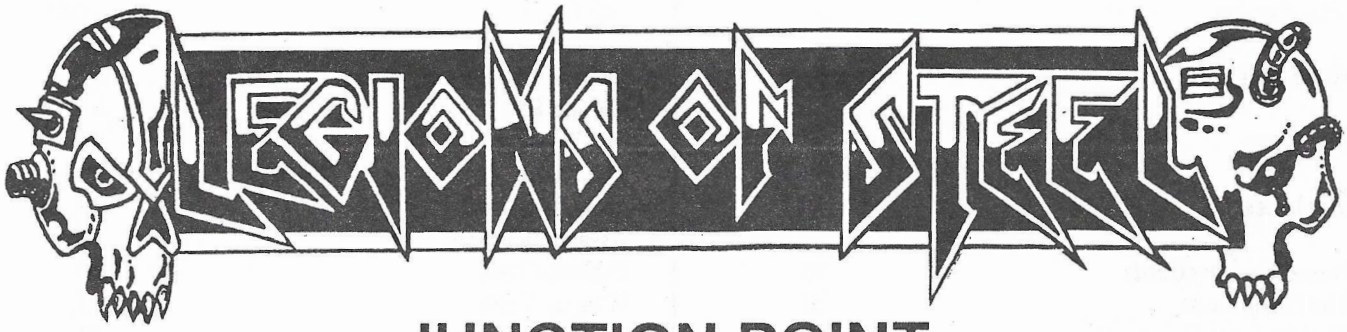
LEGIONS OF STEEL

JUNCTION POINT: CAMPAIGN PACK I




LEGIONS OF STEEL
BOPЯ
TFRANK 95



JUNCTION POINT

Campaign Pack I

by

Clark Browning

Tom Frank

Marco Pecota

Cover illustration: **Tom Frank and Kevin Mc Gibbon**

Interior illustrations: **Tom Frank, Dave Mc Kay, Wes Johnson, Yan Rozentsvieg**

Miniature Conception: **Tom Frank, Wes Johnson**

Written Contributions: **Wes Johnson**

Short Story: **Steve Patterson**

We would like to acknowledge the following people for their support, moral, monetary, or otherwise: Benjamin and Maria-Louisa Pecota, Paolo Pecota, Nico Pecota, Marisa Rudder, Thunderbird Comics, Brian Woolever and Eric Jacobson.

LEGIONS OF STEEL T.M. COPYRIGHT 1992 By Global Games
JUNCTION POINT T.M. Copyright 1995 by Global Games

No part of this book or game components may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or computerization, or by any information storage and retrieval system without written permission by the publisher: Global Games, 76 Jane St., Toronto, Ontario, M6S 3Y5, Canada, (416) 763-6892.

Printed in Canada, First Printing December, 1995

Produced and distributed by Global Games

Stock #1170

ISBN 0-9695872-6-0

TABLE OF CONTENTS

Introduction 6

Short Story 7

The Races

Machines: 9-19

Papa Class Overlords 10
The Blood Lord 10
Charlie Class Overlords 11
Hattin Class Overlords 13
Mark IIA1 Assault Fiend 14
G1A Nightmare 15
G3A Predator 15
G3B Predator 15
Mark IIIA1 Assault Fiend 16
Figures Chart 17
Weapon Table 18
Unit Organization 19

UNE: 20-26

Bureau of Science and Technology 20
UPFE Going Down 20
The Awakening 21
Alliances 21
Powered Infantry Trooper 21
Powered Infantry Grenadier 22
UNE Support Trooper 22
Behemoth ASP R.X.S. 23
Recce Trooper w/Jump Pack 23
Figures Chart 24
Weapon Table 25
Unit Organization 26

Fantasians: 27-36

Kezyrism 27
Privateers 27
Seventh Directorate 28
Ghon Boyetz Armiyetz 28
Psionics 28
Another Arms Race 29
Rifleman 29
Sniper 30
Shock Troops 30
Kommissar 31
GBA Starshina 32
Ghon Politz 32
Drop Trooper 33
Figures Chart 34
Weapon Table 35
Unit Organization 36

Infranites: 37-42

Internal Differences 37
Hit and Run 37
The Tenskin 38
The Fallen 38
Scout Warriors 39
Assault Warriors 39
Figures Chart 40
Weapon Table 41
Unit Organization 42

Black Empire: 43-50

Earth Infiltration 43
Operation Changeling 43
Princess Meline 44
Massakar 44
Tozai Drakkar 44
Adrax Takkar 44
Tozai Drakkar 45
Massakar 46
Adrakkar 46
Drakkar 46
Recce Storm Angel 47
Figures Chart 48
Weapon Table 49
Unit Organization 50

New Rules: 52

SS-2000 After Burn 52
CAWs 52
Sprinting 52
Augmentation 52
Overkill 52
E-Links 52

Clarifications: 53

Runaways 53
Negasphere Generator 53
Multiple Disruptor Hits 53
Parallax Bombs and Leadership 53

Errata: 53

RQP Rate of Fire 53
Chaingun HE Round 53
Prometheus Bomb 53
Assigning Leadership 53
Stalker 53
Firing Across Double Corners 53

The Campaign: 54-56

Organizing Forces 54
The Active Pool 54
Casualties 54
The Repair Pool 54
Repair Pool Chart 54
2 Kill Figures Chart 54
Two Kill Figures 55
Point Averaging 55
Experience 55
Infranite Experience Table 55
UNE etc Experience Chart 56
Black Empire Experience Chart 56

Scenarios: 57-64

The Cut Off 57
The Get Away 58
The Needle 59
The Control 60
The Scouting 61
The Outing 61
The Haystack 63

Introduction

Welcome to the newest addition to the Legions of Steel Universe. Junction Point contains rules and information on dozens of new figures and weapons. You will also find a series of scenarios where the outcome of one scenario effects later ones.

This book is divided into sections containing new and enlightening information on each of the five races. These include the Machines, United Nations of Earth, Black Empire, Fantasians and Infranites. More information on these and other new races, including the Galactics, will be available in future publications.

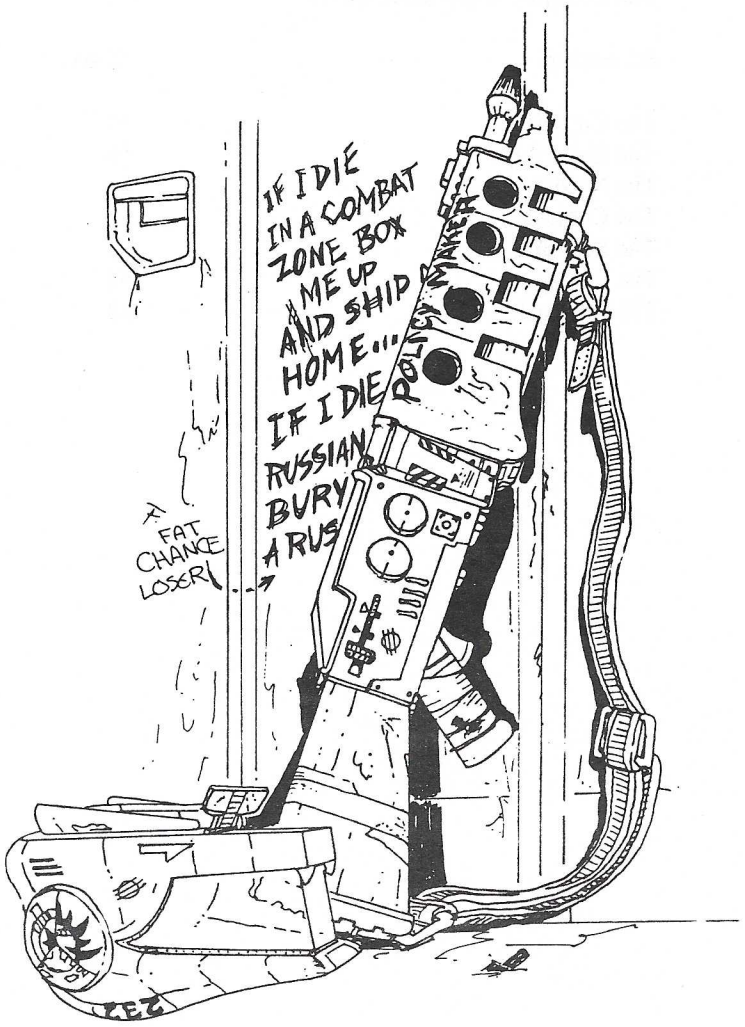
New rules and rules errata can be found in the Campaign section of this book. Look these over carefully as some changes from old weapons have occurred. These changes increase play balance or give extra "oomph" to some of the existing figures. Notice as well that the UPV's of many figures and units have changed and these changes supersede all previous point values.

We realize that this supplement has been a little late (five months) and we apologize. On the plus side we feel that the extra time that it took was justified (mostly). Many of your comments and feedback have proven useful in enhancing this project and hopefully you will continue to let us know how we are doing...

As a company, Global Games is under unprecedented growth which has forced us into the mundane activities of business survival and administration. This has cut into our creative and gaming time, but we now have things under control.

Thanks for your patience and look out for our new releases we have planned for 1996 and beyond including PLANETSTORM - TABLE TOP WARFARE and INFERNO - BATTLES of the ABYSS.

Slap on your helmet and grab onto your Blaster ... we're going for a ride into JUNCTION POINT. It's a rescue mission, Binky, and you're gonna love it...



The Abduction

"Damn!" Kasha cursed in shock.

The Operations Room fell silent.

Warning lights flickered urgently at her console as she fumblingly sounded "To Arms."

Recorded trumpet fanfares echoed stridently throughout Relquin Base. Troops ran to their battle stations. Missiles warmed up and guns gimballed through self-tests. Ground crews rushed to their launch bays as pilots abandoned meals and bunks to dash toward their fighters. Ships' crew raced through docking ports to their cruisers. Sensor operators became frantically busy searching for hostile contacts.

So busy that they missed the entrance of their commander and her bodyguards. Bolan, senior Takkar in Meline's Talon, loudly cleared his throat.

"Report, Kasha." Meline's voice was firm but quiet.

"Milady!" Kasha rose to bow before her Sarraith Drakkar. She was cut short by Meline's quick chopping gesture. Nonplussed, Kasha spend a brief moment composing herself before speaking.

"Milady, we are tracking a Machine raiding squadron in sector seventeen. It is heading rimward."

"Rimward? They're heading out of our space? Put up their course track."

Kasha nodded dutifully and fingered her console controls. She summoned overhead a black sphere cross-hatched with ghostly co-ordinate lines and dotted within by bright amber stars. A few violet diamond shapes were present, representing Imperial squadrons, with their courses traced in pale mauve. A blinking carmine triangle marked the intruders. Ahead of the triangle lay a dotted line of vermilion, showing the raiders' predicted course. A narrow carmine thread trailed back to the Empire's inner sphere. Meline looked along that thread to its origin and she cursed sharply.

"Bring up all commercial traffic within striking distance of the raiders. Interrogate their identity transponders. And pray that I'm wrong."

A half-dozen blue squares sprang up, each with its course marked out in a different shade of blue. A seventh, aquamarine trail held no square and ended abruptly where it touched the raiders' crimson track. Kasha's face paled. "Milady, the Empress Kataline does not respond, and neither do her escorts."

Bolan shifted uneasily.

Meline's instructions were staccato and precise. "Launch squadrons Metal Rose and Ground Zero to intercept. Instruct them not to fire upon any vessel that might be a transport, but to stop the raiders before they exit Imperial space. Inform them I will join them with Azure Lance squadron as soon as possible. Alert Azure Lance and prepare them for immediate departure. Mission: Boarding action."

Kasha snapped straight in her chair. "Yes, milady!"

"Milady!" Bolan objected. "It is not proper..."

"Bolan, with me." Meline quickly stalked out of the Operations Room. Her bodyguards hastened to follow.

Bolan easily caught up with his charge as she strode briskly down the corridor. "Milady," he said calmly but urgently, "I remind you that you are thirty-fourth in line for the Throne. It is not wise for you to risk yourself..."

Meline interrupted. "Bolan, your honours do not grant you the power to dictate to your Sarraith Drakkar."

"Milady, I served your mother, and her mother before her, for twenty-seven years. I have never lost a Drakkar in my care, and for that reason I was assigned to teach you the craft of warfare. Heed my words. Your action is that of a foolish youngling."

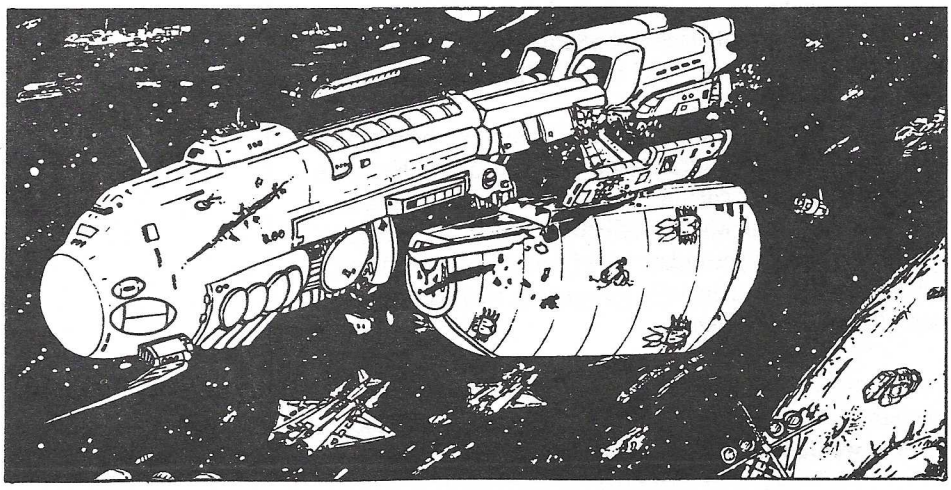
Meline stopped abruptly before a lift-tube station, a hint of a flush on her cheeks. Her voice was a tortured, angry hiss. "This foolish youngling must answer to the Empress for her failure to stop this raid before it crossed our border. This foolish youngling must answer for the loss of four hundred psi trainees aboard the Kataline. This foolish youngling must regain the honour her Kraff lost because of her mistakes. I will rescue those people, with or without your help."

Bolan, exasperated, ran a weathered hand through his clipped, grizzled hair. "Milady, I am your Takkar. Despite what I wish, I will follow you and shield you as best as I can. But I feel that this mission is hasty and may lead to disaster."

Meline felt a familiar chill, one she had felt when an enemy ambush lurked nearby, and her mind echoed "Disaster, disaster." Then the lift-tube door swished open, and its noisy arrival drove away those forebodings. "You have your duty, Bolan. I have mine. We leave at once." She stepped into the car.

"As you wish, milady." Bolan and the bodyguards followed her within.

Kommissar Barinya was glad to have this intercepted report despite its miserable picture quality. Rarely was the Fantasian State able to steal signals from the Black Empire,



even indirectly. He focussed his attention on the grainy, flickering holograph and ignored, for now, the darkened briefing room in which he stood and the high Party officials sitting within.

Disconcertingly, the dark-skinned image's lips moved out of sync with the translator's guttural Fantasian. "... destroyed the last Machine escort vessel upon our arrival. Squadron Azure Lance immediately began the boarding action. Over my repeated objections, Lady Meline led the first boarding party herself." The figure ran his fingers through his short-cropped, greying hair.

"Boarding parties entered the Empress Kataline at all three airlocks. Initial progress was excellent, and two hundred and twelve of the passengers and crew were evacuated within the first ten minutes. Then Machine counter-attacks cut off our lead elements, among them Meline's Talon. At this point I lost contact with the other boarding parties.

"Our Talon began to cut its way through the encirclement, but just before a gap could be forced milady was jacked by a Runaway-type machine. Before my fellow Takkars could shoot, milady's Strass suit was piloted through enemy lines by the controlling Runaway. Our boarding party suffered sixty percent losses in our attempted rescue before I halted the effort and withdrew from the Kataline." Here the figure paused, a flash of grief briefly crossed his features. Discipline soon won out and, stone-faced, he resumed his narrative.

"Before another boarding action could be launched, a Machine battle fleet attacked. Badly outgunned, Metal Rose and Ground Zero squadrons intercepted the enemy but were driven off with heavy casualties. On my authority, we retreated back to Relquin Base to await reinforcements. Milady, I must report Lady Meline missing in action." The Imperial unconsciously traced a fresh scar on his cheek with his left index finger.

"The enemy fleet, plus the recaptured Empress Kataline, were tracked to Junction Point. We speculate that damage incurred by the Kataline prevented the Machines from taking her further into their space. No vessels have yet left Junction Point.

"I request permission to lead our attack on Junction Point. Meline is the first of my charges I have lost, and I wish to atone to you for my failure, milady Sarrine. You have often denied me my rightful place in the Seth Drakkar; please allow me to regain such honour as I may." The dark figure again ran his hand through his hair.

The hologram faded, and the room lights brightened. Senior Party Leader Velnik stood and braced both hands on the table before him, curling his four thumbs under the table's lip. "This message was played before the League of Aliens' governing council yesterday. It, of course, prompted much debate. Debate loud enough, fortunately, to draw the attention of our Terran agents.

"The aliens are mounting an expedition to Junction Point, to try to snatch these Imperial prisoners from the Machines ahead of the Black Empire. Of course, such a mission would lead to a gross imbalance of power unless we were represented. Our ambassador made the consequences very clear." Velnik grinned. "You will lead our contingent of the Third Joint Expeditionary Force, alongside the Terrans and the Infranites."

Barinya had what Terran humans called a 'poker face.' He kept it now. "And you have certain, special, instructions for me. Party instructions, that are not for the ears of these aliens?"

Velnik's grin grew broader. "Of course." He straightened up. "These Imperials, their strong psi potential intrigues our scientists. We wish to have this data for ourselves.

Unfortunately, it is impossible to smuggle this 'Meline' out ourselves under our allies' noses, so should you or one of your troops find yourself alone with this human princess, you will shoot her and, without the knowledge of the aliens, bring her brain back to Vurak for analysis. This, of course, would also deprive our dear 'allies' of intelligence they could use to undermine our Party."

Barinya's poker face remained intact. "And should I not find such an opportunity?"

Velnik's grin faded. "Then we must cooperate with these aliens, and hope that our fraternal allies see fit to share their data with us." He leaned forward against the table. "See to it that this does not become necessary."

Now Barinya smiled. "Of course.

Within hours of each other, the United Nations of Earth, the Infranites, the Fantasians, and the Black Empire launched their respective missions to the Machine base on Junction Point. Thus began one of the most complex military actions in history.



THE MACHINES

Much new information has come to light on the Legions of Steel since mankind first engaged them in combat. It is still believed that the Machine legions are controlled by the Matrix Entity, the elusive CPU which control and directs the war effort of the LOS. League of Alien scientists have presented the analogy that if the LOS were an ant colony then the Matrix Entity would be the queen, controlling its subjects through electromagnetic signals rather than biochemical means. Each individual machine would be capable of only limited independent responses to specific situations; any further directives would be sent by the Central Matrix which is the core of the Matrix Entity. Most in the LOA believe this is true due to the extensive physical evidence to support the hive theory.

The machines encountered during Operation Planetstorm's initial engagements displayed a rigid chain of command hardwired into them. From lowly Nightmare up through Succubot and Fiends to Centurion and Overlord Command Computer, the line of command flowed through specialist machine capable of only limited, (and, especially later, predictable) response patterns.

As the UNE and LOA database on the Machines grew, it became easier, by simply identifying a robot type, to not only recognize its capabilities but to reasonably forecast how it would react in a given situation, especially when communications were shut down or jammed. Knowing what and how your enemy is likely to do will not win a war on its own, but it certainly helps. If a production facility could be cut out of the comm net, victory was, while not assured, at least far more possible. Burdened with limited and predictable tactics and slow responses to changing situations, the far off and well hidden Matrix Entity seemed to be in trouble; numerical superiority alone would not be enough. Humanity and the rest of the galaxy could thank their unpredictability, innovative spirits and creative natures as much as their technical aptitude and bravery for the victories that they had achieved to date.

Then the Mind Vaults and the Mark XIII were found. Informed speculation suggests that the Matrix Entity, recognizing an inherent flaw in its organization, had begun to take corrective measures. Was it using the chambers found under the crust of Red Planet's Easy moon to plunder the doomed captives' imaginations for more terrifying designs, studying them to determine where the elusive qualities of imagination and creativity lie and how they could be constructed; or was there some other unfathomed purpose...

The humanocentric appearances of Machine combat units seem to pre-date the Mind Vault's construction, and the discovery of organic tissue in the wreckage of the Mark XIII, pointed to a multitude of experiments on the Matrix Entity's part.

Then, Fiends started to get flame jobs, camo patterns, stripes, arcane symbols, skeletal polychroming and such, in addition to the previously encountered finishes. Of course, it wasn't just Fiends either. Nightmares, Runaways, Gremlins, Sniperbots - every type of Machine unit fielded so far began to display variations in colour.

More ominously, across different sectors, Machine tactics began to change. Slowly at first, but steadily, Machine responses became less predictable, more skilful. Unit commanders swore that they could detect a specific "feel" to their mechanical opponents strategies. This "feel" was different from sector to sector. Somehow, the faceless hordes of the Legions of Steel where acquiring individuality, at least, according to the line troops. The powers that be in the rear echelon where at first reluctant to believe this. As casualties began to climb once more, military intelligence began to study the problem.

Some of their observations were as follows.

Firstly, the command structure of the machines appeared to have changed in a small but significant fashion. While the Matrix Entity maintains overall control, individual Overlord Computers - the sector commanders - had been given more autonomous control of their own units. Thus, they

are not forced to take the time to call back to the Central Matrix for instructions. These Overlords have exhibited notable differences in tactics, strategy, colour scheme and possibly even personalities. Response time and flexibility vary between them but each Overlord still deploys the standard array of machines, though sometimes in different proportions. Line units have so far not exhibited any more independence than previously, but now, their controllers are not nearly so far away.

It is not yet known whether these upgraded Overlords have achieved true self awareness or sentience or if these are simply sophisticated personality templates installed by the Matrix Entity to confuse and perplex its organic foes. It is also not known how far the new Machine autonomy will percolate down through the ranks.

Several different Overlord computers with individual personalities have been identified so far. Four of them are detailed below although there are at least 17 more that the LOA have encountered...

Papa Class Overlords

The first Overlord encountered by UNE forces was the one which conducted operations in Sector P61A and more specifically, the Cherkassy Campaign. Its units tend towards the ''traditional'' machine metallic colours ie silver, steel, brass etc. It was not until sector communications were cut off with no degradation in machine performance that ''Papa 6 1 Alpha'' was recognized as something different. This Overlord was fairly straight forward, fielding standard machine orders of battle. It was not very subtle or particularly skilled in either attack or defence, relying on wave attacks and superior numbers for the most part. Papa 6 1 Alpha surprised unwary League of Aliens commanders on several occasions, however, by deviating from ''standard'' Machine doctrine. In fact, later analysis showed that it had probably recognized that the LOA was predicting its own tactics, and had used this to ''set up'' its foes and lure them into several well prepared traps.



Though an independent Overlord, it still was similar to earlier encountered LOS Matrix Entity deployments. This supports the hypothesis that P61A was one of the earliest, and perhaps more primitive upgrades. Reports of a ''Papa'' class Overlord operating against the Black Empire and of Papas funnelling production from riftward sectors to the front line Overlords have been obtained through special channels. Certainly metallic units have been noted in the orders of battle of all of the other independent Overlords so far. Apparently the Matrix Entity is comfortable in the level of autonomy in the Papa design. Presumably when LOA armies break through the machine rear areas they will find more Papas waiting for them.

Several Papa class overlords have been assigned identifier names. The most infamous is Papa Lou. At one point a comm-link was established directly with the Overlord and it is recorded to have remarked, during a bout of attempted intimidation, ''I am government (l'etat, cest moi)" and was dubbed Papa Lou.

The Blood Lord

The second Overlord encounter was the infamous, so called ''Blood Lord'' commanding Sector 6. This monster masterminded the defense of Red and Blue Planets, and their moons, when Earth's Stormfleets, the Kodin Royal Navy and the Stinnex Confederacy exploited the Planetstorm breakout. Cut off from the Matrix Entity's net, and taken by surprise, Overlord 6X5R nonetheless managed to hold off the brunt of three alien nation states' main attack fleets. Only the death ride of Grand Admiral Iollico and the Seventh Kodin Battlefleet, redeeming their honour for the debacle at Cherkassy, enabled the Stormfleet to get in-system at all. Even after the locally outnumbered Machine fleet had been eliminated and the asteroid belt cleaned out, the Overlord's skilful defence exacted a terrible price on Field Marshal Auchinlek's ground forces, both on Blue and Red Planets and their associated moons. Sergeant Steve Patterson's well documented heroism and supernatural luck resulted in the Blue Planet commander's demise and everyone thought that the Overlord had been destroyed in that blast. The relatively

quick reduction of Red Planet's hitherto tenacious defence network bore this out.

Then a mop-up team sent to Red Planet's small Fifth moon (Easy) was wiped out and the First (provisional) Planetstorm army was back in the war. This little base was defended with all the stubbornness and savagery of the central base on Blue Prime. Clearly, yet impossibly, the Overlord was back on line. As the ring of steel inexorably closed, the Overlord made no attempt to break out. It fought long and hard for every meter of corridor space. Recordings of what the Overlord was guarding are restricted to this very day. The Mind Vaults and other things were discovered here. Survivors of the assault were few, and they do not talk about it, but rumours persist of how this Overlord taunted and teased, screamed and howled at them as they drove further and further into its labs and secret installations, and how it shrieked defiance and anger as its creations and experiments were destroyed. Only at the very end, so the story goes, did it ask for mercy.

Examination of the Overlord's central core proved impossible, as the research vessel returning it to Earth for study exploded, hopefully destroying this particular Overlord for certain.

Overlord 6X5R machine troops wore colour schemes which made them look organic. Bone coloured Nightmares, flesh coloured Succubots, Assault Fiends looking like dinosaurs and demons, undead and more, were encountered.

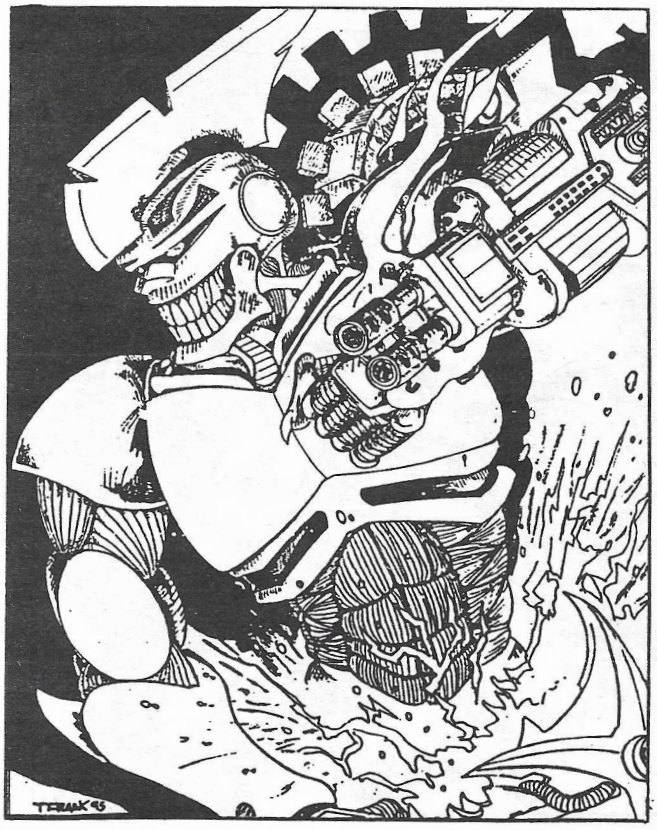
The Blood Lord patterned its forces after living or once living creatures. Did this Overlord think that it was alive? Were its terrible experiments an attempt to investigate the secrets of life, creativity and imagination?

These questions may never be answered but recently around Junction Point, organic coloured machine have again been observed supplanting the metallic type legions previously encountered there. The League of Aliens are not the only ones interested in this either. Junction Point monitor stations on the League's side of the boundary have noted the arrival of Black Empire psi and electronic intelligence vessels in greater numbers than is usual for even this contested area. 6X5R favoured heavy formations with a lot of command units such as Centurions and Succubots when it could get them. As well it deployed large amounts of Stalkers and Runaways, especially in the tunnels. On the whole it preferred quality over quantity in its armies and it was an avid experimenter, with many new formations, units and weapon types. also, it was the first Overlord known to have deployed both Omega Fiends and other Machine units with Human brain tissue aboard.

