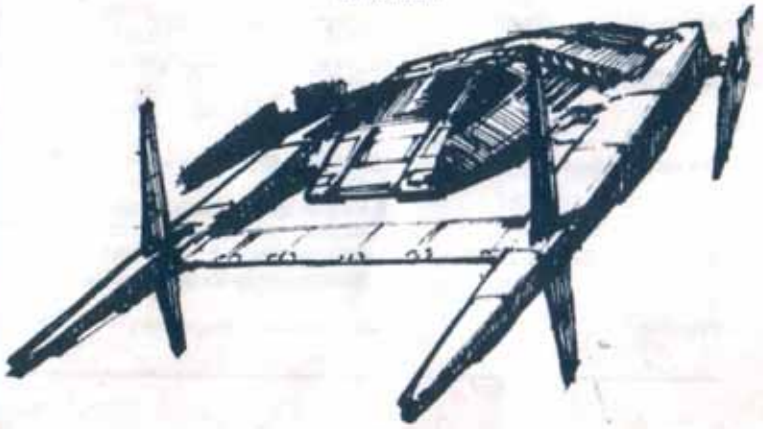
The Terran Overlord Government rules all but a thin sliver of the galaxy with its iron fist.

RESISTANCE

IS USELESS!

Soon the Renegade Legions of the Commonwealth will kneel to the might of TOG.
The Glory of New Rome will be spread throughout the stars.
TOG's victory is soon to be final.
Hail Caesar!



RENEGADE LEGION®
INTERCEPTOR®
THE FIRST LINE OF DEFENSE

Join the elite forces of TOG or Renegade Legion in this final confrontation.

FASA CORPORATION

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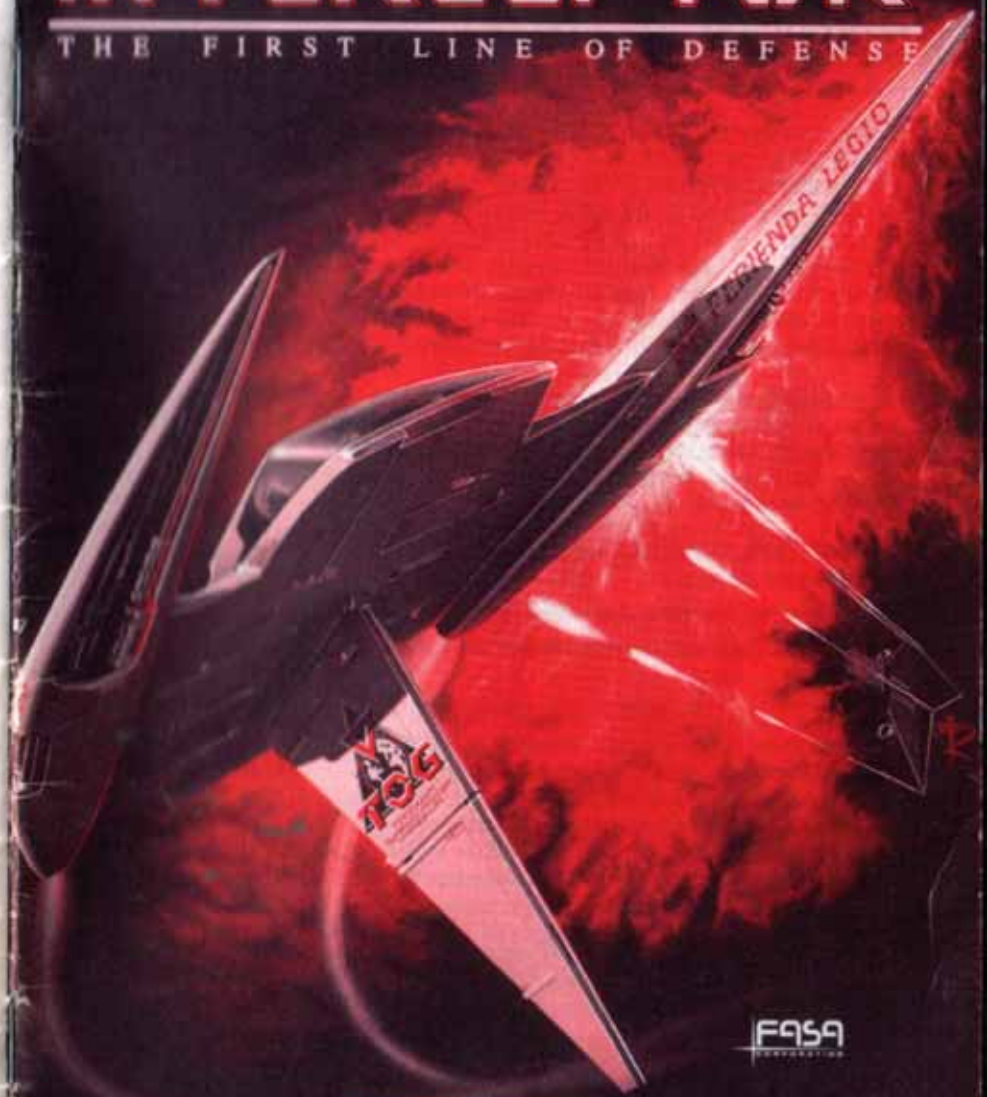
RENEGADE LEGION®

INTERCEPTOR®

THE FIRST LINE OF DEFENSE



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INTRODUCTION

In the sixty-ninth century the universe is at war. The Terran Overlord Government (TOG®), patterned after the ancient Roman Empire, is spreading from star system to star system, adding daily to its expanses. Only a coalition of frontier systems and non-humans known as the Commonwealth stand between TOG and uncontested domination.

The Commonwealth forces are bolstered by bands of former TOG forces that have left TOG and joined the opposition under the title Renegade Legions. The Renegade Legions and Commonwealth forces battle TOG daily, making them pay dearly for every conquest, and driving the aggressors back when their defenses are lax.

Are you prepared to join the ranks of the Interceptor pilots, those brave men and women who battle among the stars?

Contents of the game

RENEGADE LEGION®: INTERCEPTOR® comes with all of the following items:

- A Data Card
- A Manual
- 24 Fighter Cards
- Game Disk(s)

The Data Card tells you how to load the program on your computer system and how the keyboard and mouse work.

The Manual explains how the game works and what each command does.

The Fighter Cards summarize each of the standard ships available in the game.

Arrangement of the Manual

This manual is divided into two sections: The Command Guide displays each of the major parts of the game, and describes what is shown and what commands do. The Tech Notes section describes how the game works in greater detail. Finally, a Glossary is supplied with a description of each italicized word found throughout this manual.

One Player Game

Load or create a squadron according to the rules and select the MISSION Button. Make sure the second squadron is empty (has no pilots or ships in it).

Two Player Game

Load or create a squadron according to the rules then select the SWITCH Button and load or create another squadron according to the rules, then select the MISSION Button.

Getting Started Quickly

Your game comes with two ready-made squadrons: the TOG squadron (The Spears of Aeneas) and the Commonwealth squadron (The Furies).

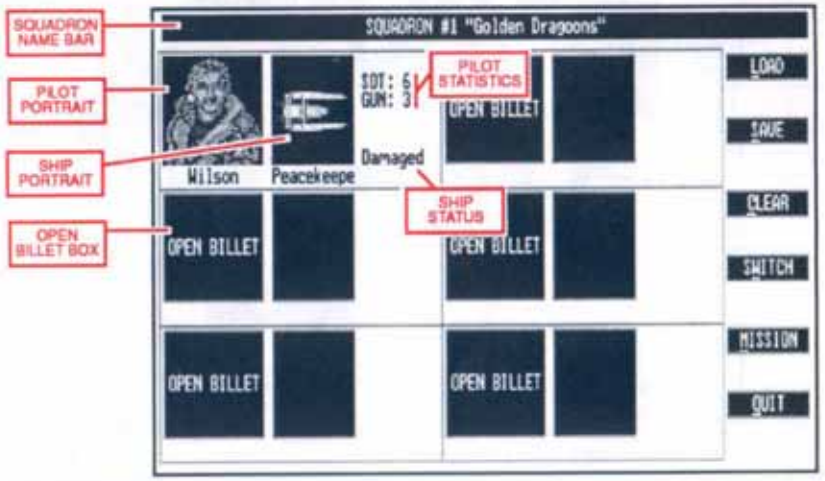
To quickly start a game against the computer, use the LOAD Button to get one of the ready-made squadrons and then select the MISSION Button.

To quickly start a game against another player, use the LOAD Button to get one of the ready-made squadrons, then select the SWITCH Button and load the other ready-made squadron, and finally select the MISSION Button.

Important: It may be wise for first-time players to select a single pilot as their representative during combat (placing the remaining pilots under computer control). This will allow the player to learn the system without the added pressure of managing the entire squadron (see: UTIL Button).

COMMAND GUIDE

SQUADRON SCREEN:



Here is a squadron screen with one pilot already created. Selecting any of the boxes in the above screen will have the effects listed below.

Squadron Name Bar allows you to name or rename a squadron.

Pilot Portrait will display the PILOT SUMMARY SCREEN, where you can examine your pilot.

Ship Portrait will display the SHIP STATUS SCREEN, where you can examine and repair the fighter.

