 2	Hull 1	T	10		
Vulcan 4	Turret	S	NA	1.5/6 Laser	Hull 2	7	20	Smoke	

Vehicle Type:	Octavian #	SF: 9	SF: 9	SF: 10	SF: 9	SF: 8	Velocity Record
	TURRET ARMOR	STERN ARMOR	LEFT ARMOR	FRONT ARMOR	RIGHT ARMOR	BOTTOM ARMOR	
	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	0 6
SMLM Missile							1 7
TVLG Missile							2 8
	Ballistic Protection Comm. Targ	Ballistic	Ballistic Protection	TS&R	Ballistic Protection	TS&R	Ballistic Protection
	Gunner Turret Wpns Cmdr	S. Shield 1/4 2 3 S. Shield Infantry	L. Shield Left Vane L. Shield	Hull Weap. 1	F. Shield Driver F. Shield	Hull Weap. 2	L. Shield Right Vane R. Shield
	Vehicle Dest.	Vehicle Destroyed			Vehicle Destroyed		B. Shield Digging Helm Grav Drive B. Shield
							Ammo
							Vehicle Dest.
							Max. Thrust
							3

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.	Fire Mods.		To-Hit						
MDC 10	Turret	T	20	TVLG 6	Hull 1	T	6		☐	0-1	2-3	4-6	7-10	11-15	16-20	Off Board
150 mm	Turret	T	15	TVLG 6	Hull 2	T	6	Digging	☐	12	11	10	9	8	7	6
5/6 Laser	Turret	9	20	SMLM 2	Hull 1	T	10		☐							
Vulcan 4	Turret	S	NA	1.5/6 Laser	Hull 2	7	20	Smoke	☐							
									☐							

3RD PLATOON 1ST CENTURY 1ST COHORT

Vehicle Type: **Horatius** # SF: 7 SF: 6 SF: 7 SF: 6 SF: 4

TURRET ARMOR 1 2 3 4 5 6 7 8 9 10 STERN ARMOR 1 2 3 4 5 6 7 8 9 10 LEFT ARMOR 1 2 3 4 5 6 7 8 9 10 FRONT ARMOR 1 2 3 4 5 6 7 8 9 10 RIGHT ARMOR 1 2 3 4 5 6 7 8 9 10 BOTTOM ARMOR 1 2 3 4 5 6 7 8 9 10

SMLM Missile ○○ ●● ●● ●● ●● ●● ●● ●● ●● ●●

TVLG Missile ●● ●● ●● ●● ●● ●● ●● ●● ●● ●●

Ballistic Protection Comm. Targ			Ballistic Protection			Ballistic Protection			TS&R			Ballistic Protection			TS&R			Ballistic Protection				
Gunner	Turret Wpns	Cmndr	S. Shield	1/4	2	3	S. Shield	Infantry	L. Shield	Left Vane	L. Shield	Hull Weap. 1	F. Shield	Driver	F. Shield	Hull Weap. 2	R. Shield	Right Vane	R. Shield			
Vehicle Dest.			Vehicle Destroyed										Vehicle Destroyed									

Velocity Record

0	6
1	7
2	8
3	9
4	10
5	11
Max. Thrust	
6	

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.
3/6 Laser	Turret	8	20	150mm	Hull 1	T	15
SMLM (2)	Turret	T	10				
50mm	Turret	T	6				
Vulcan 2	Turret	S	NA				

Fire Mods. ○○ ○○ ○○ ○○

To-Hit							
0-1	2-3	4-6	7-10	11-15	16-20	Off Board	
12	11	10	9	8	7	6	

Vehicle Type: **Horatius** # SF: 7 SF: 6 SF: 7 SF: 6 SF: 4

TURRET ARMOR 1 2 3 4 5 6 7 8 9 10 STERN ARMOR 1 2 3 4 5 6 7 8 9 10 LEFT ARMOR 1 2 3 4 5 6 7 8 9 10 FRONT ARMOR 1 2 3 4 5 6 7 8 9 10 RIGHT ARMOR 1 2 3 4 5 6 7 8 9 10 BOTTOM ARMOR 1 2 3 4 5 6 7 8 9 10