Charlie Class Overlords

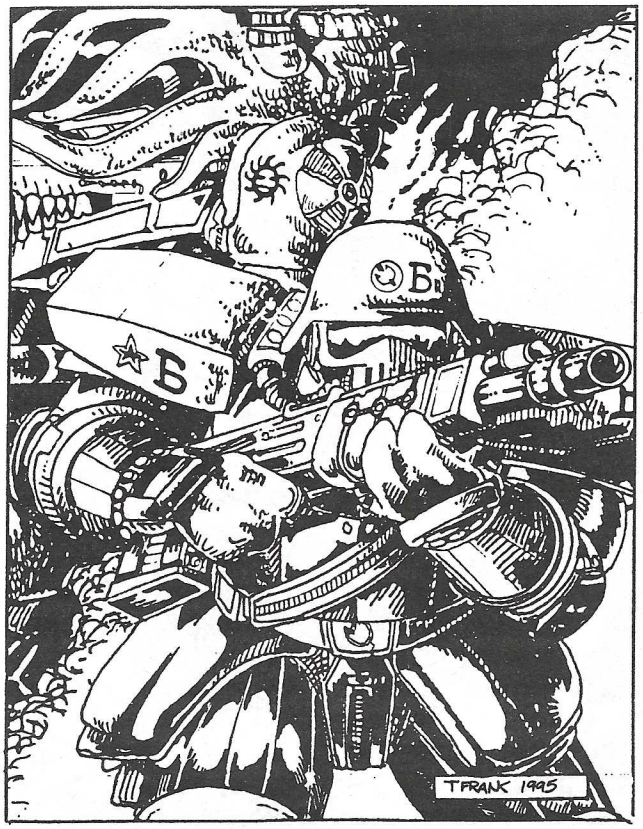
A third Overlord which has engaged UNE forces as well as the Infranites and Fantasians is the one believed to occupy an asteroid somewhere in the extensive belts of the Fantasian - Kolski border - Sector 297. Neither the balkanized Kolski, the ruthless Fantasians or the numerous pirates, prospectors and adventurers who brave this resource rich area have been able to pinpoint the exact location of the Overlord Computer. Stung by repeated long range raids (and also as a show of force to curb any Fantasian territorial ambitions in the region) the League of Aliens authorized the first UNE - Infranite joint expeditionary force (JEF) to undertake a series of sweeps of the area; Operation Cedar Falls.

1 JEF combed the asteroids and scattered planetary systems of the sector, fighting constant skirmishes, patrolling, getting ambushed, and occasionally finding and destroying small production complexes and pirate nests alike, but failing to tie down the elusive C297 Overlord. Under pressure from domestic and LOA budgetary forces to withdraw, War Leader Taduz of the Ridge Runner Paache and General Jenni Lee Chenneault of the 90th Light Powered Infantry Division planned one final push to find Charlie Two Niner (later Charlie Deuce) once and for all. Using "liberated" resources and augmenting their transport pool with seized pirate craft the powerful forces of 1 JEF split up to search....



Lulled by numerous goose chases, frustrated by the constant losses to ambush and booby traps, hated by the population whose recently lucrative lifestyles had been disrupted, and wearily homesick, the units allowed themselves to get recklessly spread out in their eagerness to find their foe. And of course that is when they were hit.

The resources that Charlie Deuce had carefully hoarded and assembled struck the overextended JEF all along the line. Formation after formation was overrun, swamped and destroyed in the initial attack. The advancing machines paid a great price for their gains but 1 JEF was reeling. Chenneault held Firebases Crockett, Danzig, Wiley and Sadler while War Chief Taduz and his surviving forces were ensconced on the planet Jewel and the former pirate outpost Perfume City. For three weeks, waves of camouflaged machines hurled themselves against the LOA positions. C297 had committed itself to open battle at last. Cut off from reinforcements and under constant attack the results would be inevitable. Even pirate and outlaw aid would not be enough to save the LOA forces. With the circle tightening, 90th Light's situation seemed bleak. Firebases Danzig and Wiley were overrun with only small groups and individuals escaping the sack. Sadler was completely cut off, but the Assault and Pioneer Companies caught there when the balloon went up were able to achieve a bloody stalemate and tie down most of the machine heavy units. Firebase Crockett, with the transports, remained secure but it too was cut off and unable to conduct any relief operations.



A substantial salient was carved into the Jewel perimeter, preventing the Infranite commander from sending aid to the beleaguered Humans and the mixed garrison of Perfume City. Locals with an intimate knowledge of every nook and cranny in their base were able to aid the outnumbered defenders movement and fortification, but in close quarters Runaways were able to wreak havoc amongst powered troops. The perimeter shrank. Troops died and even at 3 to 1 kill ratios the Machines were winning.

Whether because of machine jamming or other factors (read Fantasian jamming) Chenneault's repeated requests for reinforcements went unanswered. Offers for help from Fantasia were turned down by the JEF and the Vurak General Staff refused to release Marshal Korshev's 354th Shock Army until a specific request by either JEF commander was received. The battle wore on. Marshal Korshev monitored the frantic radio traffic as Firebase Sadler finally fell and as the salient on Jewel grew to engulf the defenders. His intelligence network, able to decode bits of encrypted machine traffic, informed him that Charlie Deuce's reserves had been committed in the seige of Jewel and Firebase Crockett. Risking death by firing squad, the Marshal sortied his relief force immediately, assuming full personal responsibility. His Zampolit, Kommissar Detrik, went along, knowing that should Korshev succeed, he too would reap the benefits and should the Marshal fail, Detrik would be the one to personally give the command to pull the trigger.

The Fantasian force caught the concentrated, preoccupied Machines totally by surprise and smashed them. The siege of Jewel was broken in three days. Fantasian forces "liberated" and occupied the devastated but still mineral rich planet, offering medical aid to the battered survivors and transporting Taduz and his remaining combat capable War Band to Perfume City where they helped throw the machines out. The ring around Firebase Crockett was a tougher nut to crack and it was a week before Marshal Korshev, in his bright red Security Armour was able to shake hands with General Chenneault in her underground TOC.

Desiring to win more fame for himself, Kommissar Detrik personally led a pursuit force to hunt down the Overlord in the asteroids. Presumably it was there that he found out what Taduz, Chenneault and Korshev suspected; the reason that the Fantasians had broken the siege so easily was that aside from suicide rear guard units, Charlie Deuce had pulled most of its forces back when it recovered from the Fantasian attack on Jewel. Kommissar Detrik and the 70th Ghon Politz Regiment never returned from the Belt.
The LOA forces cleaned out the rest of the machines and established a blockade around the worst of the asteroid field while the media took lots of pictures of Jenni Lee Chenneault, Korshev and Taduz, standing around together and smiling. Grand Marshal Korshev became governor of the new Fantasian

Protectorate of Jewel and the Belt. He established the "Comrade Kommissar Detrik Naval Patrol Base" to monitor and check C297's activities and hopefully locate and destroy it as well as maintain constant patrols.

Charlie Deuce meanwhile, has begun to rebuild its forces once more and still mounts deep hit and run raids against the LOA and more specifically Fantasian populations. C297 has traditionally favoured fast striker units. It has fielded far fewer of the Mark I and III designs than is considered standard. It utilizes camouflage patterns of many types as coloration for its forces, optimized for quick hit and run raids when possible. To date no LOA member has learned of its location and returned to tell of it.

The great Galactic hunter T'r'yngg of the Nerud took an expedition into the asteroids at the behest of the Kolski government. The Fantasian patrols let them through. Starshina Golb Vatov was the last sentient to speak with the hunter who was informed that T'r'yngg was closing in on C297's location but refused to share it with the patrol leader.

If the Nerudii found Charlie Deuce, it is still there. The Overlord has continued to produce its robots and conduct its raids unhindered. LOA Advisors and Fantasian Intelligence have so far seen no sign that C297 managed to steal any of the Galactic's high technology.



Hattin Class Overlords

Reports of the fourth Overlord come second hand from intelligence forces from within the Black Empire. This Overlord has been engaged in combat with Imperial Forces of Krafs Arosaltine and Sargon and has enjoyed considerable success in offensive operations against them, causing the Empire to destroy one Arosaltine planet rather than allow it to remain in Machine hands. By all accounts the Overlord of Hattin quadrant is a worthy antagonist. It prefers a battle of manoeuvre using artillery fire to pin enemies and restrict their mobility while its other units obtain flanking positions. Strangely for an Overlord, it also seems to be a bit of a gambler and risk taker, much like its Black Empire opponents. It never seems to fight defensively, even when on the defensive; opponents must always be ready for the inevitable counter attack. Several non-standard units are fielded.

Perhaps in reflection of its foes the Hattin Overlord favours bright colours and heraldic patterns on its troops. No sources outside the Black Empire, some say outside Kraf Arosaltine itself, truly know when the Kraf's misfortunes began, but the Hattin Overlord has seen to it that history repeats itself. Arosaltine is a small Kraf at the fringes of the Empire holding six planets in two systems plus several mining and resource installations. All of these planets are mineral and resource rich, but all are also hostile environments to one degree or another. They provide an endless series of trials and tribulations to their inhabitants. Only Leilani, with its sophisticated array of environmental control equipment and satellites can be considered to provide its people with a comfortable, safe life. It is at Valnak, however, that the proud Arosaltine keep their capital. At Valnak, the corroded remains of a great starship lay enshrined. At Valanak, mines twenty centuries old still yield great bounty. At Valnak rad-storms howl through the bones of dead cities and it is at Valnak where the Hattin Overlord has attacked again and again.

In 10732 (Imperial Date), Arosaltine space was violated by several fleets of primitive starcraft. These ships were swiftly and easily destroyed. Despite difficulties in inter species communications, the Tzoren learned from their few captured prisoners of a monstrous force emerging from the deeps of intergalactic space, a force which had destroyed their home world. In the interests in Imperial Security, a temporary cease fire in the blood-feud between Krafs Arosaltine and Sargon was declared. Forces were pulled back and emissaries were sent to Azaraim with news of this as yet unknown foe. These reports were deemed of enough concern for reinforcements to be dispatched to the region as well as to spark a frantic search in the oldest of records for clues as to who the invader might be.

Because of political considerations (or so the Arosaltine believe) the reinforcements sent were stationed in Sargon territory. Thus, advanced scout probes of the LOS discovered that not only did Kraf Arosaltine have more resources, but they were also less heavily defended. Matrix Entity directed assault units moved in. The initial attacks were not entirely unexpected; strategic surprise was gained, tactical surprise was not. The advancing Nightmares and Predators found the small Black Empire units in their path waiting, weapons at the ready. Skills honed by feud and foreign service, the Kraf warriors and Massakar took a great toll on the metallic invaders, but for four Arosaltine worlds it was not enough. Arraith Daralya's inspired defence of Cacophony allowed Volnak to be reinforced and held. Magistrate Errine's reckless counter-attacks managed to liberate three of the captured

worlds, though damage to Cacophony's terra forming equipment ensured that it would be decades before Humans occupied the planet again in any significant numbers.

The fourth planet, the ferocious jungle world of Thorn, proved to be even more difficult to recapture. In the chaos following Magistrate Errine's death during a foolish attack against a factory complex, Kraf Stormbird squadrons, under Imperial edict to conserve manpower, ordered the evacuation of the tenuous Thorn bridgeheads. While Magistrate Elect Beline was at Volnak being instated, the Imperial representatives ordered Thorn to be scoured. The Stormbird/Slorin fleets launched crust busters in sufficient numbers to overcome the previously damaged point defence systems, immolating the machines and the few surviving members of the Thorn resistance movement.

Subsequently the front was re-stabilized at pre invasion lines. Kraf Arosaltine's resources had been severely strained as had its tolerance for Imperial policy. Magistrate Beline was reportedly refused permission for a duel with Imperial Courtier Andira over The Scouring of Thorn.

Then misfortune struck again. As if it had sensed dissention in the ranks, the Matrix Entity dispatched another force to plunder the weakened but still resource rich sector in which Arosaltine and Sargon lay. And this time, as the LOA was discovering to its woe, the quality of the attacking force was quite different. The initial attacks were made in absolute secrecy and surprise was total.

Somehow the Overlord had found new jump routes past Imperial border defences. Nightmares and Fiends emblazoned in Sargon Kraf colours provided a final fatal wake up call to thousands of surprised Arosaltine Tzoren that night, and on Sargon a Mark III bearing Arosaltine's distinctive blood red heraldry broke into the Kraf Household and Creche' itself, while its companions slaughtered humans in the fire lit streets of a dozen cities. Warehouses and databases were looted or destroyed and as the survivors finally began to rally and call for help the raiders withdrew with their booty, leaving confusion and recriminations in their wake.

This was the Black Empire's first encounter with the Overlord computer later known as the Hattin Overlord. While Krafs Sargon and Arosaltine scrambled forces to hunt the raiders, two strong assaults were mounted on the now disrupted borders. The attackers quickly seized several worlds and dug in well, as the spearheads continued to advance, attracting the bulk of resistance. Once forward momentum was lost, the Overlord retreated its forces into the prepared positions and waited. The response was not long in coming. Forces were recalled from the hunt for the raiders and Imperial Reaction Teams from the capital were dispatched to contain the outbreak and push it back. The brightly coloured machine units were not easily dislodged, and skirmishes and commerce raiding behind the lines was also common place. Large garrisons and standing patrols had to be constantly maintained lest shiploads of polychromed Machines appear out of nowhere to take a ship or loot a world.

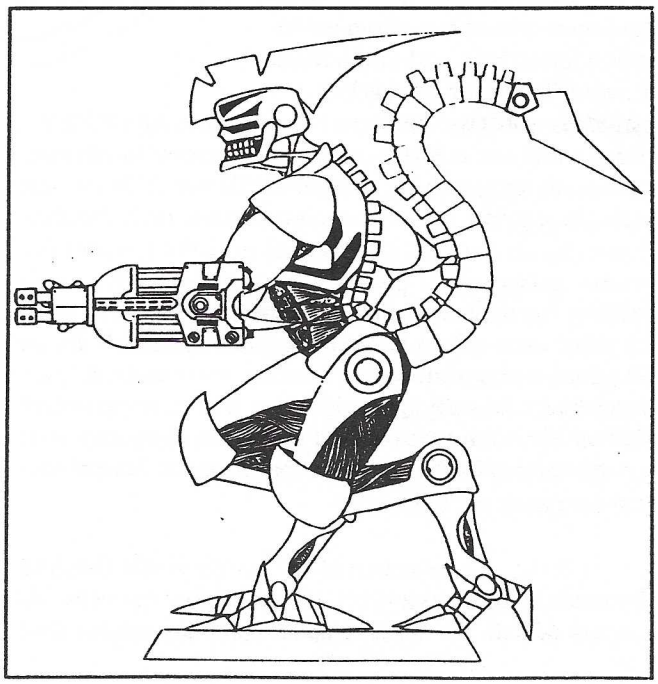
The LOA can be grateful that the Hattin Overlord type has not been encountered on its borders. As for Kraf Arosaltine, if it does not destroy them militarily, as it has pretty much done to their old enemies the Sargon, the Overlord seems bent on breaking them financially.

The Hattin Overlord tends to use large units, grouped by function into fire support (artillery), line units (infantry) and exploitation or manoeuvre units (cavalry). Indoors it fields more standard and versatile skirmish units. It has shown great flexibility and adaptability as well as a tendency for deception as its use of Sargon and Arosaltine heraldry as shown. The Overlord often colours its machines in response to the Krafs it is facing, perhaps trying to gain some phycological advantage over its foe. Its knowledge of such patterns is quite extensive; where it obtained this knowledge is not known for no prisoners have ever been recovered from it.

New Machine Figures

MARK IIA1 Assault Fiend

The Assault Fiend MK II's limitations on the open battlefield resulted in the Mark IIA1, a simple re-arming of the basic Mark II chassis with a hard point mounted M-AS 10 Heavy Deadbolt Launcher on the left arm and an M-H7 Power Mace in the right hand. Equally at home indoors or outside,



the Mark IIA1 can be found virtually anywhere, though never in large amounts.

** The Mark IIA1 has 2 kills, 0 general modifier and a walking speed of 6. It carries a Heavy Deadbolt Launcher and M-H7 Power Mace. It also has 1 point of Leadership.*

M-H7 Power Mace

Using the Legions of Steel "power" weapon technology, this energized, flanged instrument of destruction can put lethal dents in PBA or even RXS. It is yet another hand to hand weapon which seems to be designed to instill fear as well as pain.

G1A Nightmare

The G1A consists of a G1(bis) 2-handed frame, carrying an M-2 Scattergun for close or indoor combat, and a single Nachtmacher grenade. These units were developed to clear out concentrations of enemy from the narrow confines of Machine production facilities. They are commonly encountered in Advanced Internal Security Hordes, but it is still not uncommon to also find them fighting out of doors in a building clearing capacity (or in close terrain, forests, jungles, etc).

** The G1A has 1 kill, 0 general modifier and walking speed of 4. It carries the M-2 Scattergun and 1 Nachtmacher grenade.*

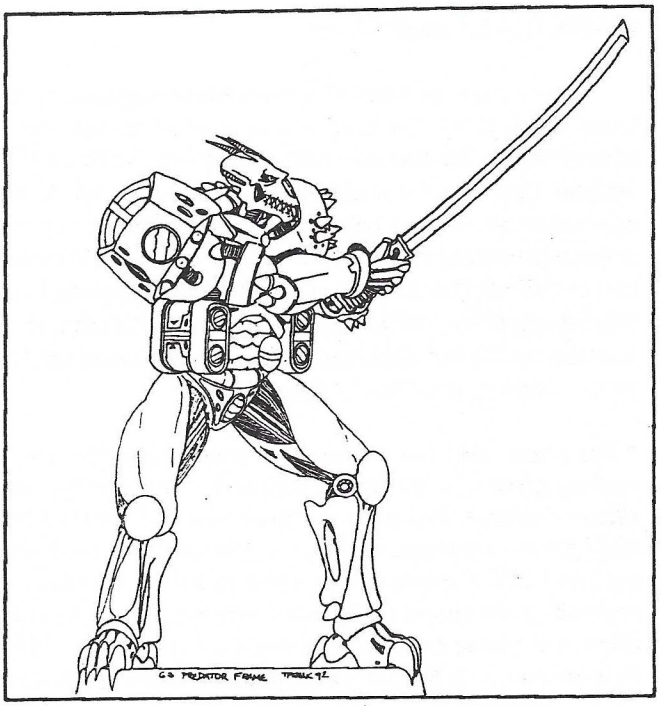
M-2 Scattergun

This Machine shotgun fires a spray of collapsed steel flechettes in rapid succession. In terms of firepower, this weapon falls short of the UNE Blaster but still provides a boost over a Nightmare's Deadbolt Launcher. The Scattergun is particularly devastating to targets not equipped with powered body armour.

G3A Predator

It was inevitable that the successful G3 frame would be outfitted with other weapons. The G3A is configured for close combat. With Lacerator and Spaz Rockets, it is as much a tool of terror as it is effective in close quarter fighting.

** The G3A has 1 kill, -1 general modifier and a walking speed of 4. It carries and M-H5 Protoplasmic Lacerator and two M-DE1 Spaz Rocket Packs.*



M-H5 Protoplasmic Lacerator

** This is a HTH CBT weapon. It has an ROF of 2 and kill number of 3+. Against organic targets the ROF becomes 3. Additionally, any roll which is exactly the kill number does not damage the target immediately, instead it becomes disrupted.*

A disrupted figure is not eliminated immediately, but are marked with a "Disrupted" counter. Thereafter, each time the figure is activated a die is rolled. On a roll of "5" or "6" the figure is eliminated before it can move or fire, regardless of the number of kills the figure has remaining.

G3B Predator

This configuration provides a more versatile weapon configuration than the standard Predator. Designed to operate effectively indoors as well as out, the Ice Rifle is replaced by a Thumper and the ubiquitous Deadbolt Launcher.

** The G3B has 1 kill, -1 general modifier and a walking speed of 4. It carries the Thumper and Deadbolt Launcher.*

Thumper

** This weapon can be loaded with any of the three machine grenades (Nachtmacher, Prometheus or Disruptor). It uses the area of effect weapon rules and holds ten grenades (mixing types of grenades is permitted) which can be fired in any order.*

MARK IIIA1 Assault Fiend

As if the basic Mark III was not horrifying enough, the brutal Mark IIIA1 has been encountered in several recent engagements. The few survivors report that the Mark III's weapon suite has been significantly changed; all of the original weapons have been removed from the earlier machine and replaced with the following: E-Whip, Ice Rifle and the new Blitzer Catapult. The increased disruption and hand to hand capability, and the resultant psychological edge, seem to make up for the corresponding drop in long range fire power. Indoors, this Fiend reigns supreme.

** The Mark IIIA1 has two kills, -2 general modifier and a walking speed of 4. It is armed with an E-Whip, Ice Rifle and Blitzer Catapult. It also has two fire actions. When the Mark IIIA1 fires or suppresses, place the appropriate marker onto the Mark IIIA1 template. The name of the weapon used is covered by the counter. The same weapon can not be fired twice in the same turn, unless using leadership. If the Mark III did not use both fire actions then the remaining fire actions are used to cover. A "covering" counter is placed beside the figure until all fire actions have been used, at which point it is replaced with a "fired" counter. All weapons have forward firing arcs.*

Blitzer Catapult

The Catapult holds 8 Blitzers which can be launched much further than when they are thrown by hand. Packing a heavier kill potential than the grenade, it has come to be dreaded and feared. In sparse quantities and bulky as well, it can usually only be found on Assault Fiends or larger Machines.

** The kill number for the Blitzer is determined by the range of a figure from the impact square. The diagonal rule applies. One die is rolled for each non-machine figure in these squares to determine any kills. General and LOF modifiers apply. There is an additional -1 modifier for any 2 kill figure. The kill numbers for the various ranges are given below:*

Range:	Impact square	1	2	3	4
Kill #	2	3	4	5	6

Targets affected by the Blitzer are not eliminated immediately, but are marked with a "Disrupted" counter. Thereafter, each time the figure is activated a die is rolled. On a roll of "5" or "6" the figure is eliminated before it can move or fire. This includes all two kill figures even though it would normally take two kills to eliminate.

Electro-whip

Only recently deployed, the Electro-whip has proven especially useful against the Black Empire as it negates the effectiveness of the shields employed by most of their indoor troops. Found exclusively on the Mark IIIA1 this effective hand to hand weapon will surely be outfitted onto future robot designs.

** Machines armed with an Electro-whip can execute a special hand- to-hand attack against its opponents. Due to the length of the weapon it can attack a target in its front arc which is up to 3 squares away (using the diagonal rule where applicable). It attacks as an EMP weapon at +1 and has a rate of fire of 2. When attacking at a range, LOF modifiers are used. Due to the unique nature of the weapon the modifiers for Assault shields and firing across a corner are not used.*

The Hellfire Cannon Revamped - Hellfire Bolt

Due to its less than optimum combat effectiveness, later versions of the Hellfire cannon have been modified. The cannon can now be set to fire a bolt at a lower rate of fire, but with an increased effect against armour.

** The Hellfire Cannon can be fired in a concentrated bolt instead of at its higher rate of fire. Players can decide on the mode of fire when their declaration to fire is made and can switch between bolts and regular fire without expending movement or fire actions. When firing as a bolt, the Hellfire Cannon consumes ammunition normally and it may use any of the normal fire actions and options.*

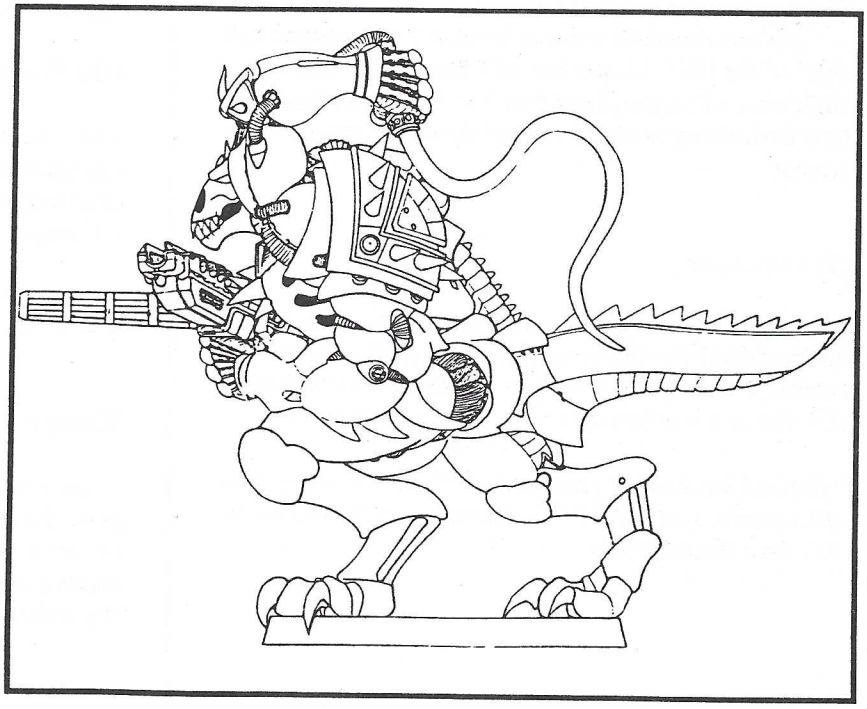


FIGURE	GEN-MOD	KILLS	WALKING	HERO-PT	HP-COST	LEADER	COMMAND	EW	ARMOUR	ARMAMENT	UPV	CODE-#
LEGIONS OF STEEL												
C1 Succubot	+1	1	5		20	2		2	C1 Frame	Deadbolt Carbine, 2 Spaz Rocket Packs	112	1720
C2 Centurion	0	2	4		40		2	3	C2 Frame, Nachtmacher Field	Heavy Deadbolt Launcher, 2 Spaz Rocket Packs, Blitzer	169	1790
G1 Nightmare	0	1	4		20				G1 Frame	Deadbolt Launcher, Nachtmacher G.	42	1700
G1A Nightmare	0	1	4		27				G1 Frame	Scattergun, Nachtmacher Grenade	49	1703
G1B Nightmare	0	1	4		25				G1 Frame	Thumper	50	1701
G1C Nightmare	0	1	4		25				G1 Frame	Nega Sphere Generator	45	1702
G3 Predator	-1	1	4		42				G3 Frame	Ice Rifle, Prometheus Bomb, Disruptor G.	90	1730
G3B Predator	-1	1	4		25				G3 Frame	Deadbolt Launcher, Thumper, Prometheus Bomb, Disruptor Grenade	98	1731
G3A Predator	-1	1	4		20				G3 Frame	2 Spaz Rocket Packs, Protoplasmic Lacerator, Prometheus B., Nachtmacher G.	86	1732
G4 Gremlin	+2	1	4		20				G4 Frame	Deadbolt Carbine	24	1760
G5 Stalker	0	2	5*		20				G5 Frame	Deadbolt Launcher, 2 Nachtmacher Grenades, W.A.S.P. Missle Pack, Claws	107	1800
G6 Sniper	+1	1	5		20			2	G6 Frame	Deadbolt Carbine, W.A.S.P. Missle Pack	38	1770
Mark I	-1	2	5		40			1	Mark I Frame	Napalm-X Flame Weapon, Power Trident, Molecular Bayonet	168	1710
Mark IAI	-1	2	5		42	1		1	Mark I Frame	Hellfire Cannon, Claws	218	1711
Mark II	0	2	6		40	1		2	Mark II Frame	Thunder Lance, Power Halberd	175	1740
Mark IIAI	0	2	6		40	1		2	Mark II Frame	Heavy Deadbolt Launcher, Thunder Mace	168	1741
Mark III	-2	2	4		42				Mark III Frame	Hellfire Cannon, Thumper, Protoplasmic L	270	1780
Mark IIIA1	-2	2	4		42				Mark III Frame	Ice Rifle, Catapult, Electro Whip, Slaymore Mines CAW	300	1781
X1 Runaway	+1	1	6*		X				X1 Frame	Jacking	25	1750

* Sprint Capable (move 3 times walking, no leadership allowed for movement, same as running except cost 3 for manuevers

WEAPON TABLE

WEAPON	TYPE	ROF	PB+	PB	S	M	L	X	CC	AMMO	SPECIAL
LEGIONS OF STEEL											
Blitzer	AOE	1	4	6	8	10	12	14	-1	1 o	29
Blitzer Catapult	AOE	1	5	10	15	20	25	30	-3	8 o	29
Claws	HTH	2	-	-	1	-	-	-	0		
Deadbolt Carbine	DF	1	-	-	15	25	35	45	-1	10 o 1	
Deadbolt Launcher	DF	1	-	-	25	35	45	55	-2	25 o 1	
Deadbolt Launcher - Hvy	DF	2	-	-	25	35	45	55	-2	25 o 1	
Deadbolt Pistol	DF	1	-	-	-	8	12	20	0	5 o 1	
Electro Whip	HTH	2	roll on EMP effects chart at +1 out to range 3						0		28
Hellfire Cannon	DF								-3		
Hellfire Round	DF	2	-	-	20	35	45	55		40 o	30
Heap Round	DF	1	-	10	20	35	45	55		20 o	1, 12
ICE Rifle	DF	2	-	3	10	20	30	40	-3	20 o 1	
Molecular Bayonet	HTH	1	1	-	-	-	-	-	0		
Napalm-X Flame Weapon	DF	3	-	-	5	10	15	20	-3	20 h	
Nega Sphere Generator	DF	1	See special rules						0	3 h	
Power Halberd	HTH	2	1	-	-	-	-	-	0		
Power Mace	HTH	1	1	roll on EMP effects chart at +1					0		
Power Trident	HTH	1	1	-	-	-	-	-	0		
Protoplasmic Lacerator	HTH	2/3	-	1	See special rule				0		
Scattergun	DF	3	-	-	-	10	20	30	-1	10 o 1	
Slaymore System	CAW	2	-	-	-	2	4	6	0	1 o	
Spaz Rocket	DF	2	3	5	10	15	20	25	0	1 o	8
Thumper Grenade Launcher	AOE	1	-	7	15	25	37	50	-2	10 o	31
WASP Missle Launcher	DF	1	-	-	-	75	-	-	-3	4 o	1, 12