Pilot Statistics are the pilot's *GUN* and *SOT* for the assigned fighter.

Ship Status will notify you if your ship has been damaged.

Open Billet Box sends you to the Enlist Pilot menu where you can create a new pilot, or add a previously saved pilot from disk.

LOAD Button erases the presently displayed squadron (if any) and allows you to recall a previously saved squadron from disk.

SAVE Button stores the displayed squadron to disk. The squadron will be saved under the first 8 letters of its name unless another name is typed in the save menu.

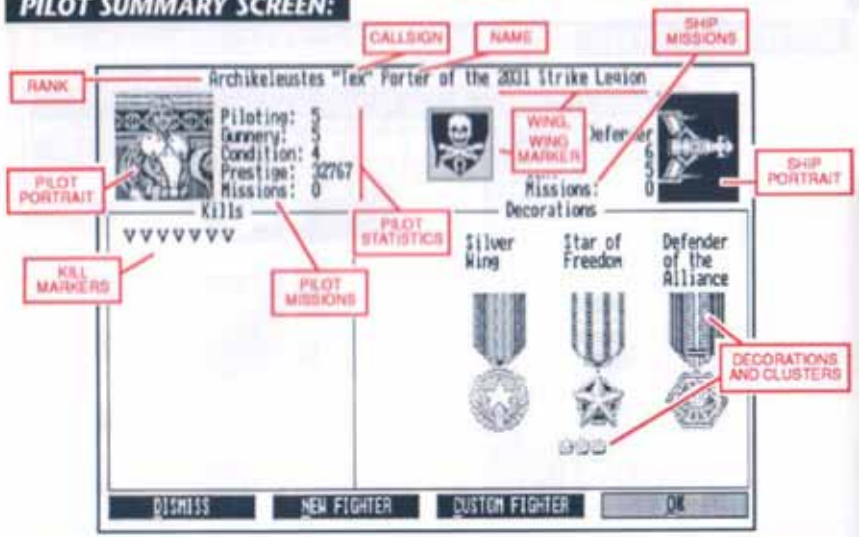
CLEAR Button erases the displayed squadron.

SWITCH Button toggles between squadron #1 and squadron #2. In order to have a two player game, both squadrons must contain at least one pilot.

MISSION Button sends the present squadron(s) on an Interceptor Mission.

QUIT Button exits the game.

PILOT SUMMARY SCREEN:



The Pilot Summary Screen displays information about a pilot.

Rank is the pilot's current rank.

Pilot Portrait is a picture of your pilot.

Wing and Wing Marker indicates which combat wing your pilot was originally stationed with and its emblem.

Callsign is a nickname used by pilots during combat to identify themselves and others over open communication channels. These titles are often carried over to non-combat time as well.

Pilot Statistics are information about the pilot's abilities, current health, and prestige.

Pilot Missions shows the total number of missions the pilot has flown.

Ship Missions shows the total number of missions the pilot has flown with this ship.

Kill Markers indicate how many enemy (or friendly) ships the pilot has destroyed.

Decorations & Clusters shows the medals and clusters the pilot has earned. Decorations can be earned for being wounded in battle or through heroic actions and accomplishments on a mission. Clusters are awarded when a pilot receives the same decoration more than once.

Ship Portrait will display the SHIP STATUS SCREEN, where you can examine and repair the fighter.

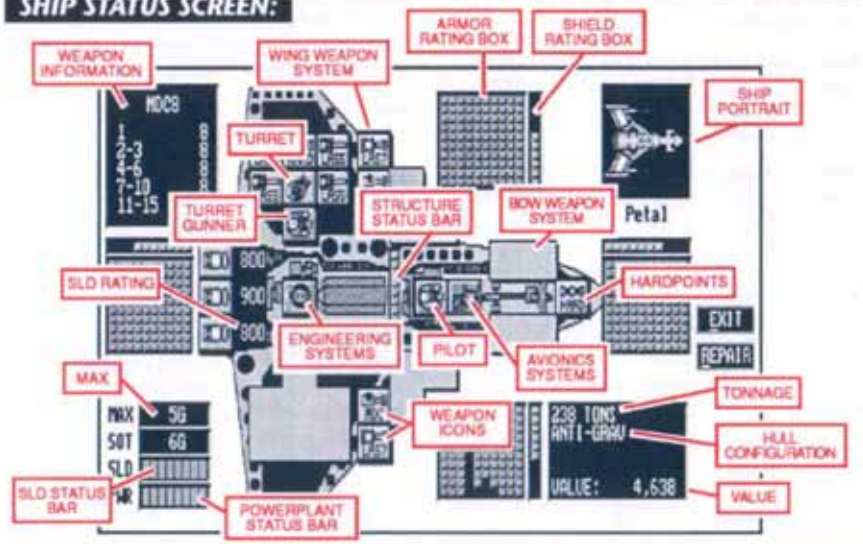
DISMISS Button removes a pilot from your squadron. If you have just created the pilot, the dismiss button will "throw away" the new recruit and return to the SQUADRON SCREEN. If you are dismissing a member of your squadron, you will be asked if you want to save the pilot to disk before the pilot is removed.

NEW FIGHTER Button is used to requisition stock fighters.

CUSTOM FIGHTER Button displays the CUSTOM FIGHTER SCREEN allowing you to design and requisition non-standard fighters. The cost of custom fighters is much higher than standard craft.

OK Button returns you to the SQUADRON SCREEN.

SHIP STATUS SCREEN:



The Ship Status Screen can be accessed before and during a mission. Before a mission, the REPAIR Button is activated and flight crews can be set to work repairing the ship. During a mission, the screen only displays information about the status of the ship.

Ship Portrait is a picture of the fighter.

Weapon Information shows the name and damage information for any of the Weapon Icons. The columns represent the *RNG* and the points of damage the weapon can do at each *RNG*.

Weapon Icon shows the location of an armament on the fighter. Select a Weapon Icon to display its Weapon Information.

Wing Weapon System is a fixed weapon system that can only be targeted by turning the ship. Each weapon is indicated by a Weapon Icon.

Bow Weapon System shows the placement of the bow Weapon Icons.

Shield Rating Box indicates the strength of each shield on a ship. Shields lessen an attacker's To-Hit chance, therefore the higher the rating the better the shield.

Armor Rating Box displays the thickness and condition of armor. Damage is inflicted on each quadrant of armor from the side facing away from the ship, i.e., damage on the aft armor - the box on the left of the screen - is taken from the left to the right. Damage on the Port armor - the box on the top of the screen - is taken from the top to the bottom.

MAX is the greatest amount of *THR* the ship can output each movement phase. *THR* is used to change *VEL* or turn a fighter.

SLD Status Bar shows the current condition of the *SLD*. *MAX* for the fighter may decrease, depending on how much damage the *SLD* takes.

Powerplant Status Bar shows the current condition of the ship's powerplant. *MAX* for the fighter may decrease, depending on how much damage the powerplant takes.

SLD Rating indicates the power rating for the ship's engines and powerplant.

Turret is an auxiliary weapons system manned by its own gunner. Fighters can have a maximum of two turrets. Selecting this icon displays the turret's status.

Turret Gunner mans the Turret, allowing the fighter to fire an extra five weapons per combat phase. Since each fighter can have two Turrets, it is possible to fire ten extra weapons each combat phase. Selecting the Turret Gunner icon displays information on the gunner.

Engineering Systems include *SLD*, powerplant, life support, as well as ship's structure. Selecting the Engineering System's icon shows the status of each of these.

Avionics Systems includes weapons controls, communications link, navigation, and the pilot ejection system. Selecting the Avionics System's icon shows the status of each of these.

Structure Status Bar indicates the condition of the ship's framework. Enemy shots that have penetrated through both armor and internal systems damage the structure of the ship.

Tonnage is the mass of the ship. Tonnage and *SLD* rating determine the ship's *MAX*.

Hull Configuration has no effect on how the fighters operate in space combat.

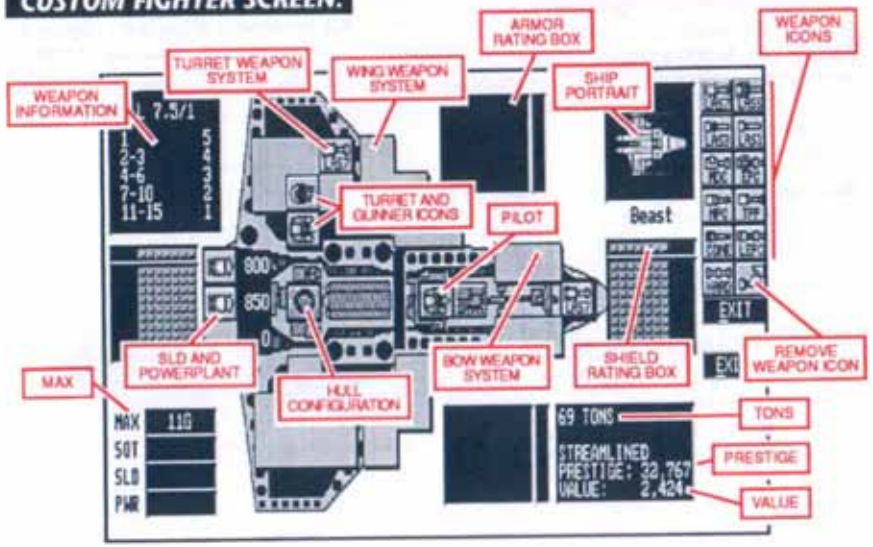
Value is the ship's replacement cost in prestige points.