SMLM Missile ○○ ●● ●● ●● ●● ●● ●● ●● ●● ●●

TVLG Missile ●● ●● ●● ●● ●● ●● ●● ●● ●● ●●

Ballistic Protection Comm. Targ			Ballistic Protection			Ballistic Protection			TS&R			Ballistic Protection			TS&R			Ballistic Protection				
Gunner	Turret Wpns	Cmndr	S. Shield	1/4	2	3	S. Shield	Infantry	L. Shield	Left Vane	L. Shield	Hull Weap. 1	F. Shield	Driver	F. Shield	Hull Weap. 2	R. Shield	Right Vane	R. Shield			
Vehicle Dest.			Vehicle Destroyed										Vehicle Destroyed									

Velocity Record

0	6
1	7
2	8
3	9
4	10
5	11
Max. Thrust	
6	

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.
3/6 Laser	Turret	8	20	150mm	Hull 1	T	15
SMLM (2)	Turret	T	10				
50mm	Turret	T	6				
Vulcan 2	Turret	S	NA				

Fire Mods. ○○ ○○ ○○ ○○

To-Hit							
0-1	2-3	4-6	7-10	11-15	16-20	Off Board	
12	11	10	9	8	7	6	

Vehicle Type: **Horatius** # SF: 7 SF: 6 SF: 7 SF: 6 SF: 4

TURRET ARMOR 1 2 3 4 5 6 7 8 9 10 STERN ARMOR 1 2 3 4 5 6 7 8 9 10 LEFT ARMOR 1 2 3 4 5 6 7 8 9 10 FRONT ARMOR 1 2 3 4 5 6 7 8 9 10 RIGHT ARMOR 1 2 3 4 5 6 7 8 9 10 BOTTOM ARMOR 1 2 3 4 5 6 7 8 9 10

SMLM Missile ○○ ●● ●● ●● ●● ●● ●● ●● ●● ●●

TVLG Missile ●● ●● ●● ●● ●● ●● ●● ●● ●● ●●

Ballistic Protection Comm. Targ			Ballistic Protection			Ballistic Protection			TS&R			Ballistic Protection			TS&R			Ballistic Protection				
Gunner	Turret Wpns	Cmndr	S. Shield	1/4	2	3	S. Shield	Infantry	L. Shield	Left Vane	L. Shield	Hull Weap. 1	F. Shield	Driver	F. Shield	Hull Weap. 2	R. Shield	Right Vane	R. Shield			
Vehicle Dest.			Vehicle Destroyed										Vehicle Destroyed									

Velocity Record

0	6
1	7
2	8
3	9
4	10
5	11
Max. Thrust	
6	

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.
3/6 Laser	Turret	8	20	150mm	Hull 1	T	15
SMLM (2)	Turret	T	10				
50mm	Turret	T	6				
Vulcan 2	Turret	S	NA				

Fire Mods. ○○ ○○ ○○ ○○

To-Hit							
0-1	2-3	4-6	7-10	11-15	16-20	Off Board	
12	11	10	9	8	7	6	

[illegible]

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.	Fire Modes	To-Hit
3/6 Laser	Turret	8	20	150mm	Hull 1	T	15	☐	0-1 2-3 4-6 7-10 11-15 16-20 Off Board
SMLM (2)	Turret	T	10					☐	12 11 10 9 8 7 6
50mm	Turret	T	6					☐	
Vulcan 2	Turret	S	NA					☐	

Vehicle Type:	Hydarnis	#	SF: 8	SF: 8	SF: 8	SF: 8	SF: 6	Velocity Record				
	TURRET ARMOR		STERN ARMOR		LEFT ARMOR		FRONT ARMOR		RIGHT ARMOR		BOTTOM ARMOR	
	1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10	
SMLM												
Missile												
TVLG												
Missile												

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.	Fire Mods.	To-Hit 0-12-34-67-1011-1516-20Off Board 1211109876
100 mm	Turret	T	10	SMLM 1	Hull 2	T	10	☐	
AP Laser	Turret	S	3	TVLG 4	Hull 2	T	6	Digging ☐	
Vulcan 3	Turret	S	NA					☐	
SMLM 1	Hull 1	T	10					Smoke ☐	

[illegible]

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.	Fire Mods.		To-Hit						
										0-1	2-3	4-6	7-10	11-15	16-20	Off Board
100 mm	Turret	T	10	SMLM 1	Hull 2	T	10									
AP Laser	Turret	S	3	TVLG 4	Hull 2	T	6	Digging	OO	12	11	10	9	8	7	6
Vulcan 3	Turret	S	NA						OO							
SMLM 1	Hull 1	T	10					Smoke	OO							
									OO							