KILL NUMBER	2+	3+	4+	5+	6+	7+	

SPECIAL		
	1	Target's general modifier is ignored.
	8	Single shot weapon.
	12	Overkill - 1 die at 5+
	28	Can spread fire.
	29	Area of effect as Disruptor Grenade at +1 kill number
	30	May choose betwwen regular or Hellfire Bolt when firing.
	31	Can be loaded with Prometheus, Disruptor and Nachtmacker. May select type of round when fired

Advanced Internal Security Horde

Mark IA1 Assault Fiend
4 x G1 Nightmares
4 x G1A Nightmares
2 x G3 Predator
762 UPV

External Security Horde

Mark IA1 Assault Fiend
10 x G1 Nightmares
638 UPV

Advanced Combat Horde

Mark IA1 Assault Fiend
2 x G3B Predators
2 x G6 Sniperbot
6 x G1 Nightmares
742 UPV

Charlie Deuce Hit and Run Horde

C1 Succubot
4 x G1 Nightmares
4 x G1A Nightmares
2 x G6 Sniperbots
552 UPV

Hattin Cavalry Pack

Mark IA1 Assault Fiend
4 x Mark I Assault Fiends
(All of above are Augmented)
1170 UPV

Hattin Hunt Pack

Mark II Assault Fiend
4 x Stalkers
603 UPV

Blood Lord Balrog Pack

Mark III Omega Fiend
(1 Hero Point)
2 x G3 Predators
2 x G1 Nightmares
576 UPV

Blood Lord Executioner Pack

G3A Predator
2 x G1A Nightmares
2 x G4 Gremlins
232 UPV

Advanced Command Pack

C2 Centurion
Mark IA1 Assault Fiend
G1B Nightmare
G6 Sniperbot
475 UPV

Assault Horde

Mark II Assault Fiend
2 x Mark I Assault Fiend
8 x G3 Predators
1231 UPV

Command Pack

C1 Succubot
Mark II Assault Fiend
G1B Nightmare
G1C Nightmare
382 UPV

Infiltration Horde

C1 Succubot
2 x G6 Sniperbots
8 x X1 Runaways
388 UPV

Pursuit Horde

Mark I A1 Assault FIend
4 x G5 Stalkers
4 x X1 Runaways
2 x G1B Nightmares
846 UPV

Gremlin Pack

4 x G4 Gremlins
96 UPV

Runaway Pack

4 x X1 Runaways
100 UPV

Search and Destroy Horde

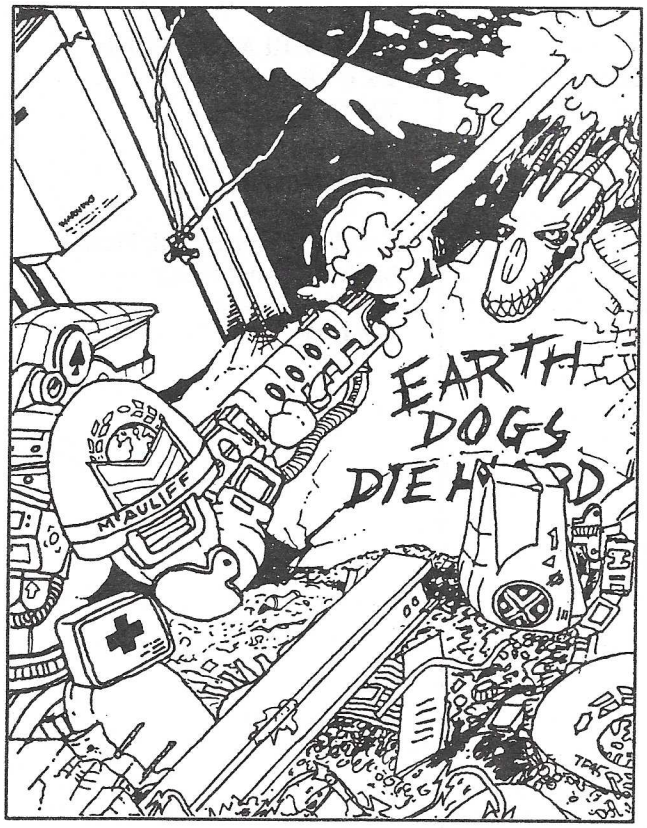
Mark III Assault Fiend
2 x G3 Predators
4 x G1 Nightmares
2 x G1B Nightmares
2 x G6 Sniperbot
794 UPV

Heavy Assault Pack

2 x Mark III Assault Fiends
2 x G3 Predators
720 UPV

Dominator Horde

2 x Mark IIIA1 Assault Fiend
Mark II Assault Fiend
8 x X1 Runaways
975 UPV



The U.N.E.

Since the UNE has replaced its losses from the Planetstorm battles, Cherkassy and other, less well known actions, it has become a more aggressive player in intra galactic politics. Earthmen have proven their competence at the craft of interstellar warfare beyond a shadow of a doubt, and have, for the most part shed any feelings of inferiority at being "backwater" hicks or children being allowed to sit at the adults table for the first time. Indeed, this newfound confidence has caused some of the senior members of the LOA, notably the Bator, the Ehyanghi, and the Psyfor a great deal of concern. These races fear that Terran Humans are entirely too similar to the Tzoren of the Black Empire, with an equal capacity and potential for imperial designs and appetites. Now, thanks to LOA assistance, which they and their power blocs opposed, another "Kraf" has been given the technological keys to the stars. All that would be needed now for this problem to bloom into a crisis would be for psi powers exhibited by the Tzoren to manifest fully in Terran Human stock.

Other aliens, the Helot, Idijj and the Kroc, as well as several younger lesser league member races support the UNE and continue to forge stronger trade links. They see Earth's psi potential and military aptitude as a resource to be used for both League and Terran benefit. Opening further areas to colonization by Earth, as well as helping Earth contact feral Human worlds, to bring them back onto the galactic scene as allies rather than as tools of the Black Empire would serve to bolster League defence both against the Tzoren and the relentless Legions of Steel. Strong members make for a strong League.

In Earth system itself, modernization continues at a great pace. Outright military applications of alien technologies insure that milspec equipment is still years ahead of its civilian counterparts. Earth's scientists and engineers, under the tutelage of their allies, are beginning to learn the principals and foundations of these advanced technologies, hopefully paving the way for domestic technological innovation.

Bureau of Science and Technology

The UNE Bureau of Science and Technology (BAST), has not been nearly as effective in controlling the dissemination of these two commodities to the private sector as was initially hoped. Industrial espionage, both corporate and nationally sponsored, is reaching epidemic proportions; knowledge is the newest controlled substance and laboratories are becoming armed camps. To complicate matters further, several national governments on Earth have been surreptitiously extending feelers to alien races directly, a situation neither the UNE nor the LOA are at all happy with.

Two of the most blatant offenders in this matter are the government of the United States of America purchasing no less than 27 surplus Kodin patrol vessels and landing ships, as well as the assault carrier USS Yorktown (formerly Kodin Imperial Vessel KIV Hammerblow); and the People's Republic of China exchange of an unpublisised number of student "volunteers" to the Zoyone Hive for an orbital port, 25 surface to space tugs and 4 customs corvettes. Undoubtedly, there are many more such transgressions which go unnoticed. Nationalism, as a human motivating force, is clearly not as dead as the UNE Council might hope.

UPFE Going Down

Faced with a successful pro alien media blitz, obvious technical advancement, an upswing in economic activity, as well as strict media access control to the armed forces, anti LOA lobbyist have found their support drying up. The radical fringe groups such as UPFE have been forced deep under ground and allegations (never proven) of Fantasian and/or Black Empire funding for some of the groups most outrageous activities has further eroded any credibility they may have enjoyed in the past. There is concern in INTERPOL, that UPFE might (probably unwillingly) be a conduit for Tzoren agents to enter Earth and from there the LOA as a whole. Whether the reverse is also true is a thought that no one will comment on.

The Awakening

With the League's far from unanimous approval, and sometimes without its knowledge, various Earth Human agencies have been conducting extremely secretive research into uprating or awakening Terran psychic abilities. No avenue of inquiry, no matter how far fetched, or of questionable morality eg. eugenics, is being overlooked some where on Earth. UNECOM's interest is shared by corporations and nations, all of whom want to control these phenomena. The general public seems torn between uneasy paranoia and fascination with regards to the possession or presence of psionics in Earth culture. Fears about invasion of privacy by thought police vie with the desire to posses powers "beyond mere mortals." This confusion is perhaps best articulated in the "Storm Angel" holo film series.

"Storm Angel", "Storm Angel II: Slave of the Storm Angel", "Storm Angel III: Fallen Angel", all staring Mel Grissom as UNECOM Special Agent Eric Irons and Lacey Pfieffer as the diabolically cruel and endlessly resourceful Arraith Ava are among the most popular film series ever, much to critics dismay. Copies are available in all major Earth languages as well as several alien ones, including Infranite, who are puzzled by it, and Fantasian where the "chemistry" between Ava and Irons is held up as proof that the ties between Azaraim and Earth could all to easily be consummated.

Reportedly, prints have been viewed on Azaraim itself and there is a standing invitation for Ms. Pfieffer to visit the Imperial Court. This is most certainly studio hype and has no basis in fact. Three Gee Productions has proven to be a past master of publicity stunts as the setting up of UNE psionic test stations at the premier of SA II showed. The subsequent uproar in the tabloids, created when Pfieffer refused a direct studio order to take the tests was also an example of shameless media manipulation. Incidently, over 3 million people were tested in the first weekend alone, queuing up for hours in some cases. 3GEE has still not released the results some 16 months later.

Regardless of public or alien opinion, Earth and her allies are determined to add psychic powers to their arsenal if at all possible.

Alliances

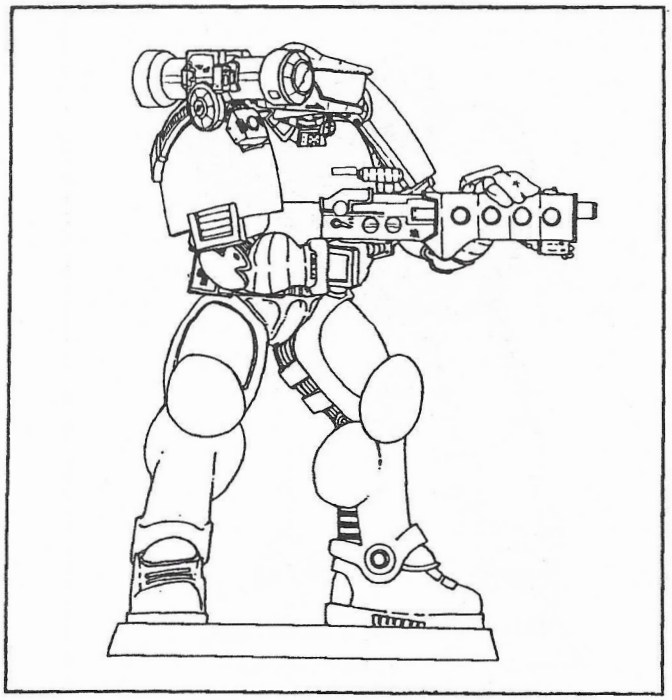
The UNE has often worked in close association with the Infranites. Both species share enough emotional and conceptual similarities to work together. Also, their political aims regularly coincide. Since the Cherkassy Incident, the Kodin too have become allies with Earth. Many Earthers still do not trust Kodin ground forces, but their navy has consistently supported and transported the UNE in a most exemplary fashion, as if inspired by Admiral Iollico's heroic sacrifice. Indeed, many of the UNE's initial operations would have been impossible without Kodin Naval aid until the ship builders on Earth could catch up with demand.

It was Kodin ships who picked up the first inkling that something had gone wrong at Junction Point; it was Kodin Ambassador Drake who informed the LOA and suggested that a UNE/Infranite task force be sent to intercept. It would be mostly the Kodin ships which would get the assault forces in position to strike. Possessed of a large number of low grade psionics themselves especially in their ship crews, the Kodin could only see the benefits of a psychically gifted ally, for advantages in tactical communications, mutual support and liaison. Likewise, the Infranites, with their cultural veneration of psychic shamans fully supported Earths desire to exploit this opportunity. Combined with the general League need for intelligence, as well as a chance to spoil whatever the LOS where up to, the UNE would get another chance to prove to the LOA at large how much of a contribution they could make to the forging of galactic history.

New U.N.E. Figures

Powered Infantry Trooper

Clad in the ubiquitous Focke Wolf Paladin PBA, the UNE Trooper forms the backbone of the UNE Powered Infantry Force. Equipped for combat out of doors these foot soldiers occasionally find themselves combing the Machine underground complex when necessary. Because they lack the specialty training found in their Commando counterparts, the two forces never mix within their sections.



**PI Troopers wear Paladin PBA 1D and are armed with a RZ-2 RAM Laser and a shoulder mounted TOW-7 disposable launcher, delivering respectable firepower at medium to long ranges.*

Paladin PBA 1D

Externally almost identical to the PBA 1C Commando Paladin, the PBA 1D has half the endurance of the C model, but its long range sensors and communications are better as is its carrying capacity; all for about two thirds the cost.

**Paladin PBA 1D has 1 kill, 0 general modifier and a walking speed of 4.*

TOW-7

The UNE equip most of their surface troopers with these one-shot, light anti-tank missiles. Their superior range is practically nullified when indoors but these missiles have been known to take out more than a few Assault Fiends.

Powered Infantry Grenadier

The UNE Grenadier compliments the standard trooper in the Powered Infantry Section. Outfitted with RAM Laser and Grenade Launcher mounted in an over/under arrangement, these troopers often soften up a target before their comrades move in. The Focke Wolf Paladin 1D PBA completes his kit.

** Grenadiers wear Paladin PBA 1D and are armed with a R-2 RAM Laser and a B3 Grenade Launcher. The GL is loaded with 5 Plas Grenades.*

UNE Support Trooper

While the Heavy Weapon Trooper gives a section that extra punch in terms of firepower, Support Troopers are a platoon resource. They provide a Powered Infantry Platoon or section with long- range direct-fire support and limited anti-vehicle/anti-air capabilities. Their typical armaments are the Flechette Gun, the Carl-G Mk IV or the Auto RAM with E-Loader.

** All these troopers wear Paladin PBA 1D with 1 kill, 0 general modifier and a walking speed of 4.*

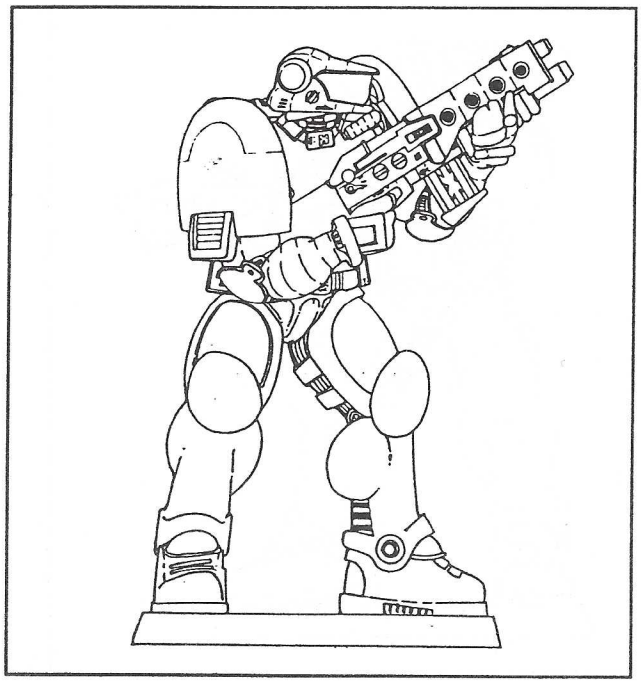
The Flechette Gunner and Carl G Mark IV Gunner carry 3 reloads. The Auto RAM Trooper must be adjacent to his E-Loader to fire his power hungry weapon as an Auto RAM laser otherwise the weapon fires as a RAM Laser.

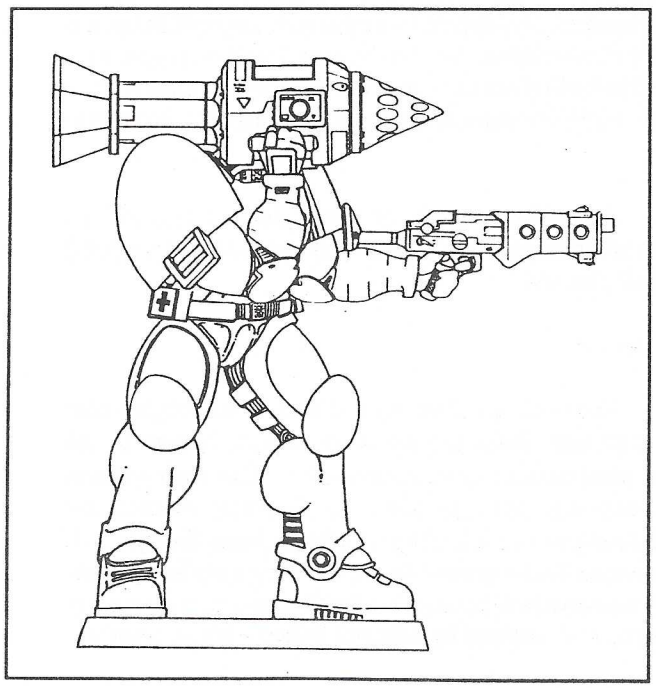
Calliope

Twelve plasma grenades mounted as warheads on rockets and then loaded into a multi-barrelled launcher can pack quite a punch when launched as a salvo. The Calliope is used for short duration area suppression. Indoors it can be used to clear a room of opponents. As it has an ROF of 3 and may autofire, it can provide immense firepower - twice.

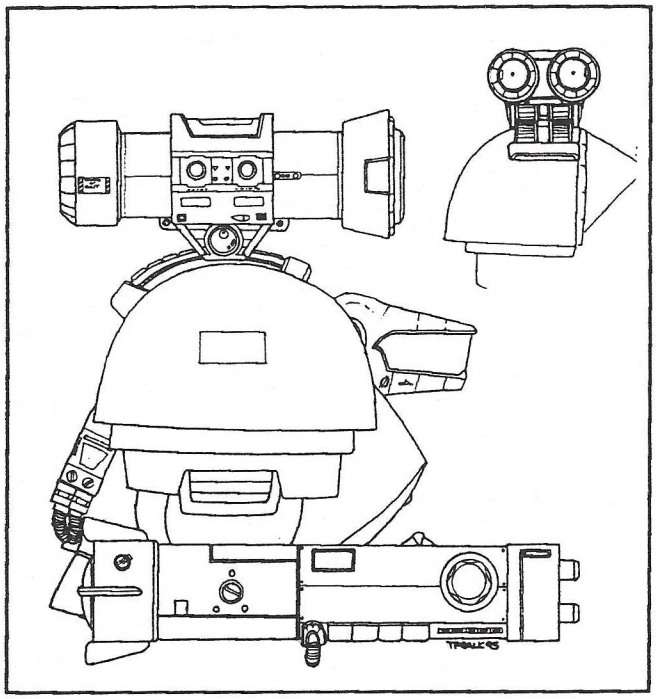
Fade to Grey Grenade

The closest the UNE could come to developing a Nachtmacher, the FTG grenade has the same area of effect and duration. They are normally used to cover the advance of assault troops or the retreat of recce soldiers.





** FTGs do not completely block sight and therefore provide only a -1 LOF modifier. Multiple FTGs do not increase the modifier.*



Behemoth ASP R.X.S.

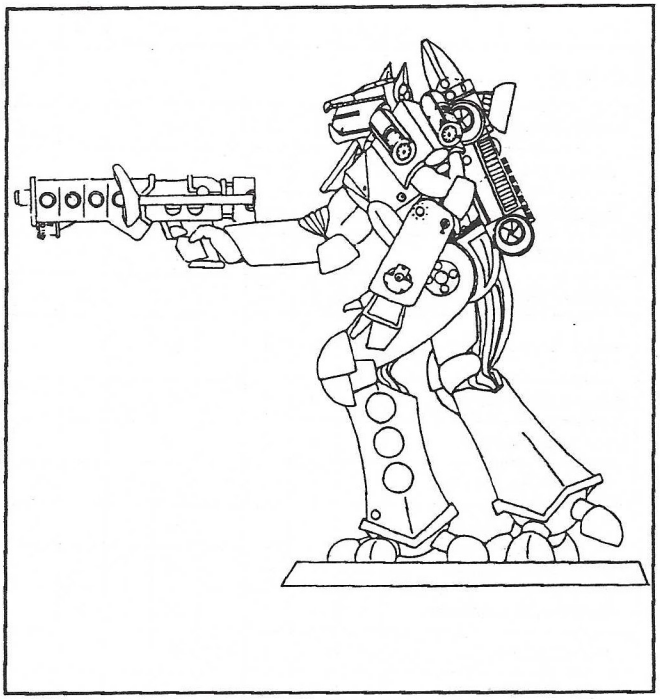
Responding to field commander's requests for more long range firepower, Fairchild Republic merely removed the close-in defence systems - CDPs and SPLATs - from the already proven Behemoth design and replaced them with a Calliope Launcher and a "double barrelled" TOW 7 Missile Launcher. The result has mostly satisfied UNE Commanders; their only reservations are the reliance on re-supply in a lengthy engagement or defensive battle. Also, indoors, the lack of a point defence system could be a problem.

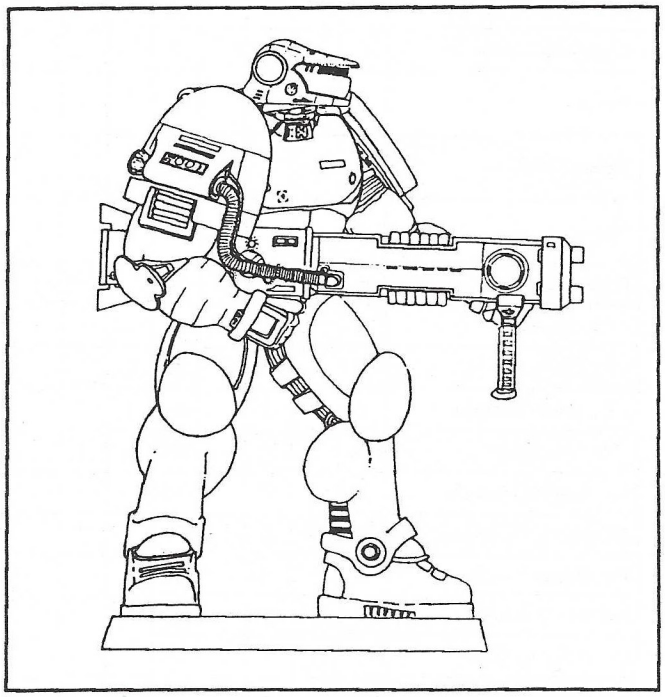
** The Behemoth Assault Support Platform has a 2 kills, -1 general modifier and walking speed of 4. It is equipped with 2 Auto RAM Lasers (which can link), 2 TOW-7, 1 Calliope Rocket Launcher and 1 Auto GL. It has 2 ITS' and 1 fire action.*

RECCE TROOPER W/JUMP PACK

Often referred to (by others, never themselves) as Rocket Rangers, Recce Troopers have far more battlefield mobility than their Commando counterparts, for a cost of reduced endurance. The jetpack is used for powered leaps over obstacles or for increased observation opportunities, although it is not capable of true flight. They are armed with an RZ-2 RAM Laser and 2 FTG grenades to help cover their thinly armoured skins.

** All these troopers wear Pathfinder PBA with 1 kill, -1 general modifier and a walking speed of 5. Thier Jumpjets are redundant indoors.*





U.N.E. Support Trooper with AutoRAM Laser

FIGURE	GEN-MOD	KILLS	WALKING	HERO-PT	HP-COST	LEADER	COMMAND	EW	ARMOUR	ARMAMENT	UPV	CODE-#
U.N.E.												
Assault Trooper	-1	1	3		20				Ironside PBA	RAM Laser, GL, 4 Wrist Rockets, 2 FTG	74	1540
Assault Corporal	-1	1	3		20	1			Ironside PBA	RAM Laser, GL, 4 Wrist Rockets, 2 FTG	104	1540
Assault Sergeant	-1	1	3		20	2			Ironside PBA	RAM Laser, GL, 4 Wrist Rockets, 2 FTG	134	1540
Assault Warrant	-1	1	3		20	1	1		Ironside PBA	RAM Laser, GL, 4 Wrist Rockets, 2 FTG	124	1540
Assault Lieutenant	-1	1	3		20		2		Ironside PBA	RAM Laser, GL, 4 Wrist Rockets, 2 FTG	114	1540
Assault Support Platform	-1	2	4		80				Behemoth RXS	2 Auto RAM Lasers (can link), Caliope, Auto GL, 2 TOW 7, 2 FTG	257	1521
Heavy Assault Trooper	-1	2	4		40				Behemoth RXS	A RAM Laser, A GL, 2 CDP's, SPLAT, 2 FTG	230	1520
Commando Trooper	0	1	4		28				Paladin PBA	Blaster, FW Grenade, KP Grenade	57	1500
Commando Corporal	0	1	4		28	1		1	Paladin PBA	Blaster, FW Grenade, KP Grenade	95	1500
Commando Sergeant	0	1	4		28	2		2	Paladin PBA	Blaster, FW Grenade, KP Grenade	133	1500
Commando Warrant	0	1	4		28	1	1		Paladin PBA	Blaster, FW Grenade, KP Grenade	105	1500
Commando Lieutenant	0	1	4		28		2		Paladin PBA	Blaster, FW Grenade, KP Grenade	97	1500
Cdo. w/ Plasma Proj.	0	1	4		66				Paladin PBA	Plasma Projector	86	1510
Cdo. w/ EMP Proj.	0	1	4		66				Paladin PBA	EMP Projector	86	1511
Cdo. w/ Flechette Gun	0	1	4		25				Paladin PBA	Flechette Gun	45	1550
Cdo. w/ Carl G Mk IV	0	1	4		35				Paladin PBA	Carl G Mark IV	55	1551
Commando Loader	0	1	4		22				Paladin PBA	Blaster Carbine, 3 reloads for Support Trooper	46	
Pioneer	0	1	4		20			1	Pioneer PBA	Blaster Carbine, 2 Smart Mines, 2 Satchel Charges, Copper Head Snake Line	75	1580
Pioneer Corporal	0	1	4		20	1		1	Pioneer PBA	Blaster Carbine, 2 Smart Mines, 2 Satchel Charges, Copper Head Snake Line	75	1580
Pioneer Sergeant	0	1	4		20	2		2	Pioneer PBA	Blaster Carbine, 2 Smart Mines, 2 Satchel Charges, Copper Head Snake Line	75	1580
Powered Infantry Trooper	0	1	4		20				Paladin PBA	RAM Laser, TOW 7	46	1501
P.I. Corporal	0	1	4		20	1		1	Paladin PBA	RAM Laser, TOW 7	76	1503
P.I. Sergeant	0	1	4		20	2		2	Paladin PBA	RAM Laser, TOW 7	106	1503
P.I. Warrant Officer	0	1	4		20	1	1		Paladin PBA	RAM Laser, TOW 7	96	1503
P.I. Lieutenant	0	1	4		20		2		Paladin PBA	RAM Laser, TOW 7	86	1503
P.I. AutoRAM Gunner	0	1	4		40				Paladin PBA	Auto RAM Laser	47	1554
P.I. Trooper - E-Loader	0	1	4		20				Paladin PBA	RAM Laser, E-Link	47	1554
P.I. Caliope Trooper	0	1	4		20				Paladin PBA	RAM Laser Carbine, Caliope Rocket L.	70	1555
P.I. Carl G Gunner	0	1	4		45				Paladin PBA	Carl G Mark IV	65	1553
P.I. Flechette Gun.	0	1	4		31				Paladin PBA	Flechette Gun	51	1552
P.I. Grenadier Trooper	0	1	4		20				Paladin PBA	RAM Laser, Grenade Launcher	55	1502
Recce Commando	+1	1	5		28			1	Pathfinder PBA	Blaster, 2 FW Grenades	51	1530
Recce Com. Corporal	+1	1	5		28	1		2	Pathfinder PBA	Blaster, 2 FW Grenades	89	1530
Recce Com. Sergeant	+1	1	5		28	2		3	Pathfinder PBA	Blaster, 2 FW Grenades	127	1530
Recce Trooper	+1	1	5		20			1	Pathfinder PBA	RAM Laser, 2 FTG Grenades	35	1531
Recce Corporal	+1	1	5		20	1		2	Pathfinder PBA	RAM Laser, 2 FTG Grenades	65	1531
Recce Sergeant	+1	1	5		20	2		3	Pathfinder PBA	RAM Laser, 2 FTG Grenades	95	1531

WEAPON TABLE

WEAPON	TYPE	ROF	PB+	PB	S	M	L	X	C C	AMMO	SPECIAL
U.N.E.											
Blaster	DF	1	-	5	15	25	35	45	-2	20 h	
Blaster Carbine	DF	1	-	3	10	17	25	35	-1	15 h	
Blaster Pistol	DF	1	-	-	3	5	10	15	0	10 h	
Caliope Rocket Launcher	AOE	3	-	-	-	45	55	65	-3	4 o	
Carl G Mark IV									-3		
CARP Round	AOE	1	see rules							5 o	
HEAP Round	DF	1	-	-	-	30	45	60		5 o	1,6,7,15
K-Pulse Round	AOE	1	-	-	15	30	45	60		5 o	6,7,34
EMP Round	AOE	1	-	-	15	30	45	60		5 o	6,7,33
Close Defence Plasma	DF	1	3	5	10	15	20	25	0	12 h	32
Concussion Gauntlets	HTH	2	-	-	2	-	-	-	0		
Flechette Gun	DF	3	-	-	-	30	45	60	-3	20 o	
Flechette Pistol	DF	2	-	-	-	-	10	15	0	5 o 1	
Grenade Launcher	AOE	1	-	5	10	20	30	40	-2	5 o	1,6,7,27
Grenade Launcher - Auto	AOE	1	-	10	20	30	45	60	-2	6 o 2	1,27
Heat Lance	HTH	1	1						0		
Plasma Pistol	DF	1	-	-	3	5	10	15	0	5 h	
Plasma Projector	DF	2	3	5	10	15	20	25	-1	20 h	
R.A.M. Carbine	DF	1	-	-	20	30	40	50	-1	15 e	
R.A.M. Laser	DF	1	-	-	30	40	50	60	-2	15 e	
R.A.M. Laser - Auto	DF	2	-	-	30	40	50	60	-3	20 e	
R.A.M. Pistol	DF	1	-	-	-	10	15	25	0	5 e	
SPLAT	AOE	1	1	2	3	4	5		0	1 h	1
TOW-7	DF	1	-	-	-	-	75	-	-3	1 o	1,6,7,8,15
Wrist Rocket	DF	1	3	6	9	12	15	20	0	1 o	8
KILL NUMBER			**2+**	**3+**	**4+**	**5+**	**6+**	**7+**			

SPECIAL		
	1	Targets general modifier is ignored.
	6	May not autofire.
	7	May not suppress.
	8	Single shot weapon.
	15	Overkill - 2 dice at 5+.
	27	Kill # of 5+ in target square and 6+ for all targets within 3 squares of impact square.
	32	270 degree firing arc.
	33	Roll on EMP Chart, -1 at 1 or 2 squares and an aditional -1 per 2 squares.
	34	Kill # of 3+ in impact square. -1 per square from impact square.