EXIT Button returns to the previous screen.

REPAIR Button orders that repairs be made on your ship. Each repair takes a set amount of time, and the squadron may be ordered back into combat before all repairs can be made. For this reason, several repair teams work on each fighter simultaneously prioritizing repairs to get critical work done first.

Hardpoints are special areas on a ship which are designed to launch missiles or hold pods.

CUSTOM FIGHTER SCREEN:



Ship Portrait allows you to cycle through the available ship portraits and find one that represents your new fighter. Each time the box is selected, another portrait will be displayed.

Pilot displays your flyer's *PLT*, *SOT*, and Condition.

Weapon Information shows the name and damage information for any of the Weapon Icons. The columns represent the *RNG* and the points of damage the weapon can do at each *RNG*.

Weapons Icons are used to select weapons to be placed on the ship and to indicate their location. To add or change a weapon, select the box in the desired area (turret, wing, or bow) and then select the icon for the weapon you want placed there.

Remove Weapon Icon is used to remove weapons from the ship. To remove a weapon, select it, then select the Remove Weapon Icon.

Shield Rating Box indicates the strength of each shield on a ship. Shields lessen an attacker's To-Hit chance, therefore the higher the rating the better the shield. Select a Shield Rating box to adjust its effectiveness.

Armor Rating Box displays the thickness of armor on each quadrant of the ship. Armor must be penetrated before enemy weapons can damage internal components. Select an Armor Rating box to adjust its thickness.

Turret Weapon System armament can be targeted independently from the ship's heading. Each weapon is indicated by a Weapon Icon. To add a weapon, select an empty armament box and then a Weapon Icon. To change or remove a weapon, select it and then either the new Weapon Icon or the Remove Weapon Icon.

Turret and Gunner Icons indicate an active turret on the fighter.

Wing Weapon System is a fixed weapon system that can only be targeted by turning the ship. Each weapon is indicated by a Weapon Icon. To add a weapon, select an empty armament box and then a Weapon Icon. To change or remove a weapon, select it and then either the new Weapon Icon or the Remove Weapon Icon.

Bow Weapon System is a fixed weapon system that can only be targeted by turning the ship. Each weapon is indicated by a Weapon Icon. To add a weapon, select an empty armament box and then a Weapon Icon. To change or remove a weapon, select it and then either the new Weapon Icon or the Remove Weapon Icon.

SLD and Powerplant generate the energy to run the ship. You can place up to three engines in your ship, although the total output of all three engines can not exceed 2500. It is important to note that a single engine with a power output of 1000 weighs significantly more than two engines with a power output of 500 each.

TONS indicates the weight of the ship.

PRESTIGE decrements as you build a fighter to show how many prestige points you have left to spend.

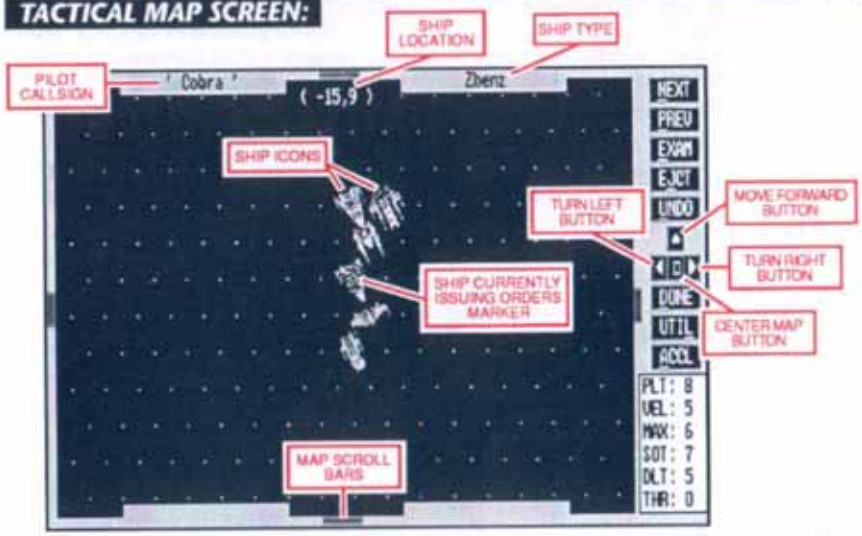
VALUE indicates the normal cost of the ship and its components. The actual cost of custom fighters is twice the normal cost.

MAX displays the current maximum *THR* of the ship. *THR* is used to change *VEL* or turn a ship. Each system added to a fighter increases weight and/or energy consumption, thereby reducing its *MAX*.

Hull Configuration allows you to select Streamlined or Anti-Grav hull configurations for your new fighter. Anti-grav hull configuration is more expensive than streamlining, but weighs less. Hull configuration has no effect in space combat.

EXIT Button quits the Custom Fighter Screen. You will be asked if you wish to purchase your new custom fighter.

TACTICAL MAP SCREEN:



At the start of each mission you may change the missiles that are loaded into your Hardpoints, place your ship on the map, select its initial facing and select its starting VEL (see: Interceptor Missions).

Pilot Callsign displays the callsign of the pilot currently issuing movement orders.

Ship Type displays the type of the ship currently issuing movement orders.

Ship Location displays the X,Y position on the map, ship facing, and turret facings of the ship currently issuing movement orders.

Ship Icons shows the facing and position of each ship.

Ship Currently Issuing Orders Marker indicates the ship that is presently issuing movement orders.

Map Scroll Bars are used to scroll the map, allowing you to view more of it.

Move Forward Button moves the ship currently issuing movement orders forward one hex.

Turn Left Button changes the heading of the ship currently issuing movement orders one hexface to the left.

Turn Right Button changes the heading of the ship currently issuing movement orders one hexface to the right.

Center Map places the current ship issuing movement orders in the center of the map.

NEXT Button steps through all ships and missiles in order of initiative, beeping when you reach the last fighter or missile to move. At the bottom of the screen, the Pilot Callsign, Ship Type, Ship Location, *SOT*, *VEL*, and *RNG* will be displayed for any fighter NOT presently issuing movement orders, or the missile type, *MAX*, and *RNG* for a missile.

PREV Button steps through all ships and missiles in reverse order of initiative, beeping when you reach the first fighter or missile to move. At

the bottom of the screen, the Secondary Pilot Callsign, Ship Type, Ship Location, Ship Icon, *SOT*, *VEL*, and *RNG* will be displayed for any fighter NOT presently issuing movement orders, or the missile type, *MAX*, and *RNG* for a missile.

EXAM Button displays the status of the ship currently issuing movement orders or any ship selected with the NEXT or PREV buttons.

EJCT Button can be used to remove the pilot currently issuing movement orders from the ship in the event that the ejection system is inoperative. If the system is functioning, the pilot will automatically eject if his ship blows up.

UNDO Button returns you to the beginning of your movement phase. You cannot undo once you have a Plant Push Check or Pilot Push Check.

DONE Button ends orders for the ship currently issuing them. If the ship has any *DLT* points remaining it will move that number of hexes on its current heading. After movement, you will be asked to set the ship's turret facings - if it has any.

UTIL Button displays a menu that allows you to select the map background (stars, dots, or hex), change to larger-scale tactical map, select what damage is viewed in combat resolution, or put the ship currently issuing orders under computer control. Pressing the Space Bar at any time returns ALL computer controlled player ships to player control.

ACCL Button is used to change a ship's *VEL*. *VEL* can only be altered at the beginning of a ship's movement phase (before any movement orders have been issued) or at the end of a ship's movement phase (after all orders have been issued).

PLT is the Piloting Skill for the pilot currently issuing orders.

VEL is the velocity or how many hexes the ship currently issuing orders will travel in the movement phase.

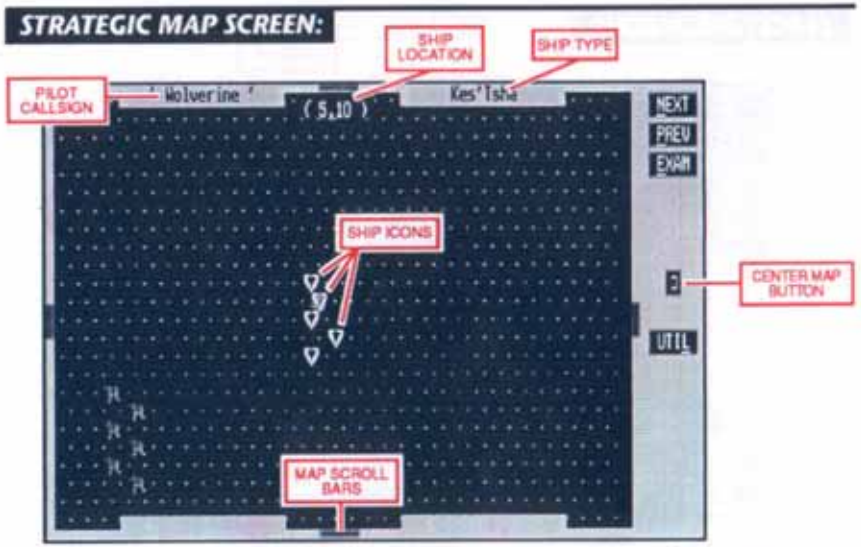
MAX is the Maximum Thrust for the ship currently issuing orders. This remains constant until the *SLD* or powerplant is damaged.