U.N.E. UNITS

Commando Section

Commando Sergeant
Commando Corporal
4 x Commando Troopers
2 x Heavy Weapon Troopers
628 UPV

Commando Command Section

Commando Lieutenant
Commando Warrant Officer
2 x Commando Trooper
Commando Flechette Gunner
Commando Carl-G Gunner
2 x Commando Loaders
508 UPV

Commando Platoon

3 x Commando Section
Command Section
2392 UPV

Assault Section

Assault Sergeant
Assault Corporal
4 x Assault Troopers
2 x Heavy Assault Troopers
994 UPV

Assault Command Section

Assault Lieutenant
Assault Warrant Officer
4 x Assault Troopers
2 x Assault Support Platform
1048 UPV

Assault Platoon

3 x Assault Section
Assault Command Section
4030 UPV

Recce Commando Detatchment

3 x Recce Commandos
Recce Commando Sergeant or Corporal
242 UPV (w/Corporal)
280 UPV (w/Sergeant)

Recce Commando Section

Recce Commando Sergeant
Recce Commando Corporal
6 x Recce Commandos
522 UPV

Recce Section

Recce Sergeant
Recce Corporal
6 x Recce Troopers
370 UPV

Powered Infantry Section

Powered Infantry Sergeant
Powered Infantry Corporal
2 x Powered Infantry Trooper
2 x Grenadiers
2 x Flechette Gunners
486 UPV

HQ Section

Powered Infantry Lieutenant
Powered Infantry Warrant Officer
AutoRAM Gunner
E-Loader
2 x Grenadiers
Caliope Trooper
Carl-G Gunner
521 UPV

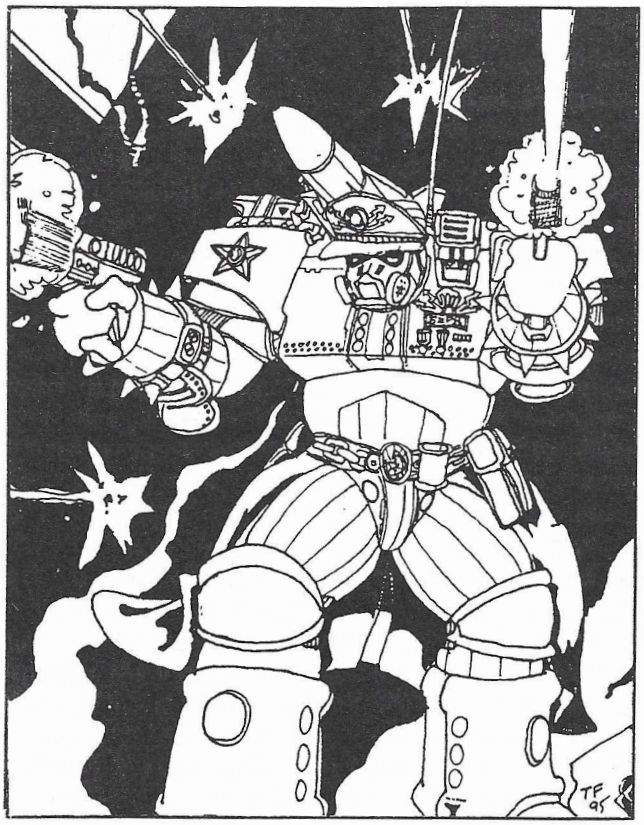
Powered Infantry Platoon

3 x Powered Infantry Section
Powered Infantry HQ Section
1979 UPV

MACHINES

Internal Security Horde

10 x G1 Nightmares
Mark I Assault Fiend
588 UPV



The Fantasians

While the Fantasian State has recently gained new territories on the Kolski border and has become somewhat more cooperative with its alien neighbours, it has not been without troubles. It seems that Fantasians just are not dying like they used to. Stabilization of Fantasian borders within the LOA has meant that the regular wars which served to cull the population no longer do so. Since the signing of the treaty of Vologrod there has been only light skirmishing with Humanity. Likewise League of Alien peace keeping efforts on the Infranite front have minimized the level of military activity there. Only the Machines still prosecute a war against the Fantasians and it is only a limited war. Fantasian paranoia precludes any demobilization of its troops and the cost of maintaining them is putting a greater and greater strain on the State's economy. Of course, the Party's absolute control over all aspects of life within the empire can mitigate this somewhat, but an increasing dissatisfaction and demand for consumer goods has begun to permeate the population, especially among non-Naekar.

Under possible League scrutiny, it is no longer so easy to wipe out whole populations of dissidents. The reeducation and liquidation camps are still a terrifying reality for overtly rebellious populations but wholesale pogroms, at least for the present, no longer regularly occur. A recent upsurge in Keyzrist activity has supplied the camps with new inmates to be processed, re-educated or liquidated. Planet wide rebellions have occurred in the Chenya system and the Aburr asteroid mining colonies.

Kezyrism

The rise of Kezyrism is regarded as a potentially great problem by the Party, for it is a movement which transcends race or social class. Even Naekar have been infected with a form of it. Unlike privateers, who are mostly concerned with financial gain, personal luxury and the practice of individual and family freedom outside the dictates of the state; the Kezyrists want to replace the Party ruling apparatus with one that was historically as repressive as the State has ever been. Also, unlike the privateers, the Kezyrists actively recruit wherever they possibly can. Misguided nostalgia and a cynical propaganda campaign has convinced some peasants that things would be better under the Kezyr, giving the movement some grassroots support. The ties between Kezyrism and the Pentalithid religion are unmistakable, especially in the most orthodox conservative sects. These connections are causing the Securitat to re-examine the policy of tacit tolerance of the officially banned religion. It is quite possible that the worship of the Pentalith will become forbidden in fact as well as law. Enforcement would not be a problem in most of the great cities and developed planets as these areas have not been strongly religious anyway, but rural and frontier Fantasians will probably persist in the old ways with a stubbornness that has defied centuries of government propaganda and harassment.

Privateers

Privateer activity continues to be a problem for the State as well. In spite of the Kolski territorial acquisitions, Perfume City remains open for business, an easy place for privateers to fence their goods, refit their ships or take refuge as necessary. The location has recently acquired several galactic patrons and has declared itself a LOA free state. Grand Marshal Korshev, the region's military governor, has been too busy fighting off the Machines and rebuilding the Jewel mines to seriously tackle the piracy problem. Elsewhere, the State must be careful that over reaction too and publicity of Privateer success does not turn them into folk heroes with the populace. Thus, only the highest officials or those with proper security clearance know how truly wide spread Privateer influence is becoming. With surreptitious UNE and Infranite aid, and their own growing wealth, the Privateer clans are sometimes even able to buy off state officials, or at least pay custom officers to look the other way. Whether freedom loving individualists, adventurers or cynical, greedy opportunists, the privateer family clans continue to prosper.

Seventh Directorate

Internationally, while at least superficially, relations have improved with the UNE and Infranites, there is still a great deal of suspicion and ill feeling towards these two peoples. They have thwarted Party aims in the past and the Party never forgets. Where open warfare is no longer possible, local skirmishing occurs. Where armed conflict cannot serve, support of destabilizing influences within the enemy camp might work. To that end, funds and information have been quietly channelled to unscrupulous UPFE and other separatist movements on Earth. Interestingly, Seventh Directorate reports indicate than none of these operations have been compromised; the UNE accusations have been false and viewed as simply attempts to discredit the UPFE reputation. The battle for the media goes on.

The Infranites have not gone unnoticed by the Seventh Directorate. While anatomical differences between the two species preclude any reasonable infiltration scheme, Seventh Directorate has two plans of action; the first, and so far most fruitful, has been the funnelling of weapons and equipment to the Tenskin, ancient foes of the Infranites. The vile Tenskin are even more xenophobic than the Party Regime and the only common ground they have is their hatred for the Infranites. Once the "rock heads" have been eliminated there would be no further reason for the Tenskin to befoul the universe with their presence... As for the second plan, it remains a secret...

Recently, Securitat forces have begun to grow in size. Perceiving the army to possibly be subject to subversion from within, Djurii Veria, Chief of State Security, played upon the fears of the Party Central Committee and its aged Chairman, Vok Ytalinov, to allow Securitat forces to be increased. The amount of Ghon Politz Kommissar Squads attached to Army units are presently growing by at least 47 percent.

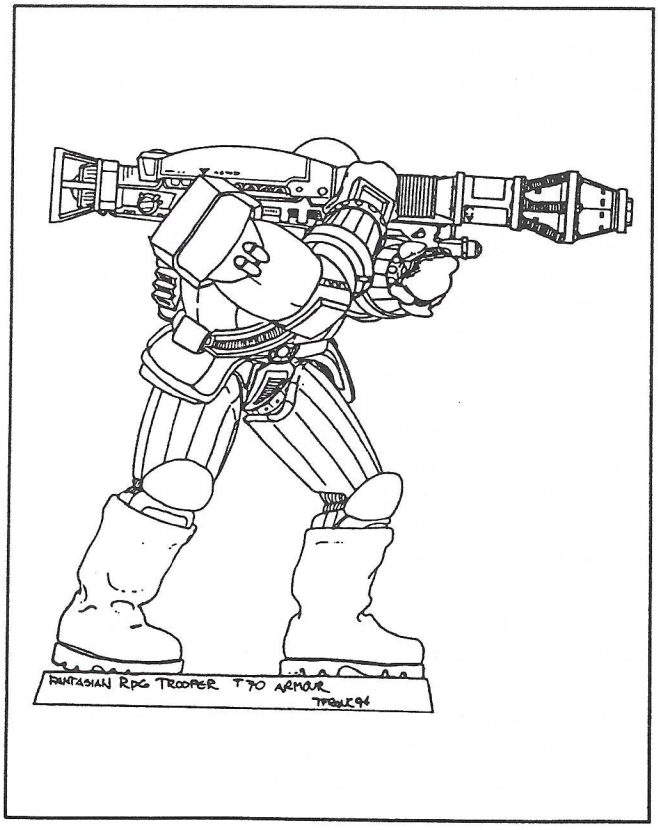
Ghon Boyetz Armiyetz

Also authorized was the reactivation of the Ghon Boyetz Armiyetz (the GBA), a Securitat field army subordinate only to the head of the Securitat and through him to the Party Central Committee and of course the Chairman. The GBA had been deactivated by Ytalinov some 37 years before in a compromise between Army and Party political interests, designed to topple the previous leader of the Seventh, who was supported by State Security. Now, its reactivation was an important message to the Army and its Marshals. Ytalinov was getting old and Veria, an ambitious Volk if ever there was one, plans to be his successor. Whole new levels of aggression might result should the beloved Leader should pass on. LOA observers are watching with extreme concern.

An intensification of Army/Securitat inter service rivalry has begun. The Army claims that it can handle security problems by itself. Funds and resources have been directed to Army Security and Intelligence known as the Luga (named after legendary Army spy master and unconventional warfare specialist Igor Luga), and the Special Service Kommand, an organization which Vok Ytalinov himself personally headed during the Dzavistan Campaign some 52 years ago. By allowing these budgetary changes, the Iron Leader may be indicating that he is not ready for the quicksand pit yet.

Psionics

Still another area where Army and Security interests collide is on the issue of jurisdiction over psionics. The State has long suppressed any psionic activities as counter revolutionary. Those exhibiting any forms of the powers were, if discovered, institutionalized and/or liquidated. As psionics seemed to be prevalent among the blue skinned Ukri Fantasians, considered by Draegor's followers to be the lowest form of Fantasian, it was deemed, along with webbed extremities and an over large forehead tympanum dome, to be a sign of genetic recidivism and was treated accordingly. Also, as a force whose potential for subversion was virtually unlimited, and so rare amongst the Naekar as to be nearly unavailable to them, the State felt that for its own survival it must eliminate these psionics. Thus, from the days when holy Volk - divinely gifted psionicists - held great posts and fame at the court of the Kezyrs, psionics have been driven under ground, either into latency as training and support are



impossible to find, or into the rural hinterlands and colonial fringes of the State where grandmothers still practice the art. Even at its height, it seemed that psi potential, even in the Ukri population was low compared to other races, especially the Tzoren. A century of suppression has weakened it further.

Another Arms Race

As Fantasia became aware of other star faring species and saw the potential power of psionics, they realized that they had fallen behind in another arms race. Steps had to be taken to rectify the situation. Security which had been in charge of the psionics problem before, felt that they should still be in charge of any psi-research and the creation of a Psionic Korps. Army interests argued that they should be in charge of any State weapon programs. The issue of psionics was no longer an ideological, racial or security matter. Psionic warfare was going to be a new battlefield technology and a reality in which the Army would and already had encountered in its defence of the Motherland. Therefor it clearly belonged in Army jurisdiction. Plus, Army pundits noted, Security dealings with psionics had previously ended with dead psionicists. What was needed now was an organization to cultivate and mould them; the Army had been doing this to its recruits since before Draegor's time.

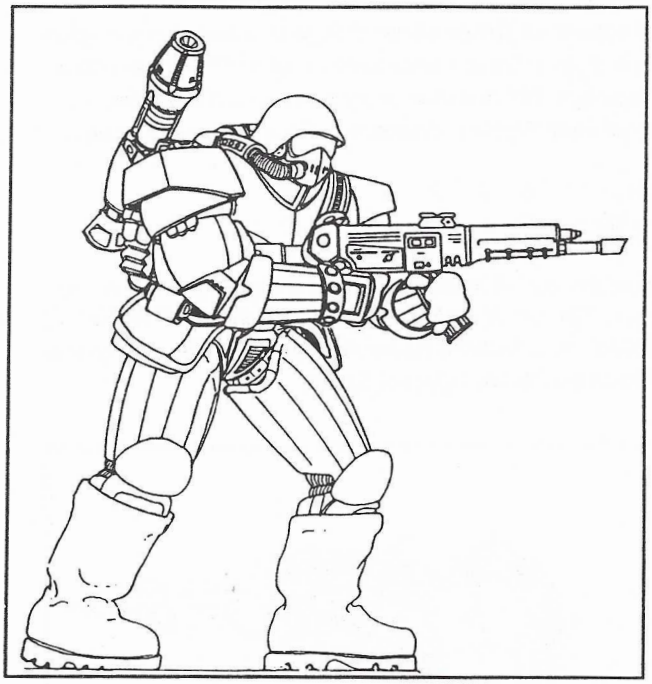
In the end, a compromise was reached; both Security and Army would share jurisdiction over the Psi-Korps and as usual would report directly to the Party. Each service is rumoured to have started its own independent research program as well. Progress has not been as swift in this endeavour as hoped. Decades of suppression cannot be forgotten over night and the mandatory testing of planetary populations takes time. What was needed were examples of psychically active individuals for study. Even the Machines where doing this, as the publicized discovery of the Mind Vaults showed. Vault equipment captured at the battle of Moon 274 by a Fantasian contingent of LOA Task Force Sherman, provided the hardware necessary. All that was needed were specimens...

Then, human agents passed a copy of a Kodin intercepted Black Empire transmission to the Fantasian Naval Attaché of the local LOA Mission. Within hours Vurak had arranged for Fantasian participation in the Third JEF. The head of this alien princess would be just what was required...

New Fantasian Figures

Rifleman

The foundation of the State's powered infantry forces, AK and MASLAW armed Riflemen are fast and numerous. Their T70 PBA is vulnerable to area of effect weapons so they must avoid areas of restricted mobility and limited access. If they can mass their firepower on a target, their chances for success are good. They are deployed everywhere the Fantasian flag flies, though mercifully for them, Stormtroopers generally carry the battles indoors or in close terrain.



** The Riflemen wear T70 armour with 1 kill, +1 general modifier and walking speed of 5. They are equipped with an AK Assault Rifle, MASLAW and 2 Gauss Grenades.*

AK Assault Rifle

As with most Fantasian weapons, the AK utilizes a magnetic accelerator to fire solid penetrators at high velocity and a high rate of fire.

MASLAW

Short for MASer Light Anti-tank Weapon, this piece of equipment is useful in taking out larger, well armoured targets.

Discharger

Outfitted onto E-Loaders as a energy coupler for their support weapon the dynamo discharger was not originally intended as a weapon but has none-the-less proven devastating in hand to hand combat.

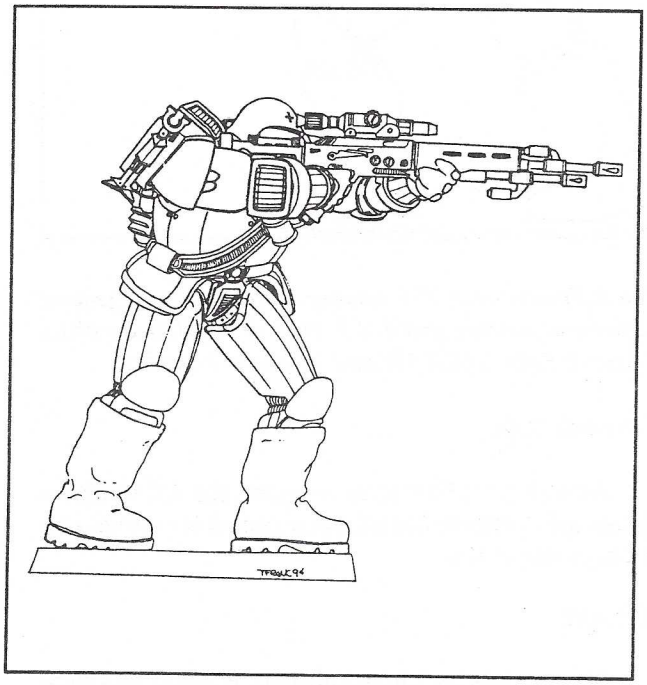
** This acts as an EMP discharge. Roll in the EMP effects chart at a -2.*

Gauss Grenades

**Used by the Fantasians, especially the Stormtroopers, these grenades have both offensive and defensive capabilities. There are two settings for throwing it: pulse and field. In pulse mode it simply acts as an EMP grenade. In field mode it creates a strong electro-magnetic field in the target square and eight adjacent squares. This field gives a -1 roll modifier per square for fire passing through it. Additionally it effectively suppresses the same area as an EMP weapon with a -2 modifier. The duration is the same as a Nachtmacher. Range modifiers are determined from the impact square.*

Range	*0*	*1*	*2*	*3*	*4*	*5*
Modifier	*0*	*-1*	*-2*	*-3*	*-4*	*-5*

An additional -1 modifier is used if the target is a two kill figure. The result is then compared to the EMP EFFECTS CHART (in Advanced Rules pg 36). Place the appropriate counter next to the affected figure.



Sniper

The Sniper is an elite and feared foe. He is also virtually unique amongst Fantasians in that he is usually a loner and may operate on his own for long periods of time. His SVD rifle is dead accurate at long range and its fearsome armour piercing ability more than makes up for its slow rate of fire.

One sniper is allocated to every platoon HQ group. Snipers are like scalpels on the open battlefield, methodically picking off and destroying important enemy figures one at a time. Indoors, the range advantage of their rifle is nullified although they are still good at eliminating heavily armoured opponents.

** Snipers wear T70 armour with 1 kill, +1 general modifier and walking speed of 5. They are equipped with the SVD Sniper Rifle and 2 Gauss Grenades. They have 1 Hero Point.*

SVD Sniper Rifle

This is the Fantasian sniper rifle. Although it cannot autofire or suppress, its long range and armour piercing ability make it ideal for eliminating priority targets.

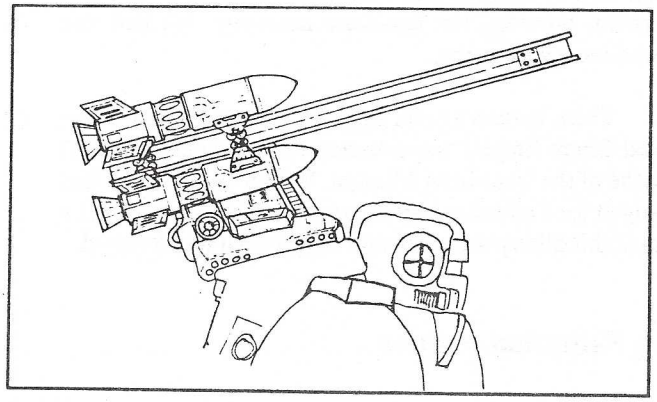
Shock Troopers

The ubiquitous T85 RXS is perhaps the most widely produced reactive exoskeleton in the League of Aliens. It is also one of the oldest designs and time has begun to catch up with it. Projects "inspired" or stolen from it have begun to enter service in the armies of other races and in many cases, are improvements over T85's relative weak armour protection. The chassis has sufficient carrying capacity to allow it to be outfitted with a great variety of weapon suites and its ease of field maintenance insures a high serviceability rate, making the T85 a popular export choice for emergent interstellar powers and budgetary minded politicians alike.

** The T85 has a general modifier of 0, a walking speed of 4 and 2 kills.*

T85/35

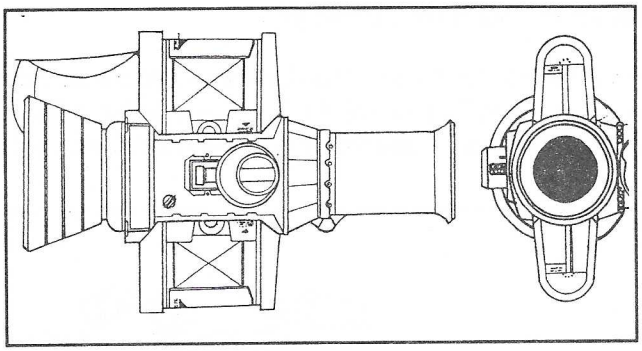
This configuration is a fire support platform used almost exclusively on the open battle field. The K2-Shaw missile launcher provides a mobile light artillery punch while the PKM prevents anyone from getting too close.



K2-Sha

The alphanumeric designation given to this multiple rocket launcher is actually a misnomer. Its name refers to the

old Fantasian god of war, Kaetue, who would hurl boulders at his opponents to cripple them.



T85/36

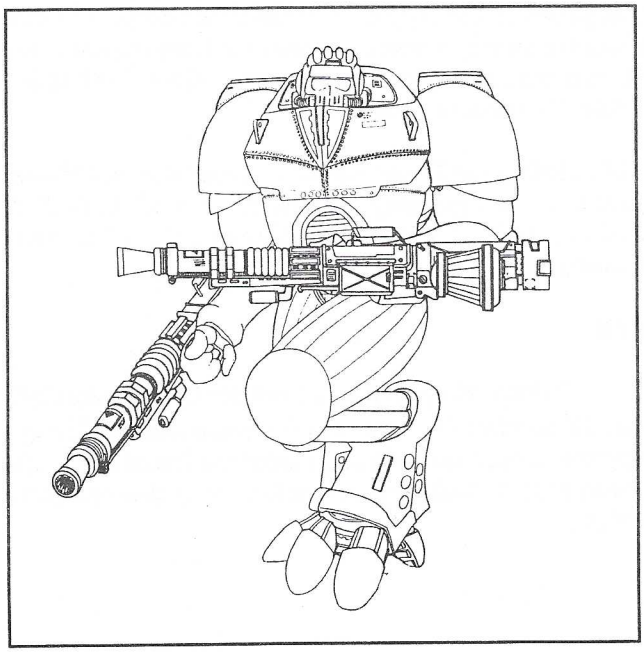
This anti-armour version of the T85 carries the proven armour piercing capability of a PKM along with long range anti vehicular capability of the AT-4 Spigot Missile, 5 of which are carried in the launcher's magazine.

AT-4

Inside the Machine complex, this weapon is limited to spooking a few Assault Fiends. When outside, though, it provides anti- vehicular capability to the platoon. It is normally mounted on a T85 frame.

T85/37

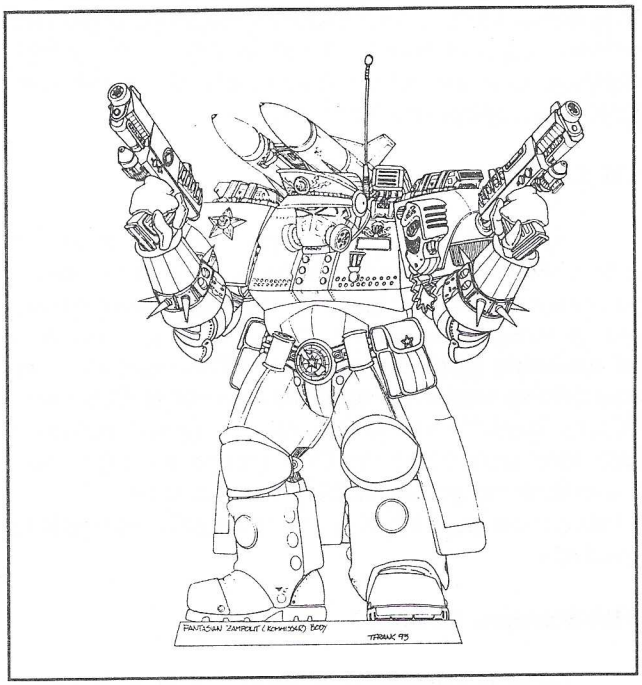
More well known by the Black Empire than the UNE, the T85/37 Angyetaklar or ''Angel Eater'' mounts twin KPVs on its arm hardpoints.



KPV

The power of this weapon puts it on the line between machine gun and light automatic cannon. Its high rate of fire and reasonable accuracy makes it effective against powered infantry while its heavy armour piercing round allows it to engage Colossi and other light vehicles on an open battle field.

** On the T85/37 the two KPV's can be linked.*



KOMMISSAR

The Kommissar is the physical reminder to every Fantasian that he or she is always being watched. As such, his T80 armour is emblazoned with Party and national insignia, rank markings, heroism medals and the like. Each Kommissar also carries a rekorder; this virtually indestructible camcorder\transmitter can be used to record the actions of troops ''for review'' later. While most activities of Fantasian life are routinely taped, sheer volume prevents much of this from actually being seen, and smart troopers know where cameras are .... any data recorded by a Kommissar's rekorder is automatically reviewed by security however, and is acted upon, whether a commendation, warning, fine, demotion or far worse is warranted. Thus, troops in front of a rekorder are usually far more motivated than normal.

** The Kommissar is outfitted in T80 armour, carries 2 Tokarev Heavy Pistols (which can be linked or can fire in their respective side arcs), 2 Sagger Missiles and 2 Gauss Grenades. He also has 2 command points.*

Tokarev Heavy Pistols

To help insure loyalty among the troops the Tokarev Heavy Pistol can usually be found in the possession of the Kommissar. It is renowned for its devastating close range punch. While effectiveness falls of sharply at longer ranges it is still an effective defensive weapon and should the Kommissar lead from the front, it is an offensive one as well.

AT-2 Sagger Missile

Although primarily an anti-vehicular weapon the AT-2 Sagger Missile has proven useful in engaging large powered infantry targets such as RXS and Assault fiends. Its high explosive armour piercing (HEAP) warhead is of only marginal value against smaller targets.

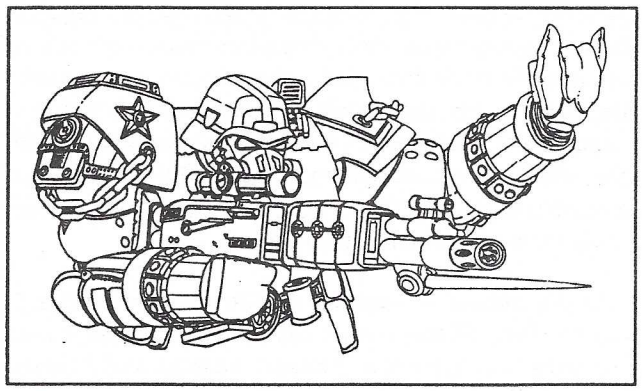
T80 Security Armour

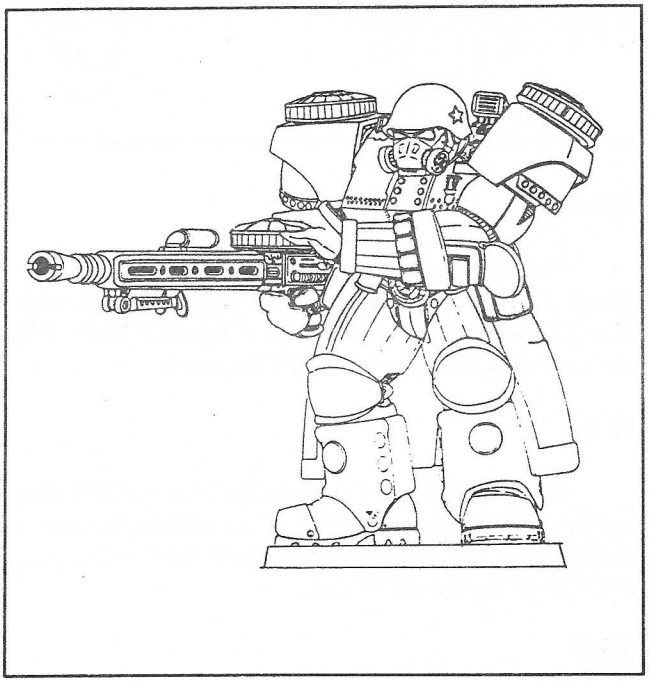
These suits are in short supply. They are the leading edge of Fantasian protective technology. Security armour gets its name due to the fact that most of those suits produced end up going to the security arm (Kommissars and their retinue usually get the best equipment) Those suits which the armed forces receive are normally assigned to CCK units. CCK (or Special Service Kommand) are the army's best of the best. Most suits which the CCK receive are augmented, giving them exceptional mobility and protection.
* This armour has 1 kill, a -1 general modifier and walking speed of 4.

GBA Starshina (Security)

Every Kommissar is accompanied by a Starshina while on field deployments. The Starshina is almost always a seasoned veteran or hero whose security credentials are beyond reproach; former Ghon Politz NCO's or distinguished army veterans whose fanaticism for the cult of Neikarr superiority urges them on with missionary zeal. A Ghon Politz Starshina's wealth of experience and tactical skill make him a valuable asset. A good Kommissar relies upon his Starshina to implement the goals he has set on his men. Kommissars inspire and are feared by their troops; the Starshinas do this and more. The troops respect and honour their Starshina, even "worship" him, learning the art of survival and battle field success from him while propaganda education is left to the Kommissar.

** The Ghon Politz Security Starshina dons T80 armour and is armed with PKM, Power Spike, 2 Sagger Missiles, 2 Gauss Grenades and has 2 leadership, 1 hero point and 1 command.*





Ghon Politz

The Starshina and Kommissar almost always travel with a bodyguard of two Ghon Politz troopers. These act as bodyguards or fire support, whichever is necessary. These Fantasian security troopers are separate from regular Army chain of command - hence their name - "Ghon" - Outside - "Politz" - Police or Security.

** Ghon Politz wear T80 armour and are outfitted with 2 Gauss Grenades and depending on their type: RPK (GBA RPK Gunner), AGS- 17 (GBA Grenadier) or PKM (GBA PKM Gunner).*

RPK

Dubbed "the poor man's Flechette Gun" by the UNE, the RPK provides fire support to Fantasian sections. Using a magnetic accelerator and a lengthened reinforced barrel, it is able to achieve a higher cyclic rate than its smaller cousin the PPSH.

RPG

The RPG is a high intensity MASER weapon (similar to a LASER but using microwaves instead of light). The width of the microwave beam can be varied between two settings. When fired as a narrow beam (Penetrator) of about two inches in width, the weapon can punch through heavy armour including BAPs, Fiends and even light armoured fighting vehicles. When fired as a wide beam (Cone), the weapon creates a 90 degree cone of microwaves. Unarmored targets can be flash fried while metallic armour is ionized, causing electronic equipment to burn out.

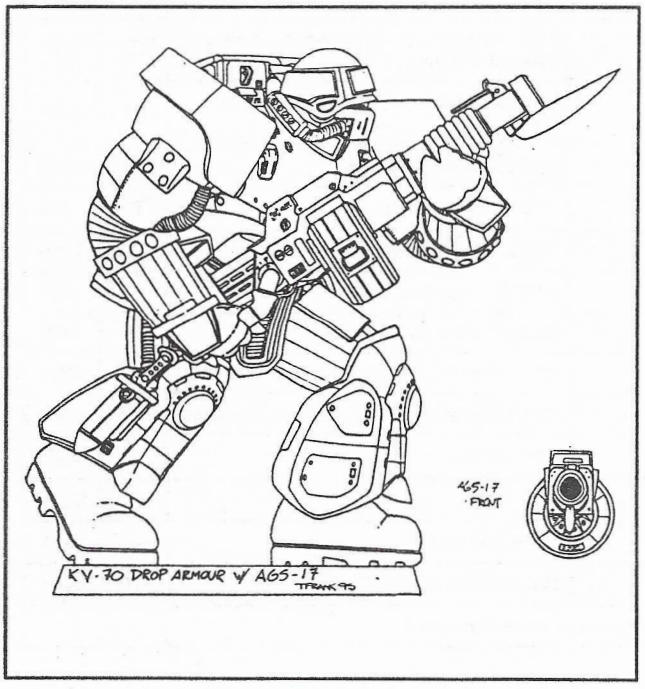
** When firing the weapon with the Cone effect it has the same effect as an EMP projector although it cannot suppress its area of effect.*

Power Spike

Vibrated at a high frequency, this blade has been designed to cut through powered armour. A Power Spike can be fitted to practically any Fantasian standard issue weapon and comes in a variety of shapes and sizes.

Drop Trooper

In any modern army, drop troop duty is one of the most hazardous assignments a trooper can get. Even Fantasia, where life is cheap, recognizes this. With their main objective being the taking and holding of a drop zone, these troops are armoured up in the KV-70 Drop Armour which allows a much higher survivability rate.



** They are kitted out in KV-70 Drop Armour and carry one of the following Full Combat Loads: the AK, Power Spike and MASCAW (Drop Trooper), RPG (Drop RPG Gunner), AK, E-Link and Discharger (Drop Dynamo Trooper), AGS-17 and Power Spike (Drop Grenadier) or RPK and Power Spike (Drop RPK Gunner).*

Drop Armour

Drop armour is a highly modified T-70 suit. High-torque EXO actuators are added to the basic frame along with several layers of additional armour. In practice, the additional armour is ablative and its protective value declines with use. This is not considered to be a notable down side as the drop troops are normally used only in high intensity, short duration conflicts to secure a beach head and allow other troops to land and advance through their position. The power plant is upgraded and the suit is equipped with additional weaponry, some of which is a one-shot nature. Overall, the whole system is not particularly reliable. As a result, drop armour equipped troops are highly effective in short duration conflicts but do not have the combat stamina for general deployment.

** This armour has 1 kill, a -2 general modifier and walking speed of 3.*

MASCAW

Short for MASer Close Assault Weapon it utilizes E.M.P. technology to create a devastating close range pulse to knock out its enemy.

AGS-17

Similar to the UNE Auto GL it has a higher, but fixed, rate of fire and a greater magazine capacity. the AGS-17 is a versatile grenade launcher which exists in both hard point mounted and man- portable versions.

** This weapon's magazine houses Gauss Grenades which can be set on Field or Pulse when fired. It has an ROF of 2 so both grenades per shot must have the same setting.*

FIGURE	GEN-MOD	KILLS	WALKING	HERO-PT	HP-COST	LEADER	COMMAND	EW	ARMOUR	ARMAMENT	UPV	CODE-#
FANTASIANS												
AK Rifleman	+1	1	5		21				T70 PBA	AK, MASLAW, 2 Gauss Grenades	46	3203
P.I. Corporal	+1	1	5		21	1		1	T70 PBA	AK, MASLAW, 2 Gauss Grenades	77	3203
P.I. Sergeant	+1	1	5	1	21	1		2	T70 PBA	AK, MASLAW, 2 Gauss Grenades	98	3203
P.I. Platoon Sergeant	+1	1	5		21	1	1	2	T70 PBA	AK, MASLAW, 2 Gauss Grenades	87	3203
P.I. Starshina	+1	1	5		21	2	1	2	T70 PBA	AK, MASLAW, 2 Gauss Grenades	128	3203
P.I. Lieutenant	+1	1	5		21		2		T70 PBA	AK, MASLAW, 2 Gauss Grenades	86	3203
RPG Gunner	+1	1	5		33				T70 PBA	RPG, 2 Gauss Grenades	66	3205
Dynamo Trooper	+1	1	5		21				T70 PBA	AK, E-Link, 2 Gauss Grenades, Discharger	62	3205
RPK Gunner	+1	1	5		31				T70 PBA	RPK, 2 Gauss Grenades	52	3204
Drop Trooper	-2	1	3		21				KV-70 Drop Armour	AK, MASCAW, Power Spike	103	3250
Drop Corporal	-2	1	3		21	1		1	KV-70 Drop Armour	AK, MASCAW, Power Spike	134	3250
Drop Sergeant	-2	1	3	1	21	1		2	KV-70 Drop Armour	AK, MASCAW, Power Spike	155	3250
Drop Lieutenant	-2	1	3		21		2		KV-70 Drop Armour	AK, MASCAW, Power Spike	143	3250
Drop Starshina	-2	1	3		21	2	1	2	KV-70 Drop Armour	AK, MASCAW, Power Spike	185	3250
Drop Grenadier	-2	1	3		25				KV-70 Drop Armour	AGS- 17, Power Spike	105	3251
Drop RPG Gunner	-2	1	3		45				KV-70 Drop Armour	RPG	66	3252
Drop Dynamo Trooper	-2	1	3		21				KV-70 Drop Armour	AK, Discharger, E-Link	98	3252
Drop RPK Gunner	-2	1	3		31				KV-70 Drop Armour	RPK, Power Spike	102	3253
Ghon Politz Grenadier	-1	1	5		25				Security Armour	AGS 17, 2 Gauss Grenades	79	3242
Ghon Politz PKM Gun.	-1	1	5		38				Security Armour	PKM, 2 Gauss Grenades	86	3243
Ghon Politz RPK Gunner	-1	1	5		31				Security Armour	RPK, 2 Gauss Grenades	79	3241
GBA Starshina	-1	1	5	1	38	2	1	2	Security Armour	PKM, 2 Sagger Missiles, 2 Gauss Grenades	258	3240
Kommisar	-1	1	5		20		2	2	Security Armour	2 Tokarev Heavy Pistols, 2 Sagger Missiles, 2 Gauss Grenades	113	3240
Riot Politz	-1	1	5		20				Security Armour, Assault Shield	MASCAW, Riot Truncheon, 2 Gauss Grenades	88	3244
Stormtrooper w/PPSH	+1	1	5		25				T70 PBA	PPSH, 2 Gauss Grenades	48	3200
Stormtrooper Corporal	+1	1	5		25	1		1	T70 PBA	PPSH, 2 Gauss Grenades	83	3200
Stormtrooper Starshina	+1	1	5		25	2	1	2	T70 PBA	PPSH, 2 Gauss Grenades	138	3200
Stormtrooper w/PKM	+1	1	5		38				T70 PBA	PKM, 2 Gauss Grenades	59	3201
Stormtrooper w/SS-2000	+1	1	5		26				T70 PBA	SS-2000, 2 Gauss Grenades	51	3202
T85/34 Shock Trooper	0	2	4		59				T85 RXS	ZSU, 2 Mini Shilka w/AES, 5 Gauss Grenades	149	3220
T85/34 Corporal	0	2	4		59	1		1	T85 RXS	ZSU, 2 Mini Shilka w/AES, 5 Gauss Grenades	218	3220
T85/35 Trooper	0	2	4		38				T85 RXS	PKM, K2Shaw	138	3223
T85/36 Trooper	0	2	4		38				T85 RXS	AT4, PKM	91	3222
T85/37 Trooper	0	2	4		52				T85 RXS	2 KPV (can link)	102	3221
Sniper	+1	1	5		20			2	T70 PBA	SVD, 2 Gauss Grenades	41	3206

* Sprint Capable (move 3 times walking, no leadership allowed for movement, same as running except manuevers cost 3)

WEAPON TABLE

WEAPON	TYPE	ROF	PB+	PB	S	M	L	X	CC	AMMO	SPECIAL
FANTASIANS											
AGS-17	AOE	2	-	10	20	30	45	60	-2	8 o 1	19
AK Assault Rifle	DF	2	-	-	-	25	35	45	-2	15 o 1	
AT4 Missile Launcher	DF	1	-	-	-	-	75	-	-3	5 o	1,6,7,15
Discharger	HTH	1	roll on EMP effects chart at +1						0		
K2-SHA	AOE	2	-	-	-	75	-	-	-3	4 o	33
KPV	DF	2	-	-	-	40	50	60	-3	40 o	1
MASCAW	CAW	1	fires as EMP Projector						0	1 o	14
MASLAW	DF	1	-	-	-	20	35	50	-3	1 o	1,6,7,8,15`
PKM	DF	1	-	25	35	45	55	65	-3	30 o 1	
Power Spike	HTH	1	1	-	-	-	-	-	0		
PPSH	DF	2	-	-	3	15	25	35	-1	15 o 1	
Riot Truncheon	HTH	1	roll on EMP effects chart at +1						0		
RPG - Bolt	DF	1	-	-	-	-	25	35	-3	15 e	1,6,7,12,20,21
RPK	DF	3	-	-	-	25	40	55	-3	20 o 2	
Sagger Missle	DF	1	-	-	-	75	-	-	-3	1 o	1,6,7,8,15
Shilka Mini	DF	3	-	-	-	-	10	15	0	15o	13
SS 2000	AOE	2	5	10	15	20	25	30	-2	20o	6,9
SVD Sniper Rifle	DF	1	-	-	35	45	55	65	-3	10 o 1	1,6,7
Tokarev Heavy Pistol	DF	1	-	-	5	10	15	20	0	10 o 1	1
ZSU 12.6	DF	4	-	-	5	15	25	35	-2	40 o	
KILL NUMBER			**2+**	**3+**	**4+**	**5+**	**6+**	**7+**			

SPECIAL		
	1	Targets general modifier is ignored.
	6	May not supress.
	7	May not autofire.
	8	Single shot weapon.
	9	Affects impact and surrounding 8 squares. Scores a kill on 6+. Continuos burn - see rules.
	12	Overkill - 1 die at 5+.
	13	See rules for Automatice Engagement System (AES).
	14	Single shot weapon - see rules.
	15	Overkill - 2 dice at 5+.
	19	Affects impact and surrounding 8 squares. Scores a kill on 6+.
	20	Without E-Loader can only fire each other turn.
	21	May fire as an EMP Projector.
	33	Roll on EMP Chart - -1 at 1 or 2 squares and an additional -1 per 2 squares.

FANTASIANS UNITS

Fantasian Drop Section

Drop Sergeant
Drop Corporal
2 x Drop Troopers
Drop RPG Gunner
Drop Dynamo Trooper (E-Loader)
2 x Drop RPK Gunners
2 x Drop Grenadiers
1021 UPV

Security (GBH) Detachment

Kommisar
GBA Starshina
2 x GBA RPK Gunners
T-85 Variant
529 UPV+T-85

Ghon Politz Squad

2 x GBA Grenadiers
2 x GBA PKM Gunners
2 x GBA RPK Gunners
T-85 Variant
488 UPV+T-85

Riot Politz Squad

6 x Riot Politz
T-85 Variant
528 UPV+T-85

Stormtrooper Squad

Stormtrooper Corporal
2 x Stormtroopers w/PPSH
PKM Gunner
SS-2000 Trooper
289 UPV

D-Squad

2 x Stormtrooper Squads
Stormtrooper Starshina
716 UPV

Shock Squad

2 x T85/34
T85/34 Corporal
516 UPV

Heavy Shock Squad

2 x Shock Squad
Shock Starshina
1329 UPV

Shock Troop

3 x Shock Squads
Shock Starshina
1845 UPV

Powered Infantry Squad

Powered Infantry Sergeant
Powered Infantry Corporal
2 xAK Riflemen
RPG Gunner
Dynamo Trooper
2 x RPK Gunner
499 UPV

Command Group

Powered Infantry Lieutenant
Platoon Sergeant
Sniper
214 UPV

Powered Infantry Platoon

3 x Powered infantry Squad
Command Group
1711 UPV

BT Squad

T85/34
T85/37
T85/34 Corporal
582 UPV
(Above are Augmented)

BT D-Squad

2 x BT Squad
BT Starshina
1438 UPV

BT Troop

3 x BT Squad
T85/34 Starshina (Augmented)
2020 UPV



Infranites

The Infranites have remained an aggressive trading empire with Earth and other member states of the League. Most of these trade missions are brokered by the Niekee, who have the resources and League connections (as well as a less xenophobic, more pragmatic temperament). There are, of course, exceptions; certain Oth Beda Tribes, Paache tribes and clans, as well as the Macoute Beda Tribe Kriis often negotiate their own mercenary contracts. Paache and Krayl prospecting and mining concerns compete fiercely for foreign trade (usually with the Niekee working as middlemen). Unlike Earth, where the UNE is supposedly the sole venue for interstellar trade, any Infranite organization is, in theory, free to negotiate deals with whomever they please. Generally, however, most infranites are happy to let the Niekee handle such matters. The high council on Tartarus merely ensures that LOA regulations are observed.

Along the border with the Black Empire skirmishing and raiding have begun to escalate. Some personal and unit rivalries are beginning to arise there, leading to sharp vicious combat. As most of these battles are between small groups of professional soldiers and warriors there has, so far, been relatively little damage to civilian populations. Both sides seem to regard the border areas as an excellent place to hone their skills - the Infranites for the inevitable clash against the Tenskin and The Fallen, and the Black Empire against the Machines which for their own reasons continue to press harder against the Azaraimians then they do against the LOA.

Internal Differences

With greater Infranite participation in LOA military efforts, such as Task Force L'chann's aid to the Hezrubet in their death struggle against the Legions of Steel, other aliens have come to notice the internal differences which both plague and in some ways strengthen the Infranites.

When most people think of the Infranites, they think of the formal Niekee or the flamboyant Paache, both tribes who are not very xenophobic and will readily work, trade with or fight along side alien races and each other. The unconventional Oths have also become a more common sight on the galactic scene as they put their military skills on the open market place. The Kodin have found, to their surprise, that it is impossible to hire a Paache/Krayl combined force. As Niekee commanders have known for centuries, no Paache or Krayl can be in the same proximity for more than a few minutes before hostilities break out. The Bator renegades on Morane did scarcely more damage to the mercenaries and the goods they were guarding than the Krayl and Paache did fighting amongst themselves.

Hit and Run

As usual, the Macoute, with the exception of the Beda tribe Kriis, cling to their insular ways and are seldom seen outside Infranite space, except in a raiding party. Beda tribe Kriis continues to hire its guns out as a mercenary force and has on occasion embarrassed the High Council by its lack of discretion in who it will work for. In two separate incidents Lesser War Chief Ojiwaay and his Bloody Kriis Bad Girls, in association with the Fantasian pirate lord Gruuvagh assaulted tax convoys of both the Stinnex and Fantasians. Both times the assaults were successful, but on the Fantasian raid not all of the bodies of the fallen Infranites were recovered.

The High Council was then confronted by an angry Fantasian delegation demanding recompense and showing the seven corpses as evidence of Infranite governmental conspiracy. The Council denied this; they had no more control over individual actions than any reasonable free government did. In response the Fantasians threatened to defile the bodies of the thugs by shooting them repeatedly in the head and dropping them into the quicksand pits reserved for bandits, politicians and criminals. The ceremony would, naturally, be recorded and broadcast throughout the LOA. Knowing what Macoute reaction would be to this insult to their dead, the Council chose to apologize and pay back reparations. The credits for these paybacks came from the Macoute portion of the central fund and an official marque of

censure was delivered to the Macoute Grand Chief who in turn passed it down to the Beda Chief. Since the mercenaries' share of the haul from the Stinnex raid had been worth twice the fine levied against the Macoute, the Chief was not too upset. After a severe public beating was given to Ojiwaay the clan's honour was redeemed to Macoute satisfaction, if not to the Niekee dominated Council.

The Tenskin

Neither the Fantasians, the Machines, nor the Black Empire (at least not yet) are considered by the Infranites to be their greatest foes. This honour goes to one of two sources. The vile Tenskin, a race so depraved that no LOA member will sponsor their entry into that organization, have fought a genocidal war against the Infranites. Since both are silicate life forms they compete for the same resources. The similarity ends there. Tenskin are eaters of sentients, their own kind or any other whose flesh can be metabolised. Unfortunately, this includes Infranites. There is not much else known about the Tenskin; their polluted atmosphere is poison to the known races and if not immediately hostile to outsider contact, Tenskin are invariably arrogant and extremely rude. Surprisingly, they are excellent linguists leading to the disquieting theory that they are powerful psis. Fortunately they seem to tolerate each other only slightly more than they do outsiders; the weapons that Fantasia has been secretly supplying them with have been used as much against one another as they are against their intended foes. Light skirmishing occurs on the Tenskin border as both frontiers are so heavily fortified that to breach one would be a major act of war. The Tenskin must content themselves with pinprick terror raids that take long circuitous routes to reach their foes and must often run the gauntlet of LOA patrols even before they reach Infranite territory. Infranite foreign possessions are targets of choice for the Tenskin, who are not overly concerned with keeping the amount of collateral damage to a minimum.

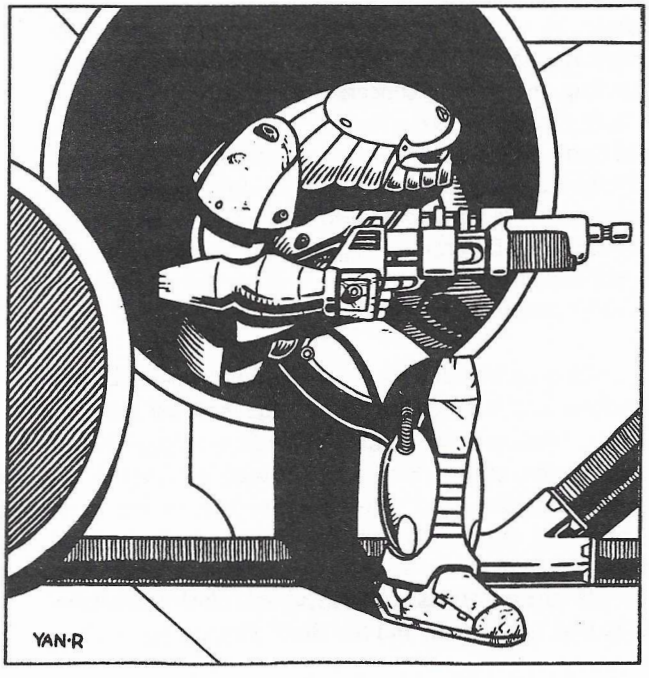
The Fallen

The other main enemy of the Infranites is the primal tribe of religious heretics colloquially known as The Fallen or the Spirit of the Roakfel. About these Infranites, the rest of the galaxy knows nothing, and that is the state of affairs that the High Council prefers to have. They definitely do not want the Bator or Fantasians to stick their sensory apparati anywhere near these rogues, who for Cheth knows what reason, have begun to make their presence felt unlike they have for over a thousand years. Whether or not they truly are descended from the survivors of the Roakfel war, they certainly have the Five Tribe's shamans in an uproar. The little information known about the Fallen comes mostly from Fantasian Privateers and a few very persistent journalists. If these are the descendants of the Roaklfel, they have learned from their defeats. The Fallen do not seem to share the hidebound traditionalism that cost the Roakfel their position so many centuries ago. They have a very well developed military- industrial complex with a mix of conventional Infranite technology, as well as their own innovations.

The Fallen have not abandoned all of the old ways; their shamans are numerous, powerful, and the final arbiters of an often chaotic, ultra- capitalistic society. The Fallen will do anything for money, hiring out as mercenaries whenever possible, engaging in crooked trade deals, etc. They respect only might, their shamans and their tribe. They are savage and ruthless fighters who will not hesitate to abandon a contract if fees are not paid, the situation looks bleak, or a loophole presents itself. The Fallen are known for honouring the letter of an agreement, if not the spirit. Parties who feel that the have a contractual dispute have only one recourse- they may appeal to the Fallen Council of Shamans. Thus far, every ruling made has been in favour of the Spirit of Roakfel.

It is certain that as the Fallen have more contact with other races, more light will be shed on them. Should any kind of internal war begin, the Infranites would need friends, either to shield them from external forces while they settled things themselves or, if worst came to worst, as participants on the side of the High Council. Preferably, these friends would have a vested interest in keeping the status quo the way it is.

Tartarus continues to cement trade ties with earth; when Earth needed help to find its own shamans, even if the source was the Black Empire, the Infranites were more than willing to add their aid, and, if by helping their allies they could screw their enemies the Machines and the Black Empire, they were more than happy to participate in the Third JEF.



New Infranite Figures

Scout Warriors

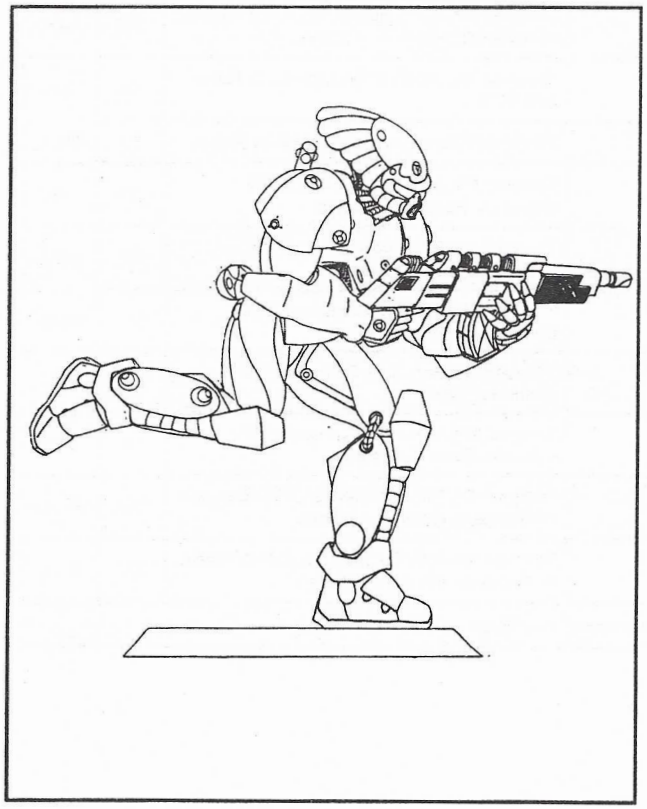
Infranite recon troopers are referred to as Scout Warriors and are utilized exclusively by the Niekee. They are trained well in the art of tracking, stealth and camouflage. They are expected to observe and report, avoiding contact with more powerful forces although they can fight their way clear if they have to.