SOT is the Safe Operating Thrust for the pilot and ship currently issuing orders. The *SOT* can change if the ship's *SLD* or powerplant take damage.

DLT begins at *VEL* and decrements as you move. If you select the DONE Button and there are *DLT* points remaining, the ship will move that number of hexes on its current heading.

THR indicates how many points of *MAX* have been used. If you exceed the ship's *MAX*, the pilot must make a Plant Push Check to see if the powerplant has been damaged.

STRATEGIC MAP SCREEN:



Pilot Callsign displays the callsign of the pilot currently issuing movement orders.

Ship Type displays the type of the ship currently issuing movement orders.

Ship Location displays the X,Y position on the map of the ship currently issuing movement orders.

Ship Icons shows the allegiance symbol and position of each ship.

Map Scroll Bars are used to scroll the map, allowing you to view more of it.

Center Map places the current ship issuing movement orders in the center of the map.

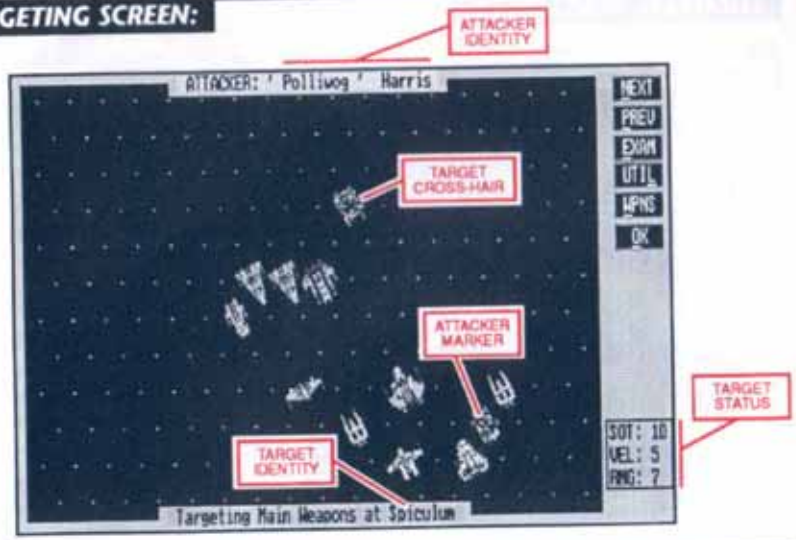
NEXT Button steps through all ships and missiles in order of initiative, beeping when you reach the last fighter to move. At the bottom of the screen, the Pilot Callsign, Ship Type, Ship Location, *SOT*, *VEL*, and *RNG* will be displayed for any fighter NOT presently issuing movement orders.

PREV Button steps through all ships and missiles in reverse order of initiative, beeping when you reach the first fighter to move. At the bottom of the screen, the Secondary Pilot Callsign, Ship Type, Ship Location, Ship Icon, *SOT*, *VEL*, and *RNG* will be displayed for any fighter NOT presently issuing movement orders.

EXAM Button displays the status of the ship currently issuing movement orders or any ship selected with the NEXT or PREV buttons.

UTIL Button displays a menu that allows you to select the map background (stars, dots, or hex), change to larger-view strategic map, select what damage is viewed in combat resolution, or put the ship currently issuing orders under computer control. Pressing the Space Bar at any time returns ALL computer controlled player ships to player control.

TARGETING SCREEN:



Attacker Identity displays the Callsign and Pilot Name of the attacking pilot.

Target Identity displays the weapons system being targeted (either Main, Turret #1, or Turret #2) and the target ship type.

Attacker Marker indicates the Ship Icon of the attacking pilot.

Target Cross-hair indicates which enemy ship is currently being targeted. Selecting the OK Button will order weapons to fire at the marked ship.

Target Status displays the *SOT*, *VEL*, and *RNG* of the ship currently targeted.

NEXT Button moves the target cross-hair to the next available target ship.

PREV Button moves the target cross-hair to the previous available target ship.

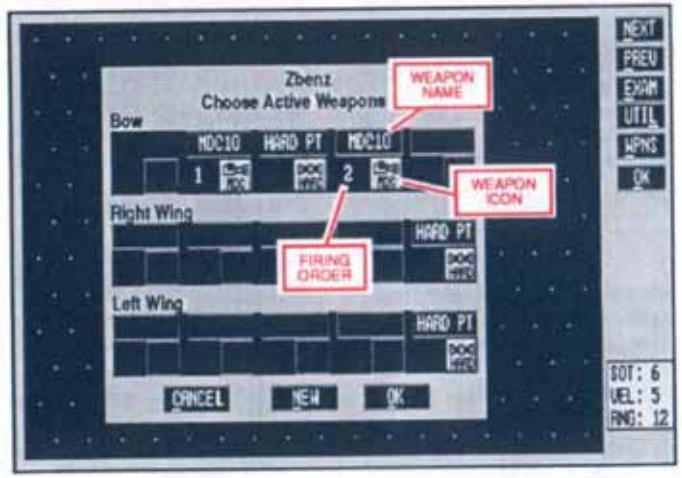
EXAM Button displays the status of the ship currently targeted.

UTIL Button displays a menu that allows you to select the map background (stars, dots, or hex), change to larger-view strategic map, select what damage is viewed in combat resolution or put the ship currently issuing orders under computer control. Pressing the Space Bar at any time returns ALL computer controlled player ships to player control.

WPNS Button displays the CHOOSE ACTIVE WEAPONS SCREEN, allowing you to select which weapons will fire, and in what order.

OK Button accepts the selected target and weapon firing sequence for the current weapon system (either Main, Turret #1, or Turret #2).

CHOOSE ACTIVE WEAPONS SCREEN:



The Choose Active Weapons Screen allows you to activate weapons by selecting the order in which they will fire. Each box on the menu indicates the actual placement of a weapon on the ship. The turret systems have a similar display, except only five boxes are shown.

Weapon Name can be selected to display information about a weapon.

Weapon Icon is selected to activate a weapon. Highlighted weapons are either inoperative or unable to fire at the target. Weapons will fire in the order in which they are selected. Remember: Missile weapons only fire once per mission.

Firing Order indicates the sequence in which weapons will discharge. If the space is blank, then that weapon is not set to fire.

CANCEL Button returns to the previous screen without changing the original firing order.

NEW Button deactivates all weapons and allows a new firing order to be set.

OK Button accepts the displayed firing order and returns to the previous screen.

TECH NOTES

PILOTS

Interceptor pilots are the cream of all the armed forces. Their prestige and fame are only eclipsed by their extremely high mortality rate—in many theaters, the combat life-expectancy of pilots can be counted in bare minutes. The training for both *TOG* and Commonwealth pilot cadets is both harsh and exacting. Only the best of the trainees make it to the flight deck, and only the best of those make it through their first few sorties.

The two critical skills for any pilot are *PLT* and *GUN*. New pilots start with initial base skill levels ranging from three to six, and may advance in each area. Pilots add familiarity to the base skills levels.

Enlist Pilot

Selecting an empty Billet Box on the Squadron Screen gives you the option to create a new pilot or add one from disk. If you are creating a new pilot, you will step through a series of menus which will allow you to select a service, race, sex, name, callsign, portrait, and finally a fighter for the new recruit. If you do not like the new recruit, selecting the Dismiss Button will discard the pilot and return you to the SQUADRON SCREEN.

Increasing Skill Levels

There are two ways to increase skill levels: Sortie Points and Familiarity Bonuses.

Sortie Points

Pilots earn Sortie Points based on the amount of damage they inflict on enemy craft—this is separate from credit earned for destroying enemy fighters. There are separate points for *PLT* and *GUN*. Pilots who try to fly in close, and go for optimum shots, will increase faster in their *PLT*, reflecting the emphasis they put on skillful maneuvering. Pilots who tend to stand back and fire shots from a distance will increase faster in their *GUN*. These are permanent increases to the base skill levels, and are kept even if the pilot transfers to a new fighter.

Familiarity Bonus

As pilots get combat time in their ships, they learn the fighters' idiosyncrasies: acceleration compensator lags, actual powerplant and engine outputs (as opposed to what the Tech' Manual says); in short, the pilot becomes part of his ship. This familiarity gives pilots an effective bonus to both *PLT* and *GUN* while flying their particular fighter. If a pilot moves to another ship (even one of the same type) the bonus is lost and must be regained for the new craft. The following table shows how the familiarity bonus is earned:

Familiarity Bonus Table

Missions Flown	PLT Bonus	GUN Bonus
1-2	0	0
3-7	+2	+1
8-12	+3	+2
13-20	+4	+3
21+	+5	+4

Turret Gunners

Each ship's turret has a gunner who also gains familiarity and skill levels. The gunner is assigned to a specific ship (not pilot), and the gunner will gain expertise as long as he is alive and the ship is in service. If a gunner is killed, his turret cannot be operated during that combat, and a new, green recruit occupies the turret after the fighter returns to base. You can check the gunner's skill level and condition by selecting the Gunner Icon from the Ship Status Screen. Gunners do not get Sortie Point increases to skill.