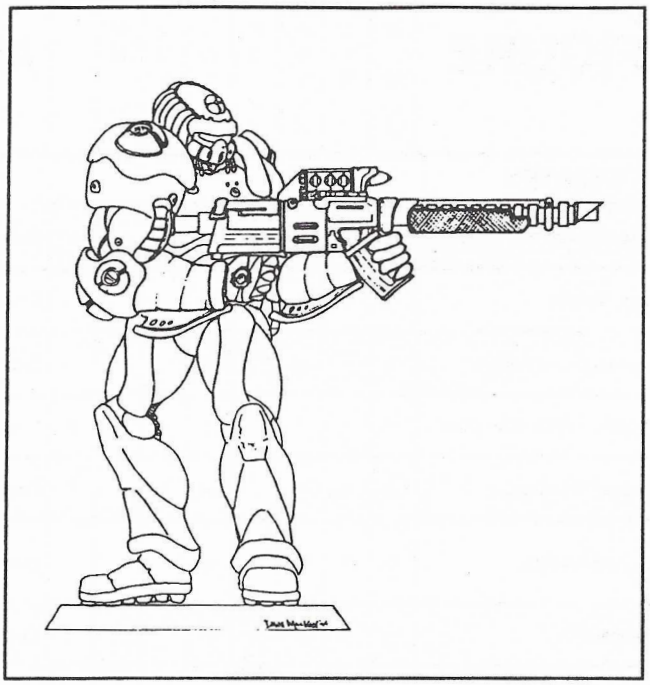
** Scouts are outfitted in Falcon PBA and carry two Force Wall Grenades, the Tempest Assault Rifle, Arm Razors and SSRP. The Scout Chain Gunner replaces the Tempest and SSRP with the Whirlwind Chain Gun and a total of 3 clips of ammo.*

Falcon PBA

The highly acclaimed Falcon PBA design has been restricted in deployment to the Niekee Tribe troops. Constructed to be both fast and durable, it has found a perfect niche with the Scout Warrior. Jealously guarded it is unlikely that the sale of this type of armour will be permitted to outsiders in the near future.

** Falcon PBA has 1 kill, a -1 general modifier and walking speed of 6. This armour also has the ability to sprint.*





Assault Warriors

As more and more stocks of Diamond PBA became available they were deployed to fill a slot in Infranite orders of battle somewhere between the costs and bulk of a B.A.P. and the lighter Sierra PBA. The Assault Party grew out of this and when a hardier more powerful striking force is required it is often the Assault Warrior who is called upon.

**Assault Warriors wear Diamond PBA (1 kill, -1 GM, walking 4), and are armed with Tempest Assault Rifle and SSRP as well as 1 Force Wall Grenade and 1 K-Pulse Grenade.*

FIGURE	GEN-MOD	KILLS	WALKING	HERO-PT	HP-COST	LEADER	COMMAND	EW	ARMOUR	ARMAMENT	UPV	CODE-#
INFRANITES												
Assault Warriors	-1	1	4		44				Diamond PBA	Tempest AR, SSRP, FW Grenade, KP Grenade, Razor Arm Blades	98	3422
Chain Gunner	-1	1	4		40				Diamond PBA	Wirlwind Chain Cannon, Razor Arm Blades, 2 reloads	90	3420
Macoute Chain Gunner	-1	1	4		40				Diamond PBA	Wirlwind Chain Cannon, Razor Arm Blades, 2 reloads	96	3420
Macoute Lesser War Chief	-1	1	4		44	2	2	3	Diamond PBA	Tempest AR, RiP, Typhoon GL, FW Grenade, KP Grenade, Razor Arm Blades	269	3421
Macoute War Leader	-1	1	4		44	3		3	Diamond PBA	Tempest AR, RiP, Typhoon GL, FW Grenade, KP Grenade, Razor Arm Blades	283	3421
Macoute Warrior	0	1	4		44				Sierra PBA	Tempest AR (replace LRE w/ Assault rounds), SSRP, FW Grenade, KP Grenade, Razor Arm Blades	84	3400
Oth Beserker	-1	1	4	2	44				Diamond PBA	Tempest AR, RiP, Typhoon GL, FW Grenade, KP Grenade, Razor Arm Blades	203	3421
Oth Chain Gunner	-1	1	4	1	40				Diamond PBA	Wirlwind Chain Cannon, Razor Arm Blades, 2 reloads	130	3420
Oth Warrior	0	1	4	1	44				Sierra PBA	Tempest AR, SSRP, 2 KP Grenade, Razor Arm Blades	122	3400
Paache Chain Gunner	-1	1	5*		40				Diamond PBA (Augmented)	Whirlwind Chain Cannon, Razor Arm Blades, 2 reloads	113	3420
Paache Raider	0	1	5*		44				Sierra PBA (Augmented)	Tempest AR, SSRP, FW Grenade, KP Grenade, Razor Arm Blades	89	3400
Paache Raider Leader	-1	1	5*		44	3		3	Diamond PBA (Augmented)	Tempest AR, RiP, Typhoon GL, FW Grenade, KP Grenade, Razor Arm Blades	300	3421
Paache Raider Lesser War Chief	-1	1	5*		44	2	2	3	Diamond PBA (Augmented)	Tempest AR, RiP, Typhoon GL, FW Grenade, KP Grenade, Razor Arm Blades	286	3421
Scout Warrior	+1	1	6*		44			2	Falcon PBA	Tempest AR, SSRP, 2 FW Grenades, Razor Arm Blades	78	3450
Scout Chain Gunner	+1	1	6*		44			2	Falcon PBA	Whirlwind Chain Cannon, Razor Arm Blades	69	3451
Scout War Leader	+1	1	6*		44	3		3	Falcon PBA	Tempest AR, RiP, Typhoon GL, 2 FW Grenades, Razor Arm Blades	277	3452
Scout Lesser War Chief	+1	1	6*		44	2	2	3	Falcon PBA	Tempest AR, RiP, Typhoon GL, 2 FW Grenades, Razor Arm Blades	263	3452
Volcano BAP	-1	2	4		10				Bipedal Assault Platform	2 Tornado Heavy Chain Cannons, RQP, Sprinkeler CAW	217	3440
Volcano BAP - Krayl	-1	2	5*		10				Bipedal Assault Platform	2 Tornado Heavy Chain Cannons, RQP, Sprinkeler CAW	268	3440
Warrior	0	1	4		44				Sierra PBA	Tempest AR, SSRP, FW Grenade, KP Grenade, Razor Arm Blades	78	3400
War Chief (Lesser)	-1	1	4		2	2		3	Diamond PBA	Tempest AR, RiP, Typhoon GL, FW Grenade, KP Grenade, Razor Arm Blades	263	34213
War Leader	-1	1	4		3			3	Diamond PBA	Tempest AR, RiP, Typhoon GL, FW Grenade, KP Grenade, Razor Arm Blades	277	3421

* Sprint Capable (move 3 times walking, no leadership allowed for movement, same as running except manuevers cost 3)

WEAPON TABLE

WEAPON	TYPE	ROF	PB+	PB	S	M	L	X	CC	AMMO	SPECIAL
INFRANITES											
Chain Cannon									-3	4 loads	23,24
Flechette Round Load	DF	3	-	-	5	10	20	30		10 o	
HEAP Round Load	DF	1	-	-	20	30	45	60		10 o	1
HE Round Load	AOE	2	-	25	35	45	55	65		10 o	19
Metalic Smoke Round Load	AOE	2	-	25	35	45	55	65		10 o	26
Razor Arm Blades	HTH	2	-	-	-	1	-	-	0		
RiP	DF	1	-	-	-	20	30	45	-1	4 o	1,17
Rocket Quad Pod	DF	1	-	-	20	30	45	60	-2	8 o	1,17
SSRP	DF	1	-	-	-	20	30	45	-1	1 o	1,8,17
Tempest Assault Rifle									-2		
Assault Round	DF	1	5	10	15	20	25	30		25 o	16,24
LRE Round	DF	1	-	-	25	40	55	65		25 o	16,24
Typhoon GL	AOE	1	-	5	10	20	30	40	-2	5 o	1,6,7,27
KILL NUMBER			**2+**	**3+**	**4+**	**5+**	**6+**	**7+**			

SPECIAL	1	Targets general modifier is ignored.
	6	May not autofire.
	7	May not suppress.
	8	Single shot weapon.
	16	Carries 1 load of Assault Rounds and 1 load of LRE Rounds.
	17	Overkill - 1 die at 4+.
	19	Affects all targets in impact square and surrounding 8 squares.
	23	May carry any of the 4 loads listed below.
	24	May switch between reloads by expending a fire action.
	26	Each round covers the same area as a Nachtmacher and gives a -1 LOF modifier if fired through.
	27	Kill # of 5+ in impact square, Kill # of 6+ for all targets within 3 squares of impact square.

INFRANITES UNITS

War Party

4 x Warriors
War Leader
Chain Gunner
679 UPV

Attack Party

War Leader
2 x Volcano BAP
2 x Chain Gunners
2 x Warriors
1047 UPV

Scout Party

Scout Leader
Scout Chain Gunner
4 x Scouts
658 UPV

Assault Party

War Leader
Volcano BAP
4 x Assault Warriors
886 UPV

Command Party

Lesser War Chief
War Leader
2 x Chain Gunners
2 x Warriors
876 UPV

Krayl Heavy Attack Party

War Leader
2 x Warriors
3 x Krayl BAPs
1237 UPV

Paache Raiding Party

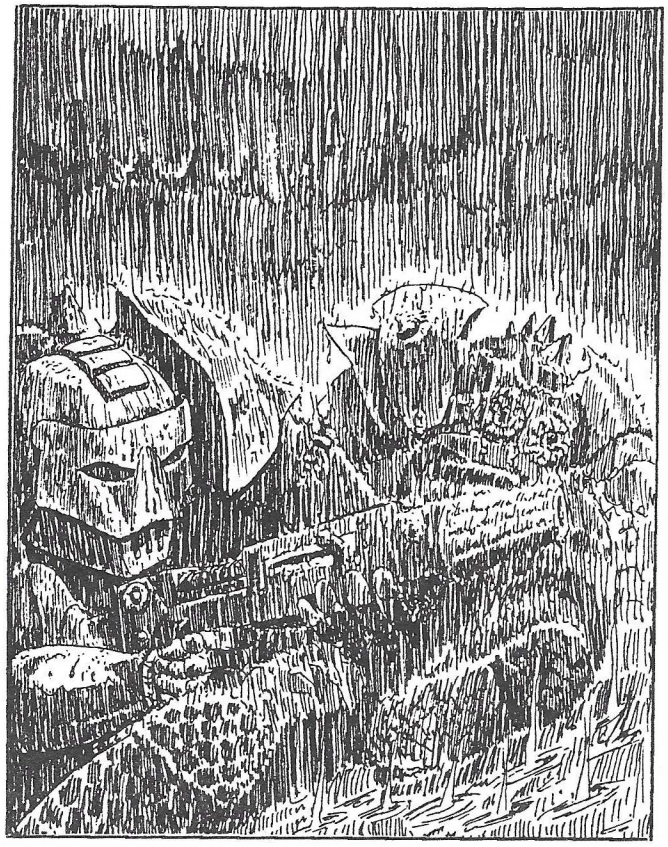
Paache Raider Leader
Paache Chain Gunner
Volcano BAP
3 x Paache Raiders
897 UPV

Macoute War Party

Macoute War Leader
4 x Macoute Warriors
Macoute Chain Gunner
715 UPV

Oth War Party

Oth Berserker
4 x Oth Warriors
Oth Chain Gunner
821 UPV



BLACK EMPIRE

At the time of the Junction Point incident, the Black Empire found itself in a queasy equilibrium. The LOS were being fought to a standstill, but the Empire could not muster the strength to push them back any further. To hold the line against the Machines, the Ministry of External Relations had appropriated most of the internal security forces for use as line troops. The only major garrisons left untouched were those along the border of the LOA. Imperial Kraf Tatharis even went to the extreme of ordering a levy of Massakar from each Kraf, as well as issuing an edict limiting the size of inter-Kraf disputes.

All this meant, however, was that the Azaraim Empire had entered into a war of attrition, a strategy that could only benefit the Machines. In order to break this deadly stalemate, what was needed was a new source of supply, both of materials and manpower. For this, the Empire looked to Earth.

Earth Infiltration

The enlistment of Earth into the LOA gave the Black Empire an opportunity that had never before presented itself. While all galactic races carried out information gathering on their neighbours as a matter of routine, only the more expansionistic or xenophobic had dedicated espionage programs. These programs were limited, in that all relied on foreign agents, as no race was physiologically similar enough to another that agents could pass for another race.

Earth's inclusion into the LOA now meant that the Empire could place agents that could pass as members of a native population. They were quick to take advantage of this, and soon had inserted large numbers of agents. In addition, a large number of these agents were psionically operant. These psi-op agents were to replace mid- to upper-level military officers and council members of the UNE. Conversely, it was felt that it would be extremely difficult for a terran to infiltrate the Empire, because of their social structure, and use of psionics as security measures.

The takeover and replacement of UNE officials was part of a cleverly orchestrated plan. A suitable target was selected, and studied in depth. His or her physical description and routines were carefully noted. A Tzoran agent with the proper skills and psionic abilities was cosmetically altered to look like the target.

The target was then abducted (as opposed to being killed, if possible), and his mind (memories and personality) copied or absorbed. The Tzoran then took the place of the target The abducted Terran was usually shipped to the Empire for study, but was sometimes kept near the agent in case further exposure to the personality or memories was needed. Less often the target was simply killed.

Usually, only a trained psi-op could detect the deception. The Black Empire counted, quite rightly, on the fact that the Terrans (who lacked any trained native psi-ops) were xenophobic enough to distrust the idea of aliens probing their leaders on a regular basis.

Operation Changeling

Originally, in a plan devised and supported by Kraf Z'fortsa (one of the more expansionist Krafs), these agents were to cause eventual chaos in the UNE. When the Empire moved to take possession of Earth, military agents were to cause any action to become debacles in the Empire's favour. Civilian agents were to cause civil unrest, to further soften up the target. Any intelligence gathered by the agents would only make the inevitable absorption of Earth into the Empire (as a possession of Kraf Z'fortsa) easier.

With the machines keeping up the pressure on their front, however, the resources needed for the campaign against Earth were unavailable. The new policy, dictated by the current situation, called for all sleeper agents to work only at keeping relations between Earth and Fantasia as hostile as possible.

Kraf Tatharis, along with several of the more cautious

Krafs, felt that the Fantasian state's hatred of both the Terrans and the Infranites could be used to the Empire's advantage. A little careful meddling could be used to keep that region of the LOA unstable enough to prevent from being a threat to the Empire.

There exists within the Empire a sizable faction that worries that a weakened LOA will only benefit the Machines, once the Machines stop meeting unified defences. On the other hand, Kraf Z'fortsa is confident that the Empire could take advantage of a LOA collapse to gain the time and resources needed to end the Machine threat once and for all.

Princess Meline

The capture of the Princess Meline by the machines prompted an immediate response. It is interesting to note that the Black Empire's rescue attempt had more to do with denying the other powers information than it did with the honour of a lowly Takkar, (or even that of the Imperial Kraf itself). The Empire's concern was that the other states could use the Machines' data to both gauge the strength of the Empire's psi-corps, and to advance their own research into psionics. There was also the concern that if the LOA realized the strength of some Imperial psi- operatives, they might begin to see the Empire as a bigger threat than the Legions of Steel. It was for these reasons, not honour, that Takkar Bolan's rescue mission was supported.

Massakar

The term Massakar translates roughly to ''homeless warrior''. Units of Massakar are used by almost every Kraf of the Empire; primarily, but not exclusively, in inter-Kraf warfare.

Massakar units are formed from troops levied from the populations of newly rediscovered feral worlds. Their recruitment is considered a way for these worlds to repay the tremendous costs of returning them to the Imperial fold. The Empire takes the most promising young men from the population, and then spends years training them for Imperial service. They are then leased out to various Krafs, and equipped according to the patron Krafs needs or desires.

It is important to note that, while the Massakar have no rights as citizens, they are not slaves. As slaves they would be considered Imperial possessions. Instead they are looked upon as serfs, and their service is a way for them to pay off the costs of training equipping, and housing them. Because the Massakar are not citizens, they are not covered by the Edict forbidding citizens from making war on each other (an edict designed to prevent another civil war like the legendary one that caused the Age of Obscurity). Therefore, the Massakar can be,and are, used for inter-Kraf disputes.

Massakar troops are quite motivated in battle, as they mostly see their service as a privilege (compared to their likely state of existence on their homeworld).

Tozai Drakkar

Tozai Drakkar originally meant respected foreigner or outsider. It was a term used when addressing a being not of the Empire, but of a power or rank worthy of , or at least warranting the pretence of respect. It is still used in this manner, especially when dealing with non-Imperial humans. Massakar units are commanded by the Tozai Drakkar. The Tozai Drakkar who are almost exclusively male, hold a strange status in Imperial society. Traditionally, only nobles can be officers, and most officers of noteworthy rank are female. For these officers, commanding troops barely a step up from slaves would be considered an insult. Also, because a noble is by definition a citizen, Imperial officers are forbidden to take part in inter-Kraf warfare.

Therefore, a special officer class was required, with the Tozai Drakkar being the result. The Tozai are considered to be ''non-citizen'' nobles, individuals without a Kraf or citizenship. Tozai come from several sources:as promotions (for exceptional service) from within the Massakar; male nobles resentful of the superior social standing of their female counterparts, or from nobles faced with a choice between being stripped of their rank,or joining the Massakar. Upon becoming a Massakar, the noble is issued a suit of Vraxx PBA, and all its ancillary equipment, having given up all of his or her earlier possessions, including armour.

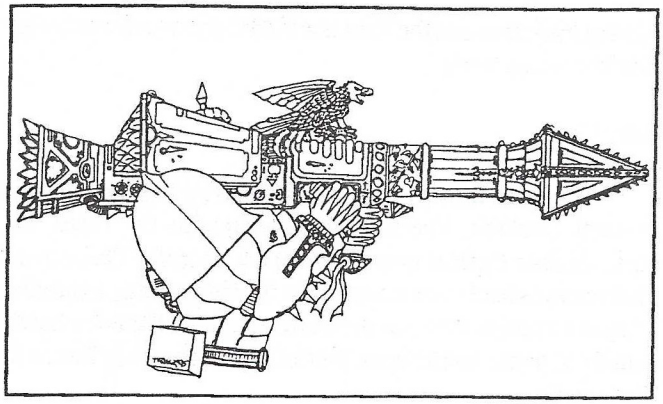
Service in the Massakar is also used on very rare occasions by nobles to pursue a point of honour between Krafs. On the occasions when the Empress refuses sanction for a duel, it has been known for one or both of the involved parties to join the Massakar, pursue the duel as an inter Kraf dispute, immune from the Edict . Upon the death of one of the parties, the home Kraf restores citizenship to the ''Tozai Drakkar'', except when it doesn't...

New Black Empire Figures

Adrax Takkar

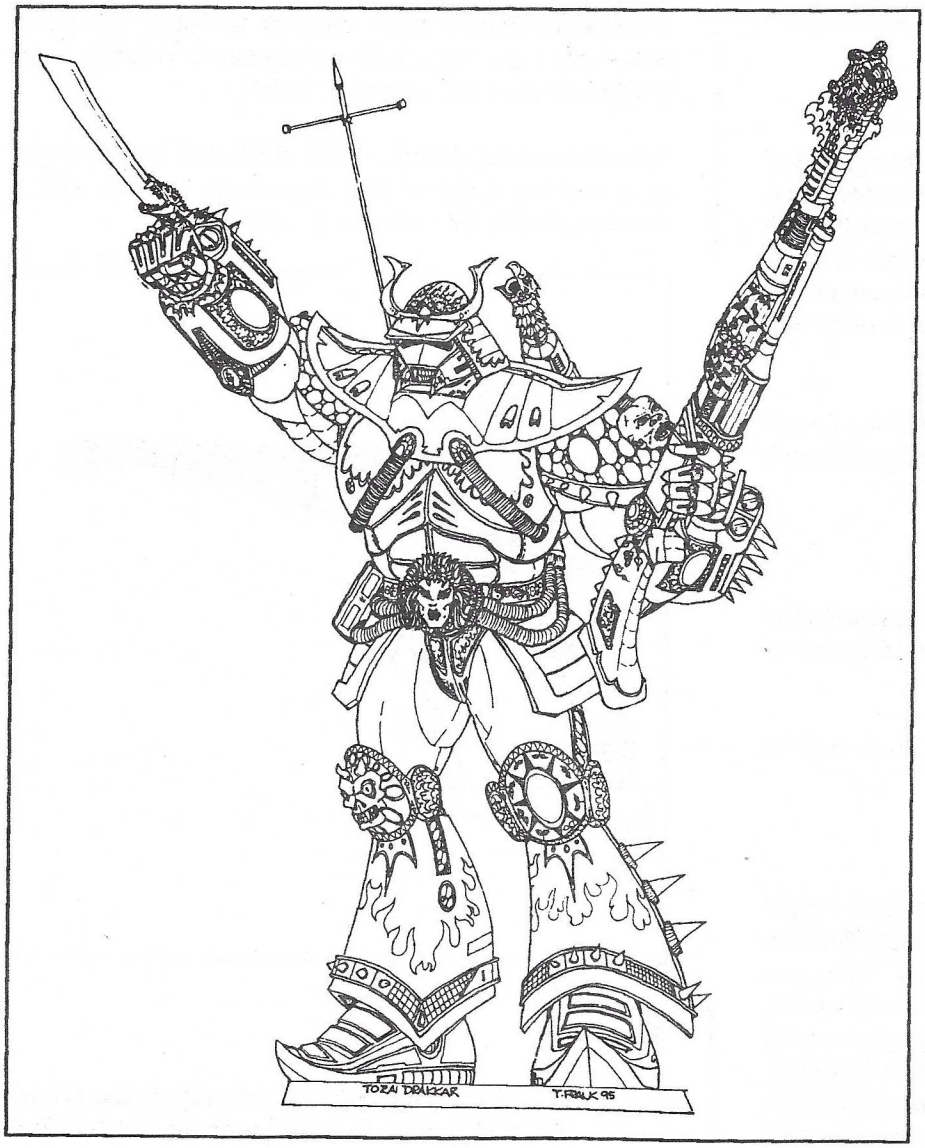
The Adrax Takkar is a standard Takkar with an Adrax Rocket Launcher. They are deployed in Support Guard and is serve both in and out of doors, although indoors their usefulness is limited.

**The Adrax Takkar wear Vann PBA (1 kill, -1 GM and walking speed of 3) and are equipped with the Adrax Rocket Launcher and have 1 hero point.*



Adrax Rocket Launcher

This rapid fire launcher fires rockets whose warheads are weaker versions of the Poison Seed grenade. The Adrax is used in a fire support role much the same as the UNE Calliope but is capable of sustained fire due to its large ammunition capacity.



Tozai Drakkar

An individual without a Kraf, the Tozai Drakkar owes his loyalty only to the Empire. Socially outcast, proscribed from commanding citizens, his only honourable alternative is to lead the Massakar, whereby, perhaps he can win back the citizenship stripped from him. He is a skilled , motivated and very dangerous soldier.

His ornate, state owned armour sets him apart from his Massakkar troops and his standard rallies them to his command.

**The Tozai Drakkar is wears Vraxx RXS and is equipped with a D- Blade, Heavy Burst Lance, Tarnak Grenade Launcher, four wrist rockets. He also has 2 points of leadership.*

Vraxx RXS

As an embodyment of Imperial might, the Vraxx RXS is not only ornately detailed, but it also carries a large warload and provides excellent protection.

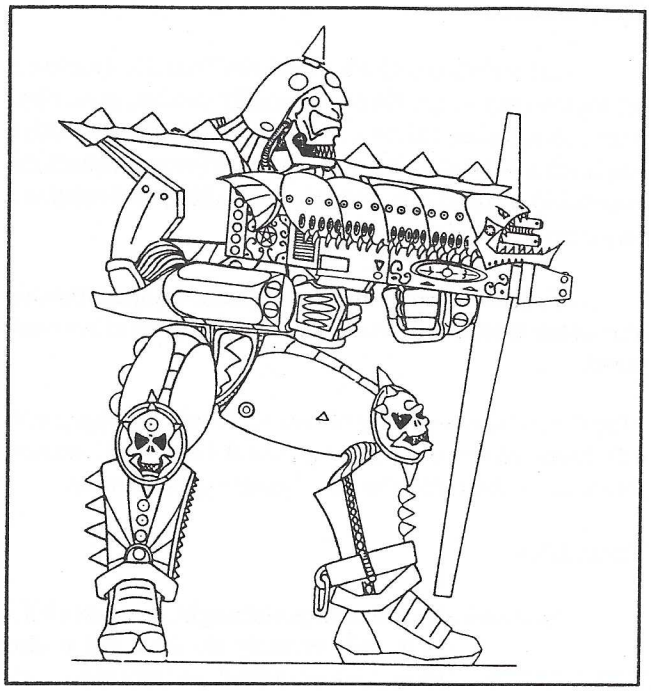
**Vraxx RXS has a general modifier of -1, 2 kills and a walking speed of 4. It also has an ATAS.*

Heavy Burstlance

By incorporating a modification which is similar to the one found in the Burst Lance, the Heavy Burst Lance can easily punch holes in even the most heavily armoured targets.

Wrist Rockets

Functionally identical to the UNE weapons, they have been added to some armour types, notably Massakar and the Tozai Drakkar.



Massakar

The heavily armoured Massakar form a large part of the Imperial Troop levee. ''Recruited'' as tribute from feral or newly recovered Imperial worlds, they are trained by the Empire which then hires them out to various Krafs. Because they are not citizens of the Empire, only they are permitted to be employed in inter-kraf warfare. Massakkar often find themselves fighting outsiders as well.

**Massakar are equiped with Krakk PBA and Heavy Lance/ Wrist Rocket or Heavy Disintegrator/Tarnak GL and Assault Shield (-1 in front arc).*

Krakk PBA

Used exclusively by Massakar this armour is owned by the Empire. Other than its unique appearance it functions as most other PBA variants.

**Krakk PBA was 1 kill, a general modifier of 0 and walking speed of 4.*

Heavy Disintegrator

The Black Empire found that the light-weight Disintegrator was an effective weapon against the Machines and other opponents in powered body armour. When performing the original design work on the heavy Krakk armour, engineers increased the possible power throughput to the maximum level which the PBA' s generators could handle. The result was a device which is arguably the most lethal close quarter engagement weapon in general deployment (the UNE Plasma Projector and the Fantasian ZSU are in contention for this honour as well).

Adrakkar

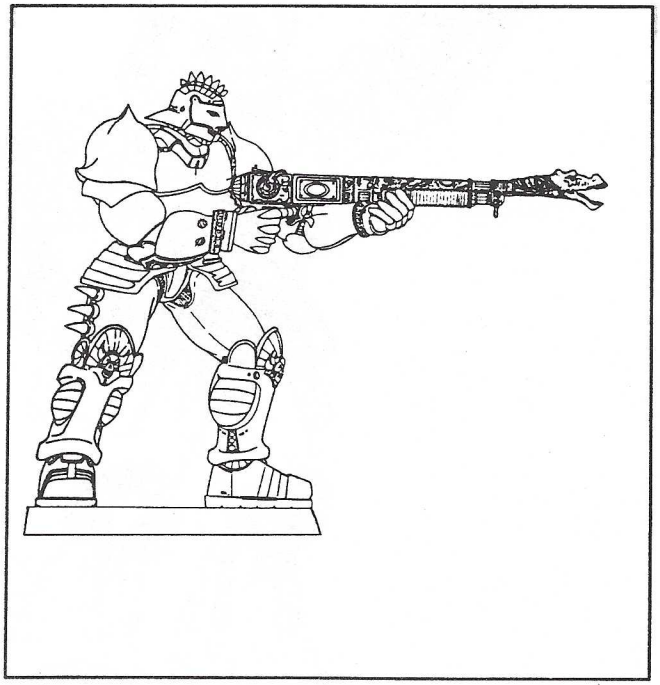
Equal in rank though not necessarily in social stature to Aseth Drakkar, The Adrakkar commands the Triad, the basic outdoor tactical unit of the Black Empire. These grizzled veterans lead their troops from the front and by example. They are a potent threat at medium ranges and hand to hand, equally at home on the open battlefield or shooting fiends in the tunnels.

** Adrakkar wear Rakk PBA (1 kill, 0 GM and walking speed of 4) and are outfitted with Burstlance, D-Blade and 2 Parallax Bombs. They also have 2 hero points.*

Drakkar

The Drakkar are the largest male noble Black Empire ground force. Most young noblemen serve in the Drakkar at some point. Indeed, either Drakkar or Naval Service is considered a prerequisite for promotion to virtually every position of worth that is open to a male.

** Drakkar wear Rakk PBA (1 kill, 0 GM and walking speed of 4) and are outfitted with Burstlance, D-Blade and 2 Parallax Bombs. They also have 1 hero point.*



Burstlance

The Lance has proved to be virtually useless against heavily armoured targets. To compensate for this drawback

the Black Empire technicians upgraded the weapons of more prominent nobles.

**The Burstlance may fire a single concentrated "burst" which ignores general modifiers. The weapon may also fire normally as a Lance. The controlling player may switch between firing modes without expending movement or fire actions. The decision as to whether or not to fire in burst mode is made when firing is declared.*

Recce Storm Angel

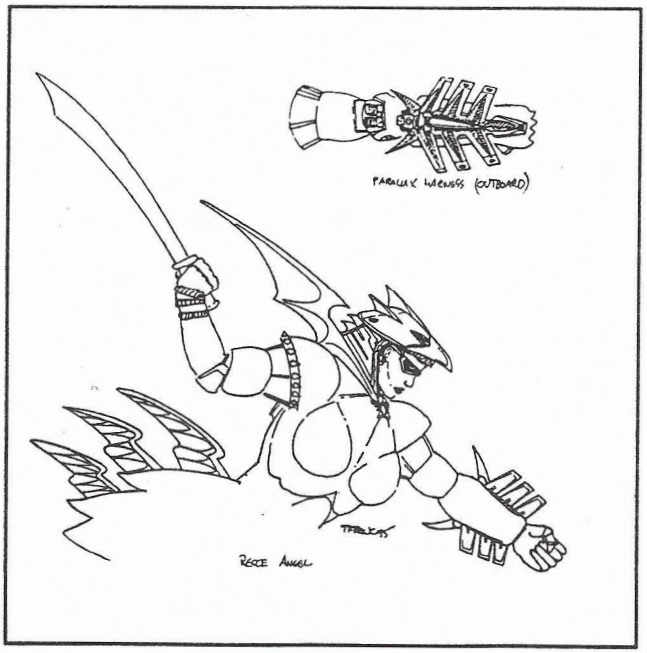
Recce Storm Angels are the eyes of the Black Empire. Thier Strass Armour is augmented for speed and agility. The Black Empire subscribes to the doctrine of recon by force; an Angel Flight of two Arraith and one Sarraith Drakkar is one of the most potent tactical units, let alone recon units, fielded by anyone.

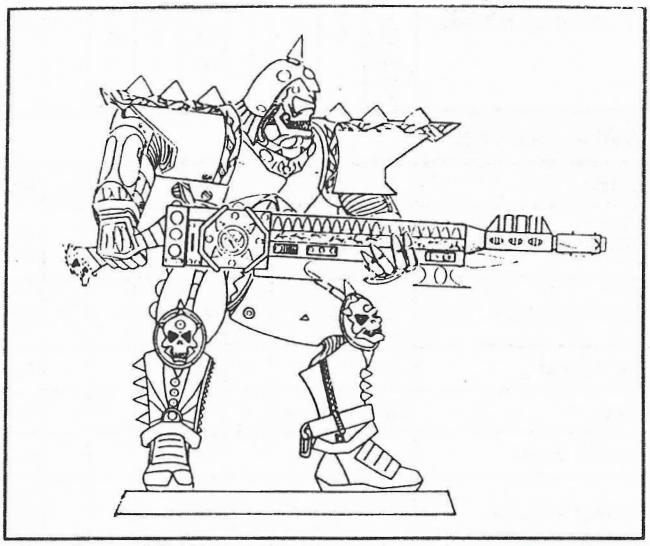
** Recce Storm Angels are equipped with Augmented Strass Armour with a walking speed of 6 and sprint capability. It has 1 kill, a 0 general modifier and an Energy Field (-2 general modifier). They also carry the Heavy Lance, D-Sword and Parallax Harness. Additionally Arraith have 2 hero point and Sarraith have 2 command points.*

Parallax Harness

The Parallax Harness is a light-weight grenade launching system. It is normally loaded down with Parallax bombs, hence the name. Recce Angels carry them to protect themselves or impede enemy movement.

**Rules for the Parrallax Bombs are found in the Advanced Rules (pg. 18).*





Massakar with Heavy Lance

FIGURE	GEN-MOD	KILLS	WALKING	HERO-PT	HP-COST	LEADER	COMMAND	EW	ARMOUR	ARMAMENT	UPV	CODE-#
BLACK EMPIRE												
Adrakkar	0	1	4	2	25			1	Rakk PBA	Burst Lance, 2 Parallax Bombs, D-Blade	116	3001
Arraith Drakkar	-2/0	2	5	2	41			2	Strass, Energy Shield, Assault Shield	Heavy Lance, Ovincarr CAW, D-Sword	325	3020
Arraith Recce Angel	-2/0	2	6*	1	41			3	Strass, Energy Shield	Heavy Lance, Ovincarr CAW, D-Sword, Paralax Harness	359	3021
Aseth Drakkar	0	1	4	2	36			1	Rakk PBA	Disintegrator, 2 Parallax Bombs, D-Blade	157	3002
Drakkar	0	1	4	1	25				Rakk PBA	Burst Lance, 2 Parallax Bombs, D-Blade	91	3001
Massakar Lancer	-1	1	4		41				Krak PBA	Heavy Lance, 4 Wrist Rockets	89	3081
Massakar Grenadier	-1	1	4		67				Krak PBA, Assault Shield	Heavy Disintegrator, Tarnak GL	157	3080
Sarraith Drakkar	-2/0	2	5		41		2	2	Strass, Energy Shield, Assault Shield	Heavy Lance, Ovincarr CAW, D-Sword, ATAS	300	3020
Sarraith Rece Angel	-2/0	2	6*	2	41			3	Strass, Energy Shield	Heavy Lance, Ovincarr CAW, D-Sword, Paralax Harness	400	3021
Seth Drakkar	0	1	4	1	36				Rakk PBA, Assault Shield	Disintegrator, 2 Parallax Bombs, D-Blade	121	3000
Takkar Adrax	-1	1	3		24				Vann PBA	Adrax Rocket Launcher	78	3042
Takkar Grenadier	-1	1	3		25				Vann PBA	Tarnak GL	90	3040
Takkar Lancer	-1	1	3		20				Vann PBA	Lance	67	3041
Tozai Drakkar	-1	2	5		47	2		2	Vraxx RXS	Heavy Burst Lance, Tarnak GL, 4 Wrist Rockets, D-Blade, ATAS	329	3060

* Sprint Capable (move 3 times walking, no leadership allowed for movement, same as running except manuevers cost 3)

WEAPON TABLE

WEAPON	TYPE	ROF	PB+	PB	S	M	L	X	CC	AMMO	SPECIAL
BLACK EMPIRE											
Adrax Rocket Launcher	AOE	2	-	-	-	40	50	60	-3	10 o	5
Burstlance	DF	1	-	-	25	35	45	60	-3	25 e	1,2
Burstlance - Heavy	DF	1	-	25	35	45	55	65	-3	25 e	1,3
D-Blade	HTH	2		1					0		
D-Sword	HTH	2	1						0		
Disintegrator	DF	1	-	10	15	20	25	30	0	10 h	
Disintegrator - Heavy	DF	2	-	10	15	20	25	30	-1	20 h	
Lance	DF	4	-	-	-	-	25	50	-3	25 e	
Lance - Heavy	DF	4	-	-	-	25	40	55	-3	25 e	
Ovincarr	CAW	1	1	2	3	4	5	-	0		1
Tarnak Grenade Launcher	AOE	1	-	10	25	40	55	65	-2	8 o 1	4,6,7
Wrist Rocket	DF	1	3	6	9	12	15	20	0	1 o	
KILL NUMBER			**2+**	**3+**	**4+**	**5+**	**6+**	**7+**			

SPECIAL	1	Target's general modifier is ignored.
	2	May fire as a Lance.
	3	May fire as a Heavy Lance.
	4	Affects targets in impact and surrounding 8 squares. Scores a kill on 5+ and ignores general modifiers.
	5	Affects targets in impact square and 3 squares from impact square. Scores a kill on 6+.
	6	May not supress.
	7	May not autofire.

BLACK EMPIRE UNITS

Triad

2 x Drakkar
Adrakkar
298 UPV

Seth Triad

2 x Seth Drakkar
Aseth Drakkar
399 UPV

Storm Guard

Arriath Drakkar
2 x Takkar Lancers
2 x Takkar Grenadiers
639 UPV

Honour Guard

Sarriath Drakkar
2 x Takkar Lancers
2 x Takkar Grenadiers
614 UPV

Talon

Honour Guard
2 x Triads
1210 UPV

Seth Talon

Honour Guard
2 x Seth Triads
1412 UPV

Assault Lance

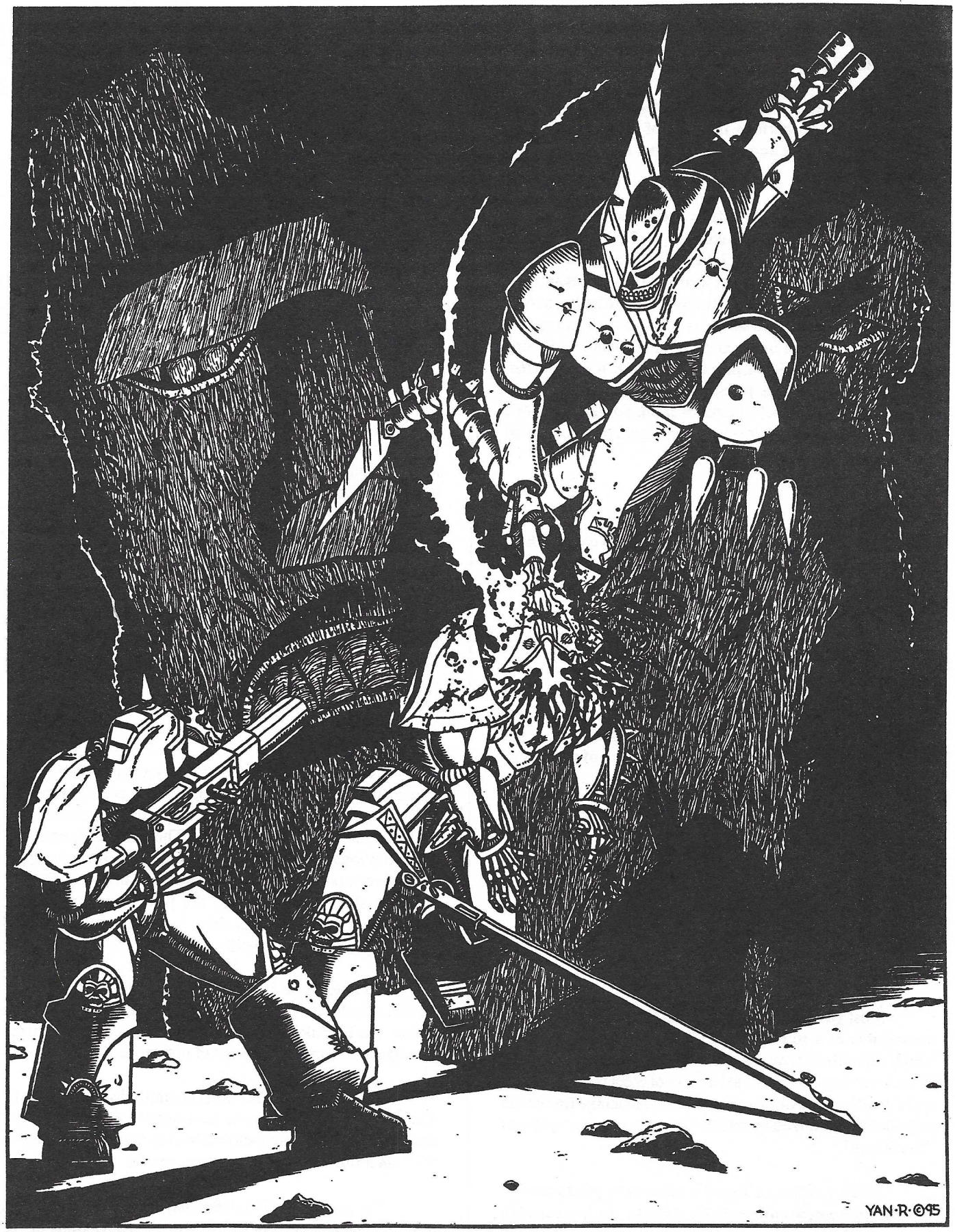
Tozai Drakkar
2 x Massakar Lancer
2 x Massakar Grenadier
821 UPV

Angel Flight

Sarraith Recce Angel
2 x Arraith Recce Angel
1118 UPV

Support Guard

Tozai Drakkar
2 x Takkar Lancers
2 x Adrax Takkkar
619 UPV


YAN·R·©95

New Rules

SS-2000 After Burn

The Fantasian SS-2000 Flamer uses a heavy gel fuel which continues to burn in the area of effect **(same as a Nachtmaker for area and duration)** after firing ceases. The kill number is 6+.

When ever an SS-2000 fires, the impact square should be marked with a Forcewall counter. If the Fantasians are fighting Infranites or the UNE then use a Prometheus bomb. The impact square and the eight surrounding squares are then effectively suppressed for the duration of the After Burn. Any figure entering an affected square is attacked with a single die and a kill# of 6+. If a figure ends its movement in a flamed square it will be attacked again the next time it is activated. No more than one attack per square is made. If the areas of effect of multiple impact squares overlap, no more than one die at 6+ can be rolled against any given figure for each flamed square it enters.

CAWs

CAW is an acronym for Close Assault Weapon. These are normally installed as complete systems to eliminate multiple opponents when charging a defensive position or defending against an overrun attack.

A CAW system consists of four dischargers. Each covers a specific arc of fire (forward, rear, left or right). When fired, a CAW is treated as an area of effect blast with the firing figure's square being treated as the impact square. Only targets in the appropriate firing arc are affected. The kill number is not affected by the movement status of the firer or by Nachtmacher or FTG Grenades.

A CAW cannot be used to suppress, snap-fire or autofire. Each discharger is an individual, one-shot weapon; once fired it cannot be used again. A separate fire action is required to fire each discharger. There is also the "Grand Slam" option where all four dischargers are fired simultaneously with a single fire action.

Sprinting

Most powered armour suits and Machine frames are not capable of a full-out dash. The powerful mechanisms which drive their motions are simply not capable of quick reflexive actions. A "run" in Legions of Steel is at best a swift jog of 7 miles per hour. Some armour and machine frames are upgraded or optimized for speed. These figures are capable of "Sprinting."

When sprinting a figure's movement points are tripled. **All movement costs which are doubled when running are tripled for sprinting**, ie: opening a door costs 3 movement points. While sprinting, a figure can not use leadership for movement. Sprinting also forces the figure to forego all fire actions; it may not fire while sprinting and immediately becomes fired once its movement is finished.

The only exception is charging into hand to hand combat. A figure may complete its sprinting movement and then use a single fire action to execute a hand to hand attack.

Augmentation

Augmentation allows a figure an extra +1 walking movement and sprinting.

Overkill

Some weapons are designed to be used in a battlefield situation against armoured vehicles rather than inside the Machine complex against basically man-sized targets. While these weapons are not neccesarily accurate they are powerful and are capable of eliminating a two-kill figure with a single hit. This effect is called Overkill.

Weapons with Overkill use normal direct fire rules to determine if a kill is inflicted. If a kill is inflicted, there is a possibility of inflicting additional kills. Overkill is rated in terms of the number of overkill dice and the overkill number. For example, the TOW-7 has overkill of 2 dice at 5+. This means that two dice are thrown and for each result equal to or greater than the overkill number, an additional kill is inflicted.

E-Links

Certain heavy weapons require more power to operate than a single powered body armour energy cell can produce. In such cases the gunners are accompanied by a second soldier normally referred to as an E-Loader. The E-Loader is equipped with additional power generation equipment and can supply the gunner's power requirements through an energy link (E-Link for short). While linked the heavy weapon can fire normally. While not linked there is some penalty assigned which depends on the specific weapon.

To engage an E-Link, both the gunner and the E-Loader must be at a range of "1" and expend a stationary fire action. The E-Link is broken and must be re-established if the two figures are ever at a range of greater than "1".

The gunner and E-Loader are moved simultaneously. They must select the same movement option and must maintain a facing which allows them to remain at a range of "1" each time they move to a new square.

The gunner and E-Loader may fire, cover or suppress independently of each other within the restrictions of the

rules for E-Links and their weapons.

Clarifications

Runaways

Runaways do not use general modifiers when attempting to Jack a figure. If a Jacked figure is eliminated while moving, the Runaway becomes "fired" and must remain in the square. If the Runaway is eliminated, the unjacked figure becomes "fired".

Negasphere Generators

A Negasphere cannot be created directly on top of a door, forcewall or other high obstacles which fill an entire square.

If using the inclined turn rule, Negaspheres may be fired diagonally. The resulting Negasphere will move diagonally until running into an object which can alter its path. At that point roll one die. On a roll of 1-4 the Negasphere will travel away from the figure, otherwise it will move along the object towards the figure.

Negaspheres will pass over low obstacles while high obstacles will alter their path.

If two Negaspheres collide, both are removed from the board.

Multiple Disruptor Hits

If a disrupted figure is affected by a further disruption attack, a die is rolled immediately. On a "5" or "6" the figure is removed. Otherwise, the figure continues to be disrupted as before. A figure can not be double disrupted and therefor will have no more than one disrupted counter placed next to it.

Parallax Bombs and Leadership

Leadership cannot be used to move a figure while it is in the area of effect of a Parallax bomb.

Errata

RQP Rate of Fire

The rate of fire given for the RQP in the Alien Source Book (it is listed as "2") is incorrect. The correct rate of fire is "1".

Chaingun HE Round Kill Number

The kill number for the HE rounds used by the Whirlwind and Tornado Chain Cannons is 6+ and not 5+ as it is listed in the Alien Source Book.

Prometheus Bomb Burn Out

A Prometheus Bomb is removed from the board on a "5" or "6" and not just a "6" when the roll is made at the end of each turn.

Assigning Leadership

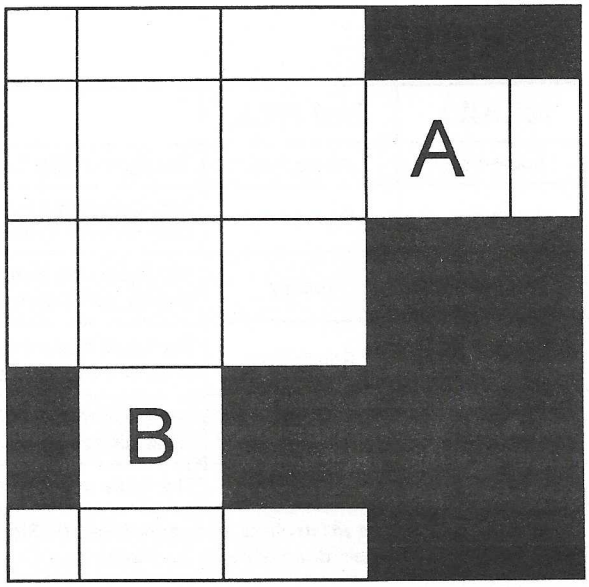
Only a single point of leadership can be assigned to any given figure. It had been previously indicated that figures already possessing leadership could be assigned more than one.

Stalker

Due to its lack of arms and hands, the G5 Stalker uses a small launcher system for its Nachtmachers. The range is double that of a normal grenade but displaced throwing cannot be used (similar to the Blitzer). This machine is also equipped with claws for use in hand to hand combat. The claws have a rate of fire of 2 and a kill number of 4+.

Firing Across Double Corners

The -1 modifier for firing across a corner is not cumulative with other corners crossed on the same side of the line of fire. Thus, if A fires at B in the illustration below, the modifier will be -1 and not -2.



THE CAMPAIGN

This is a series of scenarios wherre the outcome of one scenario effects later ones. In a campaign soldiers can gain experience as each battle passes. Look over all of the scenarios before you pick your forces. You must think ahead. The first two scenarios run simultaneously so carefully divide your forces to suit the particular scenario they will be tasked with. Finally, do not fight to the last man. This is a test of tactical skill, patience and prudence. You will need troops to fight again, so do not get them all killed off in the beginning.

Good luck and happy hunting.

ORGANIZING FORCES

Before each scenario, the players must determine what figures will be participating in the battle. The player's total Campaign force is divided into two groups or pools of figures: the Active Pool and the Repair Pool. We suggest you use 2500 to 3000 UPV for Junction Point.

THE ACTIVE POOL

The active pool consists of those figures which are available to participate in the next scenario. At the beginning of the campaign, all of the players' figures are in the Active pool. The Active pool will change as figures are eliminated in scenarios, redeployed after being a casualty and by the addition of reinforcements.

CASUALTIES

During the course of a scenario, when a figure is eliminated from play after receiving a kill, it becomes a casualty and is transfered from the Active pool to the Repair pool. Until redeployed, the figure may not participate in further scenarios.

THE REPAIR POOL

A player's Repair Pool consists of those figures who were eliminated in a scenarios, but whose ultimate fate has not been ascertained. Once in the Repair pool, a figure might be repaired or healed as the case may be, and then redeployed to into the Active pool. It may also turn out that the figure becomes a fatality or is otherwise permenantly removed from the campaign. In this case the figure is removed from the Repair pool. Players may wish to establish a "Dead pool" for their own twisted purposes but it is not necessary for the campaign.

At the end of each scenario the fate of the casualties is determined. Roll a die for each figure in the Repair pool at the end of a scenario and consult the following chart:

ROLL	EFFECT ON FIGURE
1	FATALITY: The figure becomes a fatality and does not participate further in the campaign. A Machine figure is slagged. Its CPU, if still functioning, has its memory uploaded into the Overlord and then is incorporated into a newly manufactured frame at a later time. Organic combatants could suffer from a number of possible disabilities. Death is one. The figure's powered body armour could be beyond "economical repair" and thus is scrapped. About the best one could hope for is for the PBA's occupant to be permenantly crippled and retired from the interstellar forces. In any case, the figure is removed from the Repair pool and the campaign.
2-4	INCONCLUSIVE: The figure's fate still hangs in the balance. Attempted repairs, surgery or whatever have yeilded inconclusive results. The figure remains in the Repair pool. Following the next scenario, a roll is made again.
5-6	REDEPLOYMENT: The figure is repaired and/or healed. It is transferred to the Active pool and may participate in the next scenario.
These rolls are referred to as "Repair Rolls".	

1st KILL	2nd KILL	PROCEDURE FOR 2 KILL FIGURES
Active Pool	Active Pool	The figure is fully functional and participates in scenarios as usual.
Active Pool	Repair Pool	The figure may participate in scenarios but begins the scenario with a kill scored on it. At the end of each scenario a roll is made to determine if this kill is repaired, remains the same or becomes a fatality.
Active Pool	Fatality	The figure may participate in scenarios but will always begin the scenario with a kill scored on it. This kill may not be repaired during the campaign.
Repair Pool	Repair Pool	The figure may not participate in scenarios. At the end of each scenario two rolls are made - one for each kill - and the status of each kill is adjusted appropriately.
Repair Pool	Fatality	The figure may not participate in scenarios. At the end of each scenario a roll is made to see whether a single kill can be repaired. The second kill cannot be repaired during the campaign.
Fatality	Fatality	The figure is permenantly removed from play and no longer participates in the campaign.
For Black Empire figures which utilize an Energy Shield (ie Storm Angels and varients)if the figure has only one kill in the Active pool, it is treated as having its Energy Shield down while on the playing board.		

TWO KILL FIGURES

In the case of two-kill figures, the procedure is modified somewhat. The status of each kill for the figure is kept track of seperately. The chart on the previous page shows the procedure to follow depending on the status of the two kills. It does not matter which kill is treated as the ''1st'' kill and which is the ''2nd'' kill as long as the status of the kills is appropriate. For instance, any two-kill figure where one kill is in the Active pool and the other is a fatality is treated the same regardless of what order the damage was taken in.

For Black Empire figures which utilize an Energy Shield (ie Storm Angels and variants) if the figure has only one kill in the Active pool, it is treated as having its Energy Shield down while on the playing board.

POINT AVERAGING (OPTIONAL)

In many cases, repair rolls can become more important to success in a campaign than the tactics used in the individual scenarios. Superior players can find themselves at a disadvantage after several key figures in their Repair pool bite the big one after a string of unlucky rolls. Conversely, inferior but lucky players can find a reprieve at the end of a poorly executed scenario if they can roll a disproportionate number of fives and sixes. To correct this somewhat, players are encouraged, but not required, to use the following system. At the end of each scenario the players total the UPVs of all figures in their respective Repair pools. Two kill figures with a single kill in the Repair pool are considered to have a UPV of one half their full UPV. Divide the total by 6.

When making repair rolls, each player should total the UPV of figures who become fatalities and, seperately, the UPV of figures redeployed.

Take the number calculated in the first paragraph, subract the UPVs of figures redeployed and add the UPVs of figures which became fatalities. Add any points which were left over from the previous scenario.

If the number above is positive, the player can redeploy figures whose total UPVs are less than or equal to the amount. Subtract the UPV of the redeployed figures from the amount and keep the remainder for next scenario.

If the number calculated is negative, one or more figures from the Repair pool, whose UPVs total at least this number, must become fatalities. If the UPV of the figures in the Repair pool is less than the calculated number, all of the figures become fatalities and the remaining negative number is retained. Otherwise, the amount by which the UPV total of the figures exceeds the calculated amount is kept as a positive number for use at the end of the next scenario.

EXPERIENCE

Through each scenario your troopers will gain experience from fighting and surviving. The lists below will allow you to determine how much experience each soldier recieves.

All Figures

Scoring a kill	24
Subjected to Fire	12
Participating in a successful mission	20
Participating in a failed mission	8

Leaders

Evading fire with leadership	8
Using leadership and winning initiative	4
Scoring a kill by using leadership	12
(the firing figure also receives 12 experience)	

Ranking NCO or Commanders

Leading a successful mission	20

An experience check is made each time a figure accumulates experience equal to its UPV (including hero points, leadership and command). The experience charts list which column to roll under (2 dice). If the figure has no leadership, hero points or command roll under the "Nothing" column, otherwise roll under the column for which the figure has either hero points, leadership or command. If the figure has a combination of hero points, leadership or command, roll under the column that is furthest to the right for which the figure has the points for.

INFRANITE EXPERIENCE TABLE

Infranites - roll twice per experience check.	
ROLL	
2	---
3	+1 command point / Oths get +1 hero point
4-5	---
6	+1 hero point
7-8	Convert a hero point to leadership
9-10	---
11	Covert 1 leadership to command
12	Convert a hero point to leadership

UNE, Fantasians, Massakar and Omega Fiends Experience Chart				
ROLL	NOTHING	HERO POINT	LEADERSHIP	COMMAND
2	—	Convert a hero point to leadership	+1 hero point	+1 leadership
3	—	Convert a hero point to leadership	+1 hero point	+1 command
4	—	+1 hero point	If the figure has 1 or more leadership, convert 1 to command	+1 command
5	—	Convert a hero point to leadership	Convert a hero point to leadership	Covert 1 leadership to command
6	—	Convert a hero point to leadership	Convert a hero point to leadership	Covert 1 leadership to command
7	+1 hero point	Convert a hero point to leadership	+1 hero point	+1 hero point
8	—	Convert a hero point to leadership	Convert a hero point to leadership	—
9	—	Convert a hero point to leadership	Convert a hero point to leadership	Covert 1 leadership to command
10	+1 hero point	—	If the figure has 1 or more leadership, convert 1 to command	—
11	—	—	If the figure has 1 or more leadership, convert 1 to command	—
12	+1 command	+1 command	If the figure has 1 or more leadership, convert 1 to command	—

Other Black Empire Figures and Kezyrists Experience Chart				
ROLL	NOTHING	HERO POINT	LEADERSHIP	COMMAND
2	---	---	Convert 1 leadership to command	+1 command
3	---	Convert a hero point to leadership	Convert 1 leadership to command	+1 command
4	---	---	Convert 1 leadership to command	---
5	+1 hero point	---	+1 hero point	+1 command
6	---	---	+1 hero point	---
7	+1 hero point	---	---	---
8	---	---	---	---
9	---	+1 hero point	+1 hero point	+1 leadership
10	---	+1 hero point	---	+1 leadership
11	+1 command	---	---	+1 hero point
12	---	+1 command	---	---

You know what they say, "if it moves, kill it." I had kakked two Nightmares on this mission alone, but they were not the objective. Our objectives were those simple CPU's which just stood there asking to be shot. Trick was ... getting to them.

The lieutenant said that each computer processor downed would limit Machine production and deployment. That's good and all, but I hope it's worth it. We've knocked out one so far, but we've also lost Trevor to Deadbolt fire and Voyereski's RXS to a good hosing of EMP. He says it'll be alright tommorow, if any of us are still around.

There it goes again, my scanners lit up. It looks big, but I always like a bit of push and shove. You know what they say about us Pioneers, "first ones in, last ones out."

1A - The Cut Off

Forces

Pick one of your divided forces for this scenario.

Setup

None.

Entry

Enter all forces on turn 1 through appropriate entry points. The letter "M" is for machines and the letter "L" stands for the Legue of Aliens or Black Empire.

Objectives

LOA: Destroy as many terminals as possible in 10 turns while limiting losses.

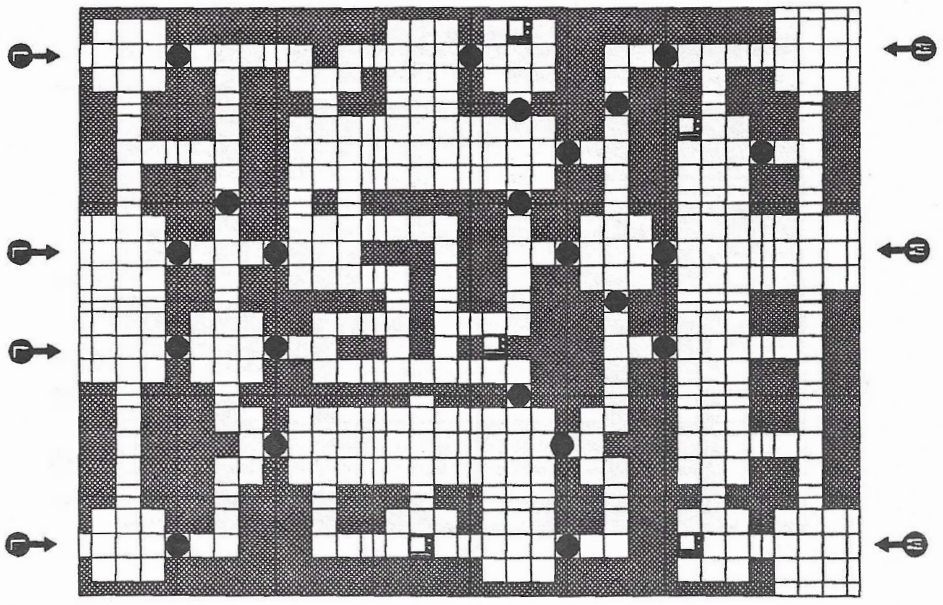
Machine: Prevent the destruction of as many terminals as possible while limiting losses.