Displayed PLT and GUN

Whenever a skill is displayed, it includes all familiarity and gained levels. If a pilot switches to a new fighter, the displayed skill levels will drop until familiarity in the new craft is earned.

Pilot and Gunner Condition

Condition measures how difficult a pilot is to kill—when it reaches zero, the pilot or gunner is dead. Condition points never increase above their starting number, and can only decrease if a pilot or gunner takes damage during combat. Condition is slowly regained when the pilot and gunner are not on a mission.

Kill Markers

These stencils proudly emblazoned on the sides of fighters indicate how many ships a pilot has destroyed. Five enemy ships destroyed garners the coveted "Ace" title and the associated fame. Aces receive a great deal of attention in the media, and are considered valuable for public relations. Rumors continuously circulate that certain fighter wings are organized to produce high-profile aces for propaganda purposes. Allegedly, most of the squadron softens up resistance, while the ace waits for an easy kill.

Kill markers can also be earned by shooting down friendly craft. These markers are left on ships as a warning against carelessness for other pilots. The most common way to earn a friendly kill is through imprudent missile fire, or by firing negligently on a friendly ship with a damaged transponder. Pilots with one such mark are subject to a great deal of abuse, while pilots with several are known to have a high mortality rate, both in combat and bar fights.

Prestige Points

Prestige Points represent political favor in the military bureaucracy, and translate directly into funds that can be used to requisition new and custom fighters. Prestige is earned solely by shooting down enemy fighters. The amount of prestige earned for a kill is based on the combat strength of the enemy ship. Harder hitting, better armored fighters are more difficult to kill, and are worth more prestige points. Destroying a friendly ship gives a pilot negative Prestige Points—watch where you fire your missiles.

Prestige and Replacing Lost Fighters

Pilots who lose their fighters in combat will always receive enough Prestige Points to get another. The minimum replacement prestige a pilot will receive is based on his kill record and the value of the lost fighter. A top-ace, flying an expensive ship, will probably be able to requisition a good replacement fighter. A green pilot, who loses his ship on an early mission, will most likely get an inexpensive fighter.

PILOT RACES

The combined expanses of *TOG* and Commonwealth space encompass literally thousands of inhabited worlds and many races. The most significant of the races are: Human, KessRith, Ssora, Vauvusar, and Baufrin.

KessRith

The reptilian KessRith have six limbs (four legs, two arms), weigh in at nearly 200 kilos, and stand as tall as the average Human male. Thick skin plates cover much of the KessRith torso, and they are easily the strongest and most physically dangerous of the major races. Their skin coloring tends towards dark grey with lighter grey skin plates. Natural lifespan for the KessRith is somewhat longer than Human normal, at about 100 Terran years, although their violent nature and rigid sense of honor leave few males alive after 70.

The KessRith culture is based on clans and strong allegiances to homeworlds. Such allegiance has kept many KessRith in the Commonwealth forces, while the majority of the KessRith empire has withdrawn from those regions of space. KessRith generally hold in contempt any race that does not place the same premium on bravery, loyalty, and battle skill as the KessRith do themselves.

Ssora

The Ssora are a warm-blooded reptilian race that stand about one and one-half meters tall and weigh about 70 kilos. They walk fully erect, balanced by a prehensile tail. The Ssora evolved from small, agile predators, whose remarkable camouflage abilities helped them to primacy in the food-chain. The modern Ssora demonstrate their ancestry with a wide range of skin hews and secondary characteristics, such as bumps, skin mottling and stripes.

The Ssora favor strong central government, and view those races without one as chaotic and insane. Ssora within the Commonwealth are forever complaining about the extreme lack of organization. Personally, Ssorans are capable of a wide range of emotions, and though often devious, they possess a stringent and loyal sense of honor.

Vauvusar

Members of this race stand very nearly two meters tall and weigh about 85 kilos. The Vauvusar peoples come in two distinct patterns of skin coloration: one group is dun-colored with green striping on their backs, and the other is blue with yellow striping.

The predecessors of the Vauvusar were amphibious predators, though they are now basically vegetarian. Their mouths are located at the top of their "heads," while their brains reside in their torso. Vauvusar have four arms, and while not very strong, they have lightning fast reflexes, making them excellent Interceptor pilots.

Both sexes of the Vauvusar take delight in a promiscuous lifestyle. Fortunately, the vast majority of the race is infertile. Reproduction is left to Brood Mothers, who often produce hundreds of offspring. The Vauvusar are known for their curiosity and their extremely personable nature. They do not get along with the KessRith because they resemble a greatly feared predator species on the Vauvusar homeworld of DurVau. Vauvusar are extremely difficult to anger, and impossible to placate once they have been.

Baufrin

The Baufrin are an insectoid people averaging one meter in height and weighing about 60 kilos. They have six legs on their segmented bodies and move much as the Terran spider, except that their torso and head are vertical. Baufrin have four arms, the upper two are used for intricate work, while the lower pair are used for heavy labor. Baufrin have three sets of eyes that each sense a different wavelength band of light. The thick Baufrin exoskeleton is usually a deep emerald-green with delicate striping.

Baufrin hatch from eggs and live about 50 Terran years. They molt (shed their rigid exoskeleton) about eight times as they grow. On rare occasions molting individuals may lose details of their identity, or even memory. These unfortunate Baufrin lose all previous status and must relearn even rudimentary skills.

Baufrin culture is strongly family-oriented. The family consists of three adults, one of each sex (male, female, mother), and any offspring. Because of their family orientation, the Baufrin are violently opposed to strong central government. Baufrin greatly admire the Terrans for their love of freedom and unpredictability.

RACIAL DIFFERENCES

Physical differences between the races are evident in varying number of Condition Points and modifiers to *PLT* and *GUN*. For example, the KessRith are a large and powerful race. Because of their toughness, they are harder to kill and have more Condition Points. But it is this increased muscle bulk and size that makes them less able pilots and, accordingly, they suffer penalties to that skill.

Racial Differences Table

Race	Condition	PLT*	GUN*
Human Male	4	-20%	+20%
Human Female	4	+20%	-20%
KessRith Male	6	-50%	+20%
KessRith Female	5	+40%	-20%
Vauvusar (All)	3	none	+50%
Baufrin Male	3	+20%	+30%
Baufrin Female	3	+30%	+20%
Ssora Male	4	+50%	none
Ssora Female	5	+30%	none

*These numbers indicate a percentage chance of a one point change in base skill level e.g., -20% indicates a 20% chance of a minus one modification, +40% indicates a 40% chance of a plus one modification.

SERVICES

All *TOG* pilots are assigned to the Imperial Navy Legions. Most Commonwealth pilots are assigned to the Renegade Legions or the Commonwealth Royal Navy. The Commonwealth Royal Army, Marines, and Aerospace Force have limited numbers of Interceptor squadrons in their services.

All pilots on both sides of the conflict receive very similar training and experience.

Ranks and Promotion

In addition to *PLT* and *GUN*, pilots advance in rank as they finish combat missions. The more missions a pilot flies, the greater the chance of promotion. Promotions become less frequent as a pilot progresses. Pilots who promote past the last listed rank are moved to non-combat status and join higher command echelons in their respective services.

TOG Navy and Renegade Legion:

- *Archikeleustes*
- *Pluiarchos Junior Grade*
- *Pluiochos*
- *Navarchos*
- *Rear-Admiral*

Commonwealth Royal Navy:

- *Sub-Lieutenant*
- *Lieutenant*
- *Lieutenant-Commander*
- *Commander*
- *Captain*

Commonwealth Royal Marine Corps:

- *Warrant Officer*
- *2nd Lieutenant*
- *Lieutenant*
- *Captain*
- *Major*

Commonwealth Royal Army:

- *2nd Lieutenant*
- *Lieutenant*
- *Captain*
- *Major*
- *Lieutenant-Colonel*

Commonwealth Royal Aerospace Force:

- *Warrant Officer*
- *Pilot Officer*
- *Flying Officer*
- *Flight Lieutenant*
- *Squadron Leader*

Decorations

Pilots who are wounded in battle automatically receive a decoration - the purple heart - while other medals are awarded solely for bravery and extraordinary actions in a single battle.

TOG and Commonwealth Decorations

TOG	Commonwealth
Palm of Sacrifice	*Purple Heart*
Manus Glorius	*Silver Wing*
Seal of the Emperor	*Star of Freedom*
Centuria Praetorii	*Defender of the Alliance*

INTERCEPTOR MISSIONS

At the start of each mission the squadron attends a briefing that outlines the mission type and objective. Intelligence reports will occasionally allow squadrons to setup ambushes for enemy patrols. In some cases the primary objective of a mission is reconnaissance rather than combat. Special sensor pods can be fitted into missile hardpoints to gather information that is used to help evaluate enemy forces and analyze new enemy fighters.

Successfully meeting mission objectives earns pilots official kudos and extra prestige points that can later be used to purchase better fighters.

Mission Setup

Before starting a combat, players can either place their ships one by one on the map, or have the computer automatically place them.