Special Rules

1. Each terminal destroyed reduces the Machine reinforcements of scenario 5 by 140 UPV.

2. The 3 terminals closer to the LOA entry have a -1 general modifier and the 2 closer to the Machine entry point have a +2 general modifier.

3. The terminals are considered low obstacles, even if destroyed.



Vulgal looked over his squad. They were all in line and that was good ... yes... Good for what?!

"Spread out you water logged mollusks," yelled the Platoon Sergeant. "Just because you are now inside you think that you can share space like lovers? Spread out or you will share the same GRAVE!"

They were only supposed to accompany the Humans to the asteroid, but now it seemed liked they were needed; "outdoor troops" or not. The Kommissar had said so, pointing to the blasted entrance and turning on his rekorder.

Now they were combing the tunnels along with those "candy monger" Humans. The Kommissar was kind to inform Vulgal that a detachment of Machines were due to be moving through this area in a hurry. Vulgal would stop them, even if it took the last two hearts in the squad.

"Move it out komrades, and remember to smile when you fire."

After all, the rekorder was still running.

1B - The Getaway

Forces:

The divided force not used in scenario 1A are used in this scenario.

Setup:

None.

Entry:

Enter all forces on turn 1.

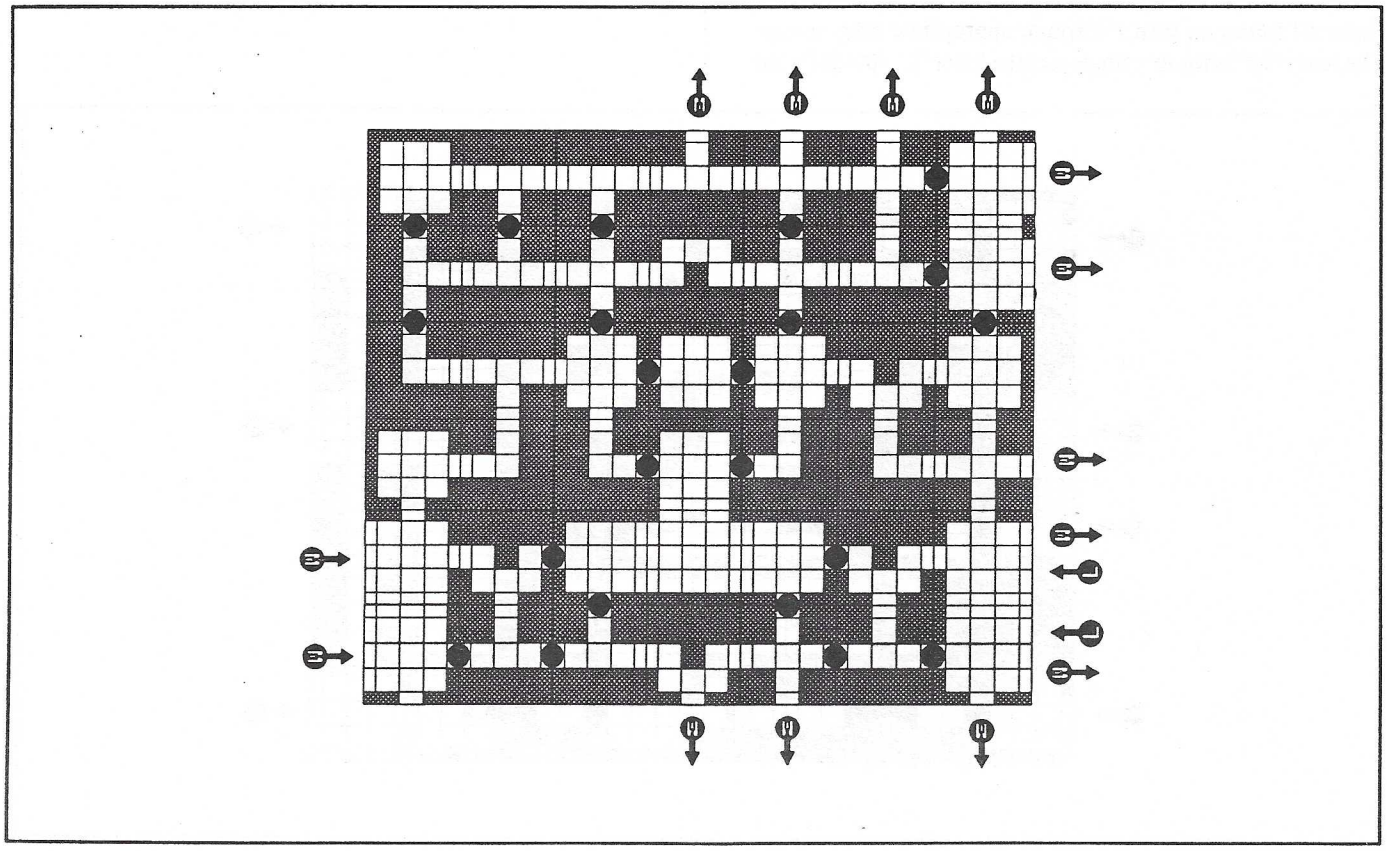
Objective:

Machines: Exit as many forces as possible in 15 turns while minimizing losses.

LOA: Prevent exit of Machine forces while minimizing losses.

Special Rules:

1. The value of Machine UPV exited is removed from the LOA reinforcements received in scenario 4b.



Sarfen scrabbled desperately at the body of her war leader. She was certain that Kerta's Tempest was under his body.

A Paache Warrior was suppose to laugh at death but... "Gotcha!", she exclaimed happily as she grabbed the assault rifle.

The power mace caught her in the ribs as she rolled to her feet. Paralyzed, unable to breath, she could only watch as the Mark IIA1 readied its next blow. Suddenly limned in a blue flare the Fiend moved forward, the light from the hall shining through the newly formed hole in its chest. Falling to its knees it continued its collapse until its crest brushed up against Sarfen's helmet. As she struggled to comprehend this new turn of events, three massive figures stepped into the room.

The first Massakar aimed its Heavy Lance back the way they had come, while the second moved to the terminal that had been the Infranites' goal. A third figure studied the room and the remains of the Paache war party. The Tozai Drakkar spat an order to the slave-soldier at the comp-terminal. His trooper's reply seemed to please the noble, the grenadiers furtive study of Sarfen did not.

With a jerk of his chin, the Tozai ordered the slave back to his task. After a moment the Massakar disengaged a data probe and the Imperial troops moved out of the room. As the grenadier left, he stumbled over a rifle. Glancing first at Sarfen, then at the fiend, he casually kicked the rifle in her direction and then moved on.

2 - The Needle

Forces:

Combine the existing forces from scenario 1A and 1B. These include the machines exited in scenario 1B.

Setup:

Take the EW counters marked 1 through 6 and place them in a cup.These will be used as clues.

Entry:

Enter all forces on turn 1.

Objective:

LOA: Download information from as many terminals as possible while limiting losses in 10 turns.

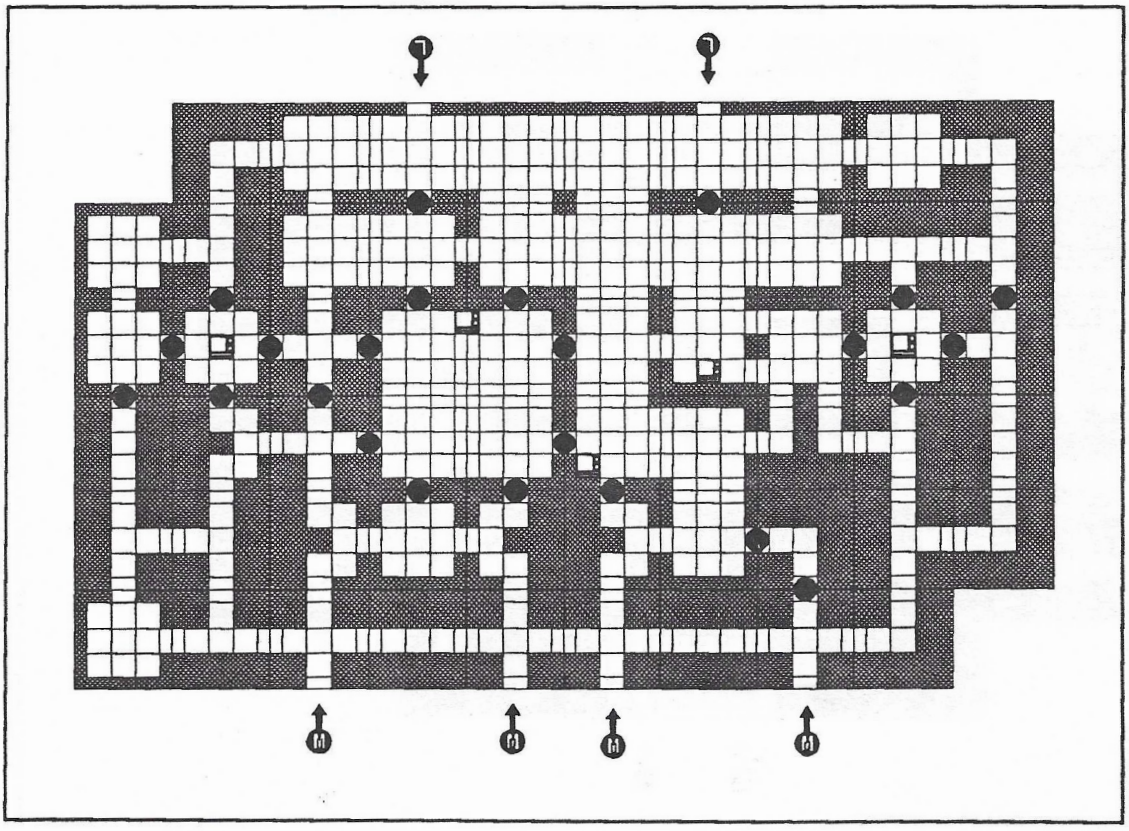
Machine: Prevent LOA objective.

Special Rules:

1. To gain information from computer a figure must remain stationary while adjacent to terminal and expend a fire action. A counter is then removed from the cup and kept by the LOA player and is not shown to the Machine player.

2.The EW counter numbers correspond to a number in scenario 6 which is the possible location of the Sarraith Drakkar. Which ever counter is recovered is a spot where the Drakkar is NOT.

3. The computer terminals are considered high obstacles.



3 - The Control

Forces:

All forces which survived scenario 2.

Setup:

Place a computer terminal on each letter marked on the board.

Entry:

Enter all forces on turn 1.

Objective:

LOA: Destroy terminals and minimize losses.

Machine: Prevent LOA objective.

Special Rules:

1.Each terminal controls a system in scenario 5. Destroying a terminal deactivates certain functions as follows:

A: Wall Rocket Control, 1 kill, 0 GM. The wall rockets are now deactivated.

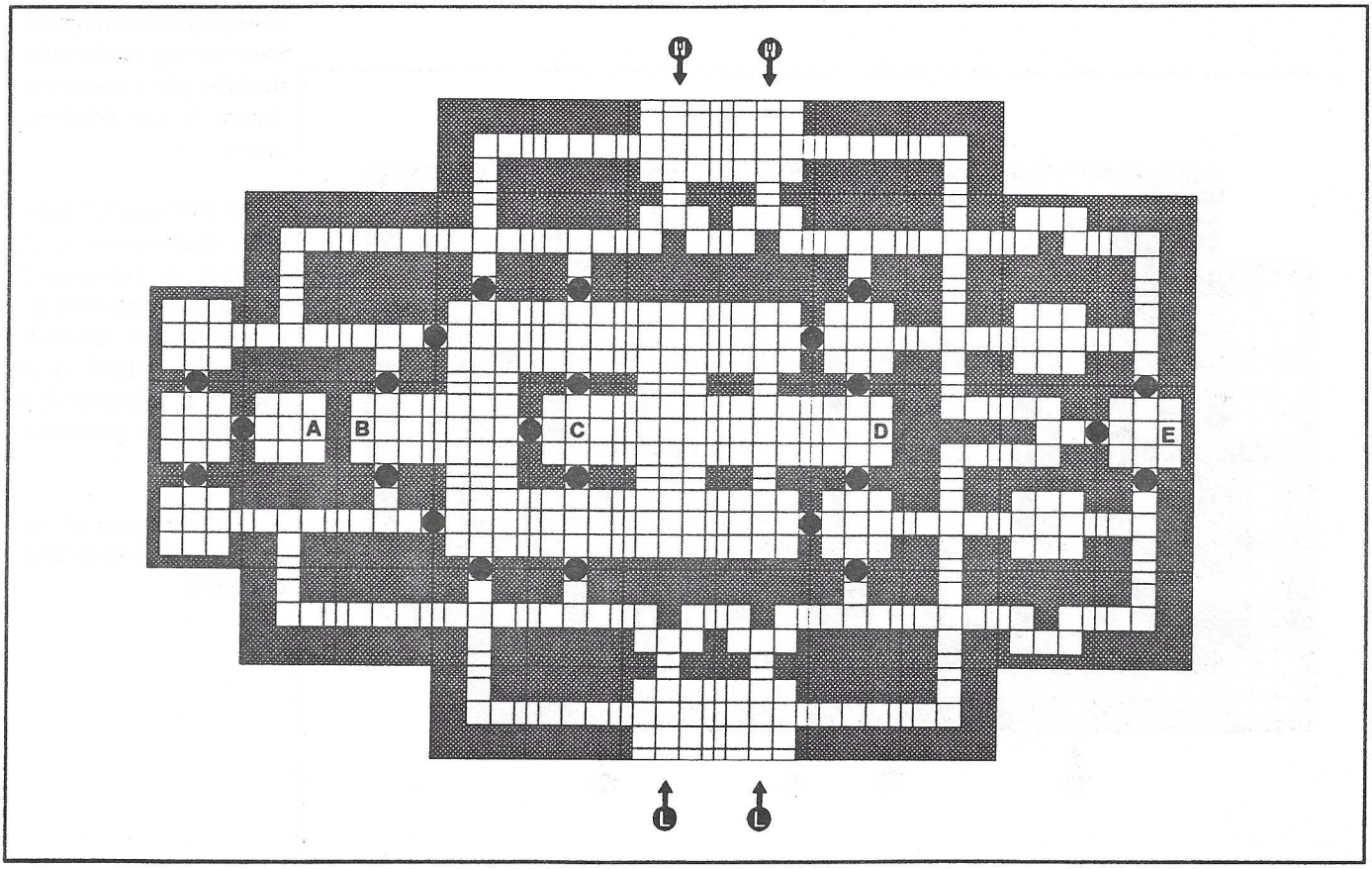
B: Access Control, 1 kill, -1 GM. The bulkheads are now unlocked in scenario 5.

C: RCU, 1 kill, -2 GM. The machines lose 1 command point from scenario 5.

D: Centre Access Control, 2 kills, 0 GM. The machines no longer control the opening and closing of doors.

E: EW Control, 2 kills, 0 GM. The machines can no longer use EW Control.

EW Control: If left undestroyed the Machine player may, at his option, decide to use the EW counters to replace his forces and use the HPT. The EW rules on page 35 of the advanced rules are used but only the ''Bogies and LOS'', ''Moving Bogies'' and ''Covering Bogies'' rules.



"Shadap and keep moving," ground Sergeant Bigelow as the three Recce Commandos shot down intersecting tunnels.

That little one, thought the Sergeant, he always has some smart ass comment on every order he receives, and that big one ... hell I don't know how they even squeezed him into one of these Pathfinder suits. He always kept his cool, but one more comment of how this mission mirrored some historical battle and ... well, he'd think of something later.

Gohanson - the little one - moved ahead to the intersection and out of sight. Two seconds later, blaster fire shocked the air waves. Bigelow rounded the corner to find Gohanson blowing apart what was left of the Stalker. He always knew that he could count on these two.

Alpha Objective loomed closer. They had to find the access corridor which would allow the rest of the platoon to penetrate to the Mind Vaults. In the background, Francis - the big one - was humming some long forgotten tune ... out of tune! Bigelow ground his teeth and moved forward. "Cover me Francis" he sighed opening the door to Alpha Objective.

Moving into the room the Sergeant began his scan of the area while Francis covered his head and Gohanson covered his butt. Ten seconds later they were moving out; no luck this time. This objective was null and void.

The three Recce Commandos moved on like little rats in a maze with Francis singing softly in some mimed foreign accent.

"...I really like your peaches, wanna shake your tree..."

4A - The Scouting

Forces:

LOA: Pick up to 500 UPV from your active pool.

Machines: Pick up to 500 UPV from your active pool.

Setup:

Place 2 computer terminals on marked locations.

Entry:

Enter all forces on turn 1.

Objective:

LOA: Find access corridors and determine control room for the access corridor.

Machine: Prevent LOA objective.

Special Rules:

1. The access corridors to the lower level are located in one of the 3 rooms marked A, B or C. To determine the access corridor a soldier must spend 1 turn stationary in that room and expend a fire action. Then roll one die and on a 1-3 it is this room. If after checking the second room you have not rolled a 1-3 then the last unchecked room is the access corridor.

2. To control these doors the control room marked 1 or 2 must be found. Simply enter the room and spend to turns stationary and expend a fire action for each turn. On a roll of 1 to 3 it is the control room, otherwise it is the other room.

4B - The Outing

Forces:

LOA: Use all remaining forces including those which survived 4A plus 700 UPV of reinforcements minus reinforcments lost from scenario 1b.

Machines: Use all remaining forces including those which survived 4A.

Setup:

None.

Entry:

LOA: Enter all forces on turn 1.

Machine: Enter up to 1/3 of force on turn 1, up to 1/3 on turn 3 and the balance on turn 5.

Objective:

LOA: Exit all forces through access corridors. If they were not discovered during scenario 4A they must be discovered now.

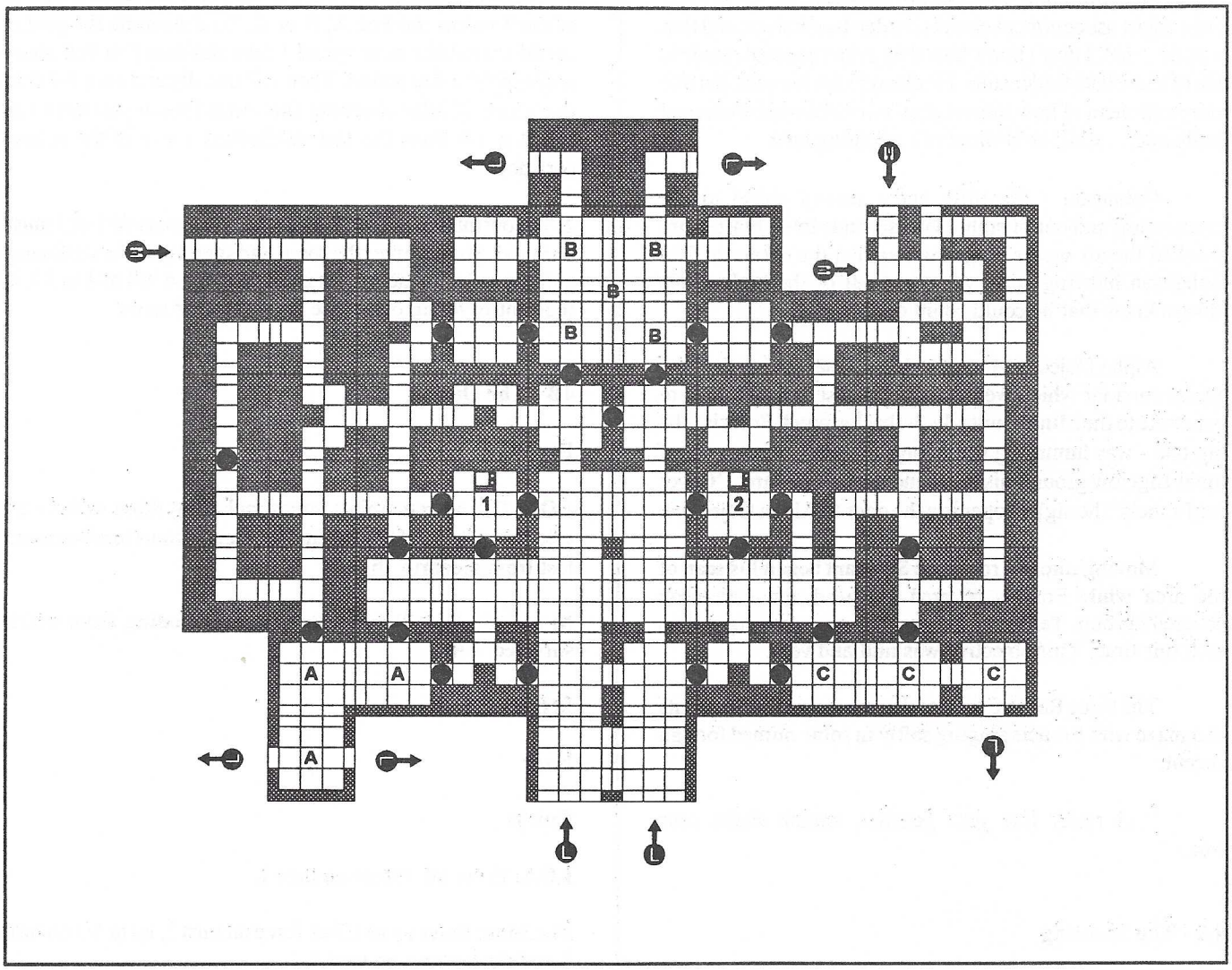
Machines: Destroy as many LOA UPV as possible while limiting your losses.

Special Rules:

1. LOA must retain records of ammunition spent as they will not have it for scenario 5.

2. Control Room: Control of this room is essential. If it has yet to be discovered then this must be done by the LOA. After this, the last side to occupy the room for a full turn and expend

a fire action has control. Control is necessary to move troops through the access point. If machines regain control the room must be re-taken by the LOA player to continue exiting his forces.



McTeague got the gun and Charvet got the girl. Always and without fail. It wasn't like Matty went out of his way to attract them either; fate and the powered infantry-man's ready grin and green eyes conspired to draw the chicks like bees to honey.

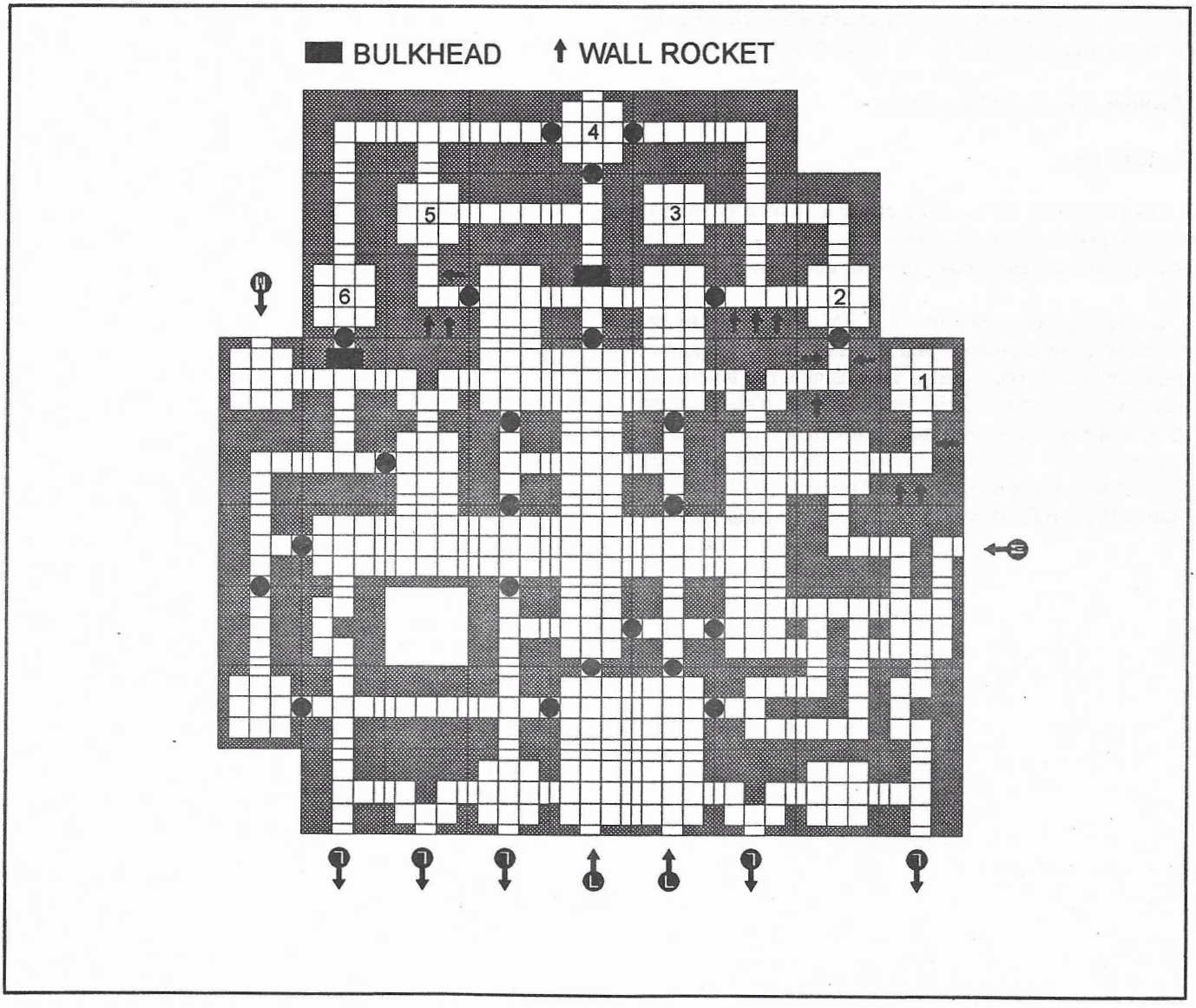
Generally Core felt at least a mild jealousy at his friend's fortunes, especially when he sat overwatch outside while Matt Charvet and the new LT intimately celebrated thier narrow escape in the TOC back at Perfume City that time...

The Carl G gunner shook his head and checked the fastening on his last mag and the condition of the one in the battered tube launcher...

Generally felt jealous, but not this time. McTeague could hear the ironic amusement in Warrant Hansen's voice as he passed the orders to Charvet, Oluz and the Fantasian... retrieve the Saraith Drakkar.. an honest to God Storm Angel, psychic right up the wazoo and no doubt well gaurded to boot.

Core McTeague did not begrudge his friend this opportunity to meet a princess and rescue her (no matter how beautiful she'd be) one little bit and was relieved that he'd been missed for that particular detail. No one could fault him, not after the body count he'd racked up on the way in. Hell no.

The Warrant finished his briefing. The three NCO's, one human and two alien, returned to thier squads and formed up. McTeague sighed, stood and stretched, watching as they completed thier preparations for the final push. Then to his own surprise (but not to any of the other HQ section survivors, least of all Warrant Hansen who silently nodded permission) Core McTeague picked up his gun to help Matt Charvet get the girl one last time...



Scenario 5 - The Haystack

Forces:

LOA: All forces which exited from scenario 4b.

Machine: All forces remaining from 4b plus 700 UPV of reinforcements minus reinforcements lost from scenario 1a.

Setup:

Machines: Place wall rockets as indicated. You have 12 of which 4 are duds. If the Rocket control CPU was destroyed in previous scenario then these do not get set up.

If the bulkhead control has not been destroyed set up the doors as indicated with the door placed on its side rather than its base.

Objective:

LOA: Find and rescue the Sarraith Drakkar by exiting her off the board through indicated exit points or any entry point.

Machine: Prevent LOA objective.

Special Rules:

1. Door Control: At the start of the initiative phase the machine player can choose to open or close any door which does not have a figure standing in the doorway.

1. Sarraith Drakkar: She has a -1 GM (due to her newly awakened psionic powers) and walking speed of 5 and is sprint capable. If she is killed via Machine fire before she enters the grey zone then the Machines lose. If she is killed while in the grey zone by Machine fire then it is a Machine marginal victory. If at any point she is killed by the LOA then the LOA lose. If she is exited safely then it is a decisive LOA victory. For you Fantasians, her head will be removed later.

GLOBAL GAMES
136 Geary Ave. Unit 215A
Toronto, Ontario M6H 4H1
Canada

Phone (416) 516-9118
Fax (416) 516-4690

Printed in Canada
Stock #1170A
Copyright 1995 Global Games. All rights reserved
ISBN 0-9695872-6-0