Important: If you wish to change any missiles or pods loaded into your hardpoints, you must choose to place your ships manually. Then use the EXAM Button to view your ship and place your missiles.

MOVEMENT

In the airless void of space, ships are not subject to friction— all changes in *VEL* or heading must be made by applying *THR*.

Initiative

Initiative is based on *PLT* and a random number. Pilots with better initiative issue their orders later in the movement phase - affording them the chance to see other ships' orders before they decide their own. They also get their shots in earlier during combat.

Thrust (THR)

Thrust is a measure of how much power can be applied to accelerate a ship or change its heading. One thrust point accelerates or decelerates a ship one point of *VEL* (one map hex). The amount of thrust needed to turn varies by the ship's speed. Unused thrust points are not saved from movement phase to movement phase.

Velocity (VEL)

Velocity is a measure of how many hexes a ship will travel in a movement phase— pilots refer to this distance as "Delta-Vee." Maximum velocity for a fighter is 30 hexes per movement phase. The number of *THR* required to change a heading is determined by the ship's velocity. As velocity increases, more *THR* is required. Ships ALWAYS travel their entire velocity every movement phase. The only way to move more or less is to use *THR* to change velocity at the start of a movement phase.

Delta-Vee (DLT) is what pilots call the distance a ship will travel in a movement phase. The *DLT* counter is equal to *VEL* at the beginning of a pilot's movement phase, and decrements as the pilot issues movement orders.

THR Cost for Heading Changes Table

VEL	THR
0-2	1
3-5	2
6-8	3
9-11	4
12-13	5
14-17	6
18-20	7
21-23	8
24-26	9
27-30	10

Maximum Thrust (MAX) is the normal limit of THR a ship's engine can put out each movement phase. This number is based on the rating for either the SLD or the powerplant (whichever is lower). Both of the values are the same unless the ship has been damaged.

Pushing the Powerplant

Sometimes in combat, pilots must push their craft beyond its safe operating parameters. When a pilot exceeds the rated *MAX* for a craft, a Plant Push Check is made to see if the powerplant is damaged. If it is, the fighter's *MAX* is lowered. Before you push a fighter, a warning message is displayed to verify that you really want to risk engine damage. You cannot undo any movement order once a ship has made a Push Plant Check (whether it works or not).

Plant Push Check Table

MAX	Extra THR desired				
	1	2	3	4	5
1	80%	NA	NA	NA	NA
2	80%	A	NA	NA	NA
3	80%	60%	A	NA	NA
4	80%	60%	40%	A	NA
5	80%	60%	40%	20%	NA

Numbers indicate the percentage chance that the powerplant will avoid damage.

NA means the fighter cannot push to that level.

A means the powerplant automatically takes damage.

Safe Operating Thrust (SOT)

SOT is the average of the ship's *MAX* and the pilot's *PLT*. Pilots with a high *PLT* will - in many cases - be able to push a ship past its suggested parameters. A pilot with a low *PLT* will often not be able to fly a ship even to its maximum specifications. A check is made for any pilot whose *THR* exceeds his *SOT* to see if the pilot's ship becomes Seriously Out of Control.

Seriously Out of Control (SOC)

When a pilot's *THR* exceeds the ship's *SOT*, a check is made to see if the pilot is able to maintain control of the craft. A *SOC* check is based on the pilot's *SOT*, and the number of points by which his *SOT* is exceeded.

Example: A Commonwealth pilot with *PLT* 5, flying a Cheetah with a *MAX* of 10 has a *SOT* of 8 ([5+10]/2=7.5 rounded up=8). Now if this same pilot attempts to perform a maneuver requiring the ship's *MAX* of 10, the *SOT* check is: 8 (the pilot's *SOT*) - 2 (the ship's *MAX* minus the pilot's *SOT*) or 6. The computer generates a random number between 1 and 10, if the number is greater than 6, the check fails and the ship is SOC.

A *SOC* ship will move randomly, starting from the point where control was lost. *SOC* ships may move and accelerate and decelerate erratically until control is regained. At the start of each movement phase, the computer will check against *PLT* to see if the pilot can regain control.

Disengaging the Enemy (Retreating)

If a ship has taken too much damage, or has lost critical systems, often the only logical tactic is to turn tail and run. To disengage, the pilot must fly away from enemy craft at maximum *VEL*. A message is displayed at the start of the movement phase when the pilot has successfully disengaged.

COMBAT

Here is where battles are won and lost, reputations earned, and the graveyards of the *TOG* and Commonwealth filled with brave warriors. Combat is broken into two sections: targeting/weapon selection, and firing.

Targeting and Weapon Selection

The computer cycles through all ships in order of initiative. Every fighter that has a target is allowed to activate and fire weapons.

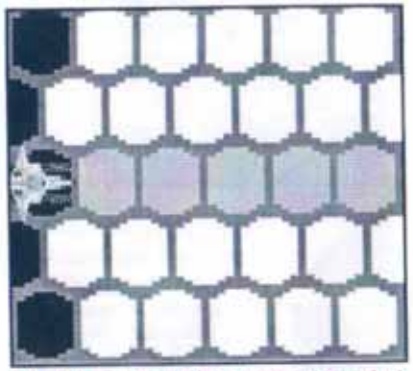
Legal Targets

Fighters can only target ships that are in *RNG*, within firing arc, and not transmitting a friendly *IFF* signal. The *IFF* signal is transmitted by a fighter's transponder. Warning: Be careful when targeting "enemy" fighters—it could be a friendly ship with a damaged transponder.

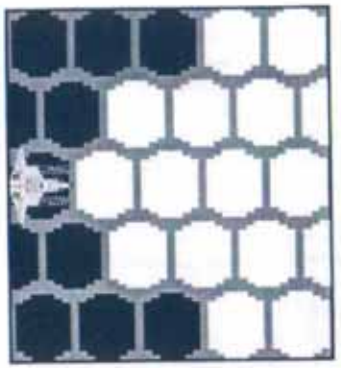
IFF (Identify Friend or Foe)

An *IFF* is an electronic signal each fighter transmits eliminating the chance that friendly ships will fire on one another.

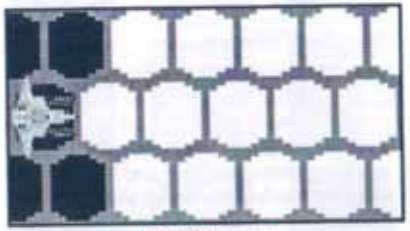
FIRING ARCS:



Wing firing arc (shaded area indicates overlap).



Turret firing arc and missile lock-on arc.



Bow firing arc.

Every weapon system has an arc of visibility in which it can fire. Turrets have the bonus of being able to turn independent of the ship's facing, while the bow and wing systems are fixed.

Direct Fire

Unlike Movement and Targeting, which are sequential, Direct Fire occurs "simultaneously" —you cannot, for example, escape the guns of an oncoming enemy fighter by destroying it before it fires. During Direct Fire, all fighters discharge activated weapons, and all damage is displayed.

Scoring a Hit

The computer will generate a number between 1 and 10. That number is then compared to the ship's To-Hit value. If the generated number is less than or equal to the To-Hit number, a hit is scored. Exception: a 1 ALWAYS scores a hit, while a 10 ALWAYS signifies a miss. The following elements determine the To-Hit value:

- *RNG*
- *GUN*
- Target Shield Rating
- Angle of Attack
- *SOC* and Damage
- Range (*RNG*)

Every weapon has a maximum range, and varying affects at different ranges. *EPCs*, for example, are effective only at close range, while *NPCs* are most effective at a range of seven to ten hexes. Selecting a Weapon Icon from a Ship Status screen will display weapon ranges and damages. The table on page 26 summarizes all the weapons.

Base To-Hit Number Table

RNG (IN HEXES)	BASE TO-HIT
1	8
2-3	7
4-6	6
7-10	5
11-15	4

GUN

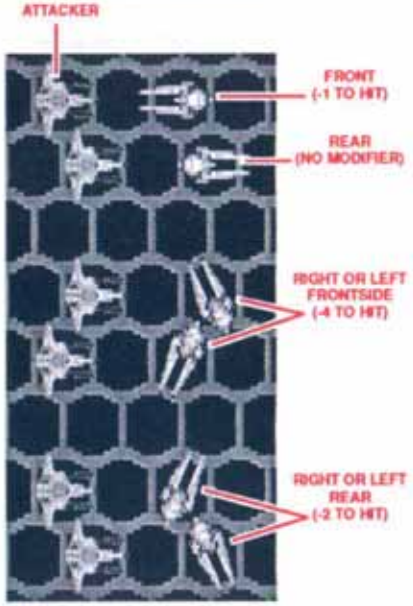
The displayed *GUN* for a pilot or turret gunner includes all familiarity and Ace bonuses. This value is added to the base To-Hit number.

Target Shield Rating

The shield rating of the target ship is subtracted from the base To-Hit number.

Angle of Attack

The relative facing of an attacker and enemy ship can modify the likelihood of a hit. Firing at the rear of a ship is the best shot.



SOC and Damage

Ships suffering *SOC* random movement have a -3 modifier to their To-Hit number. Fighters suffering damage to avionics and weapons control systems may suffer negative modifiers. The effects of systems damage is detailed with the systems descriptions and repair times starting on page 21.

Missile Combat

While missiles are fired with other weapons during combat, they cannot hit in the same combat phase in which they are fired. Missiles track their target during movement, and hit any movement phase they land in the target hex (after the first movement phase.) The exception to this rule is the *DFM*, which is an unguided projectile and operates like other weapons.

Missile Lock-on and Tracking

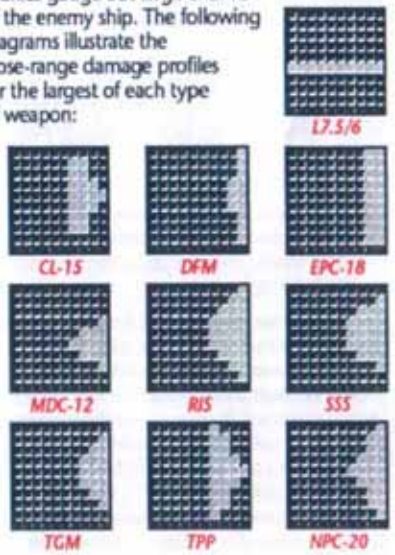
Missiles (with the exception of *TGMs*) must get a lock-on their target before being launched. Lock-on is based solely on the pilot's or gunner's *GUN* (again with the exception of *TGMs*). After missiles have acquired a target, they will follow it until they lose lock-on, or the target is destroyed. Missiles have a very high initiative, and the only way for a ship to avoid one is for the ship to end its movement phase out of the missile's scanning area, which is an arc identical to the turret/missile firing arc. Missiles with more sophisticated on-board computers may try to reacquire or acquire a new target if they have lost their primary one.

Damage

With the exception of determining kills, all damage is considered to be almost instantaneous, so even a ship that has been "destroyed" gets in its last shots.

Weapon Damage Profiles

Weapons have differently shaped areas of effect when they hit. Laser beams will drill long, narrow holes, quickly reaching deeply buried systems. Weapons with flat or cone-type damage profiles gouge out large chunks of the enemy ship. The following diagrams illustrate the close-range damage profiles for the largest of each type of weapon:



ECM Pods

Fighters can load an *ECM* pod into a hardpoint in place of a missile. *ECM* pods interfere with enemy missiles, giving an enemy a -3 on his To-Hit value. If a fighter has multiple *ECM* Pods, the modifier is still -3.

Crediting Kills

The computer resolves damage in order of initiative, with the faster pilots going first. A kill is officially credited to the pilot who fires the shot that actually scores a kill. The pilot with better initiative is able to register his hits that brief second or two faster and this is picked up later on the avionics black box at base - the final arbitrator.

Killing a Fighter

An enemy fighter is counted as a kill only if one of the following occurs:

The enemy pilot is killed.

The enemy fighter suffers structural collapse.

Structural collapse generally occurs when a fighter has sustained heavy damage in one area, allowing enemy shots to penetrate deeply enough to destroy the framework of the ship.

Pilot and Gunner Hits and Consciousness Checks

Whenever a pilot or gunner is hit, one point is subtracted from their condition and they must make a consciousness check. The check is based on current condition (ranging from one to seven), and if failed the pilot or gunner loses consciousness. Once a pilot or gunner has lost consciousness, a new roll is made at the start of each movement phase to see if he regains consciousness. If a gunner is killed or unconscious then no weapons in his turret can be fired.

Pilot Ejection/Bailout

If a ship has a functioning ejection system, the pilot will automatically eject before the fighter blows up. If the ejection system is inoperative, or the pilot fears that it may be taken out in the next combat round, he can manually bailout

anytime during the movement phase. A pilot can only climb out at the start of a movement turn. Once a pilot is out of his ship, the fighter is lost and he has 30 turns worth of air before suffocating.

Internal Systems Damage

Once a fighter has sustained several hits, layers of armor start vaporizing and peeling away under the enemy guns, leaving vital internal systems susceptible to damage. Hits to internal systems have a chance of damaging the structural framework of the fighter and blowing it up.

Shorts

Sometimes damage to internal systems will short them. The effect of these shorts is that the system is nonfunctional for the next entire movement phase. If no further shorts occur, the system will be back on line the following movement phase.

Repair Circuits

Some critical systems have repair circuits attached to them. As long as this repair circuit is functioning, the system cannot be destroyed. A hit on a system with an operational repair circuit is identical to a Short. Systems with repair circuits are noted in the system descriptions.

Repairing Ships

When a damaged ship comes into base, the flight crews work around the clock to get it back into service. A separate mechanic or team is assigned to each section of the craft, and all repairs are prioritized to get the fighter battleworthy as fast as possible. If enemy activity in a particular area is heavy, fighters are often forced on missions before they are fully serviced.

SYSTEM DESCRIPTIONS AND EFFECTS OF DAMAGE

Cockpit Systems

Pilot: The pilot is, of course, the most critical part of the fighter, and while not a mechanical system, he is susceptible to damage. If the pilot takes a hit, he loses one point from his condition and must make a Consciousness Check.

Transponder: This transmitter broadcasts the fighter's *IFF* signal. Transponders are used by *TGMs* and by weapons computers to differentiate between friendly and enemy ships. Weapons controls and targeting computers will not target ships with friendly *IFFs*.

Communications System (COMM): This system is used to maintain contact with other fighters and monitor information channels.

Helm and Auxiliary Helm: These are the control mechanisms and circuitry that allow the pilot to control the ship. The ship can function with either one of these systems, but if both are destroyed, the pilot cannot change *VEL* or direction. The fighter will follow its last heading at its last *VEL*.

Sensors: Are not used during actual tactical space combat, but are needed to navigate back to base.

Scanner: Is similar in function to the ancient RADAR technology. The scanner system feeds information about the local situation to navigation and weapon systems. If a fighter loses its scanner, it can no longer fire *SSSs*.

Navigation Computer: This system aids in long-range navigation and preparing for faster that light travel. The navigation computer has no effect during combat.

Pilot Ejection System: This system allows a pilot to eject from a damaged ship. The ejection system is actually a complete armored and sealed pod built into a fighter. Once a pilot has ejected, there are 30 movement phases worth of air before suffocation occurs.

Weapon Systems

Gunner: Whenever a turret gunner is hit, he loses one point of condition and must make a Consciousness Check. A turret cannot be operated if the gunner is unconscious or killed.

Weapon Controls and Auxiliary Controls: These are the mechanisms and circuitry that connect pilots, gunners, weapons computers, and the actual weapon systems together. The ship can function if either system is operating, but if both are destroyed, the fighter cannot fire any of its weapons.

Target Locking Circuits: These small computers mark targeted enemy ships and help keep weapons aimed correctly. A fighter suffers a -1 modifier To-Hit if this system is inoperative.

Predictor Computer: This computer tries to anticipate a target's evasive maneuvers. A fighter suffers a -1 modifier To-Hit if this system is inoperative.

Range Finder Computer: This system works with the fire computer to determine *RNG* and help calculate firing vectors. A fighter suffers a -1 modifier To-Hit if this system is inoperative.

Fire Computer: This computer interprets data from the support systems, calculates firing vectors, and actually sends the signals to discharge weapons. If this system is destroyed the ship cannot fire any weapons.

Shield Sync Computer: This system times weapons fire to coincide with shield. If the synch computer is inoperative, the fire computer doesn't know when to discharge, and shots are likely to be absorbed by the fighter's own shield. A ship with a one rated shield will stop 10% of its own shots, a two rated shield will stop 20%, and so on. Every individual weapon fired must make a check, not just the whole burst. The shield synch computer has a repair circuit.

Powerplant: This is the heart of any ship—it supplies the energy to run everything from the *COMM* to the *SLD*. The plant can be damaged incrementally, that is, rather than collapsing totally, cumulative damage decreases its power output. The drive loses power in increments of one-quarter (1/4 down, 1/2 down, 3/4 down, inoperative.) A fighter's *MAX* is lowered as either the powerplant or *SLD* are damaged. *MAX* is based on the lower value of the two systems.

Sublight Drive (SLD): The *SLD* focuses the energy of the powerplant through the velocity thrusters which move the ship. The *SLD* can be damaged incrementally in units of one-quarter power identically to the powerplant. A fighter's *MAX* is lowered as either the powerplant or *SLD* are damaged. *MAX* is based on the lower value of the two systems.

Velocity Thrusters: These are the magnetic nozzles that direct the output of the *SLD*. As they sustain damage, *MAX* decreases for the ship.

Anti-Grav and Atmospherics: Are controls for docking the fighter in space and operating in a planet's atmosphere. These systems have no effect in space combat.

Power Coupling: This is the conduit for power from the powerplant to the *SLD* and Velocity Thrusters. NO movement systems are operational while the coupling is inoperative. The power coupling has a repair circuit.

Engineering Systems

Acceleration Compensator: These units counteract the force of high-G thrusts. If the compensator is inoperative the pilot and any gunners will take one point of damage for every two points of *THR* expended in excess of five *THR*.

> **Example:** A pilot increases *VEL* by four hexes per movement phase, and then turns four hex facings; this pilot would have expended eight *THR*, and would take one point of damage without acceleration compensators.

Every time a pilot takes damage, he must make a consciousness check.

Shield Power Converter: The converter feeds power to the shields. If the converter is destroyed, all shields are lost. The shield converter has a repair circuit.

Shields: The shield for each quadrant of the ship is controlled by a separate unit. If a unit is destroyed, the shield is gone.

Vector Thrusters: These units turn the ship. The "right" thruster is located on the left wing, and turns the ship to the right. The "left" thruster is on the right wing, and turns the ship to the left. If a thruster is inoperative, the ship cannot turn in that direction. Each vector thruster has its own repair circuit.

Structural Systems

Life Support and Seal-Up Circuits: This system feeds a correctly balanced atmosphere into the cockpit and turrets of a fighter. The seal-up system maintains environment integrity and is the repair system for the life support unit.

Cabin Pressure: If the fighter loses hull integrity, all cabins decompress and the pilot and any turret gunners suffer one point of damage.

Struts and Bulkheads: These are the metal skeleton components of the fighter. Damage to these seriously compromises the structural integrity of a fighter.

Power Coupling: This is the conduit for power from the powerplant to the *SLD* and Velocity Thrusters. NO movement systems are operational while the coupling is inoperative. The power coupling has a repair circuit.

BUILDING CUSTOM FIGHTERS

Those pilots with enough Prestige Points can design their own fighter. Even though the cost is much greater (outfitting a custom ship costs twice as much as a stock fighter with the same equipment) some pilots like the status of having their own personal craft.

When you start to build a fighter, all of the basic systems are in place. You must add shields, armor, weapons, and engines, and select the hull configuration.

Planning your MAX

The secret to designing an effective custom fighter is balancing armor, shields, weapons, and engines with *MAX*. Each system, shield rating point, or layer of armor adds weight and/or energy consumption. *MAX* is based on total energy usage for all systems, engine rating, and ship tonnage. The formula for calculating *MAX* is in the appendix on page 26. As you design a ship, the *MAX* is constantly updated. You can add, remove, or change systems, armor, shields, and so on until you find the best balance of defense, armament, and speed.

SLD and Powerplant

The *SLD* and powerplant are tied together in the design process— that is you actually select the rating for the *SLD*, but a matching powerplant is automatically installed. The maximum rating for the Powerplant/*SLD* on a fighter is 2500. It is important to note that a single engine with a power output of 1000 weighs significantly more than two engines with a power output of 500 each.

Power Consumption

Each system has set energy requirements, which are listed with the costs in tables starting on page 26. The sum of all the power consumption values is the operating energy cost for the fighter. Since all power in excess of this amount is diverted to the *SLD*, the greater the operating energy requirements, the slower the fighter.

Hull Configuration

Selecting the hull-type for a custom fighter has no bearing on how well the ship will function in combat. Rather, it is a trade- off between weight and cost. Streamlining adds five percent to the weight of the craft, but at a fairly low cost. Anti-grav units add only one percent to the weight of the craft, but are more expensive.

Shields

Shields make a ship more difficult to hit. The effectiveness of the shield is its rating, from one to ten. The higher the rating, the greater the weight and energy cost of the shield generators.

Armor

Armor is the second line of defense, if the shields don't deflect shots, the armor offers a protective skin beneath. Unlike shields, armor is destroyed when it is hit, and so, thicker armor will protect internal systems longer than thinner armor. The main drawback to armor is its weight.

Weapons

Here is where a fighter can really be matched to a particular function in the squadron or style of play. Heavy-gunned fighters can be designed to finish off damaged enemy craft. Laser-loaded ships could be used to poke holes in an enemy's armor and a missile-loaded ship can then fire its arsenal into those openings. Experiment to find the optimum weapons complement for you.

Lasers: Lasers use Gennium-Arsenic crystals to produce searing beams of coherent light. The tight focus of lasers produces a narrow, deeply penetrating damage profile.

Mass Driver Cannons (MDCs): *MDCs* consist of long superconductor tubes with twined magnetic material. A current is fed down the tube that produces a powerful magnetic "wave" that is used to propel large projectiles. *MDCs* have fairly long *RNG*, and their damage is consistent across their entire *RNG*, where energy discharge-type weapons dissipate.

Electron Particle Cannons (EPCs): *EPCs* use the basic elements of the atoms themselves as projectiles. The weapon works by stripping the electrons from atoms, and then accelerating and focusing the stream towards a target. The *EPC* is a short range weapon, and its effect is dispersed over the surface of the target, boiling away large chunks of armor to an even depth.

Neutron Particle Cannons (NPCs): The *NPC* strips away neutrons from atoms, and masks them with tachyons, which can then be accelerated and focused. As they leave the cannon, the neutrons have an almost imperceptible electrical charge, which dissipates as the stream travels through space. This accounts for the strange ability of the *NPC* to do more damage at distance than close-up. Typically, only the largest lasers have greater *RNG*. *NPCs* blast a large cone-shaped hole when they hit.

Thorium Plasma Projectors (TPPs): *TPPs* superheat thorium to a plasma, and then accelerates the mass towards a target. The plasma penetrates the target's armor, and then dissipates, creating hollow pockets effectively undercutting the armor.

Conelasers (Clasers): The conelaser is similar to a regular 7.5/6 laser, except that the beam is modulated differently. The effect is that the conelaser does more damage at short range, boiling armor away in a shallow inverse crater, instead of drilling deeply. This is extremely effective for undercutting armor.

Only *TOG* forces deploy conelaser systems.

Laser/Electron Particle Cannons (LEPCs): This weapon fires a laser beam, and then immediately follows with an *EPC* charge. The laser will penetrate deeply, and the *EPC* will undercut the armor. This weapon requires two To-Hit rolls, and if the laser misses, the *EPC* will not discharge.

Only Commonwealth forces deploy *LEPC* systems.

Hardpoints (Missile Tubes): Hardpoints can fire one of any type of missile each battle. You select the type of missile each hardpoint will carry just before you place your craft on the map.

Missiles: Missiles (except where noted) will always accelerate towards their targets up to their *MAX*. For more information on missiles, see Missile Combat on page 19 and Missile Lock-on and Tracking on page 20.

- ***Radiation Intensity Seeking Missiles (RISs)*** *RIS* missiles are guided by radiation emissions in *SLD* exhaust ports. Therefore, the REAR of the target ship must be in the forward arc of the *RIS* (see: FIRING ARCS on page 18). The missile's guidance systems are fairly simple-minded, allowing for a large warhead, but they can be evaded by quickly swinging out of their scanning arc. The *RIS* has a MAX of 12.
- ***Scanner Silhouette Seeking Missiles (SSSs)*** The *SSS* scan their target prior to launch, and build a 3-D computer model of it. When launched, the *SSS* scan the battlefield and try to close with their target. The *SSS* MUST keep its target in its forward arc in order to maintain Lock-on (see: Missile Lock-on and Tracking on page 20 and FIRING ARCS on page 18). The *SSS* has a *MAX* of 15.

- ***Transponder Guided Missiles (TGMs)*** *TGMs* track the *IFF* signal emitted by a target's transponder. Unlike other missiles, these do not require a lock-on prior to firing. *TGMs* are "dumped" into space, where they start to scan for the first target not broadcasting a correct *IFF* signal. The *TGM* MUST keep its target in its forward arc in order to maintain Lock-on (see: Missile Lock-on and Tracking on page 20 and FIRING ARCS on page 18). Because of the sophisticated guidance system, *TGMs* carry a relatively small warhead. The *TGM* has a *MAX* of 15.
- ***Dead-Fire Missiles (DFMs)*** A *DFM* is not a missile in the traditional sense; rather it is an explosive shell slung in the missile rack. When the pilot or gunner fires a *DFM*, tens of thousands of small pellets scour the target's armor.
- ***Hell Missiles (HMs)*** The Hell Missile releases a huge charge of gravitic energy that causes an uncontrolled fusion reaction that literally burns layers of armor off its entire target. A single *HM* effects all quadrants of a ship simultaneously, inflicting 100 points per quadrant of damage minus the targets modified shield rating.

Example: a ship with a 6 rated shield has a defense of 60 against the *HM* and would suffer 40 points of damage per quadrant.

The fusion reaction follows the surface of the armor, giving a damage profile identical to laser blasts down every column of armor. The *HM* has a *MAX* of 4.

Sensor Pods

Sensor pods can be placed in hard point launchers, replacing an offensive missile. Pods are activated like normal weapons, but rather than being launched at an enemy fighter, they scan the ship and produce a detailed "picture." Sensor pods are used whenever Military Intelligence requests that you get information on new enemy craft.

ECM Pods

Fighters can load an *ECM* pod into a hardpoint in place of a missile. *ECM* pods interfere with enemy missiles, giving an enemy a -3 on their To-Hit value. If a fighter has multiple *ECM* Pods, the modifier is still -3.

WEAPONS TABLE

■ Lasers:

LASER SIZE	POINTS OF DAMAGE AT RNG 1	2-3	4-6	7-10	11-15	POWER	TONNAGE	COST
7.5/1	5	4	3	2	1	10	10	120,000
7.5/2	**6**	**5**	**4**	**3**	**2**	**12**	**12**	**144,000**
7.5/3	7	6	5	4	3	15	15	180,000
7.5/4	**8**	**7**	**6**	**5**	**4**	**18**	**18**	**216,000**
7.5/5	9	8	7	6	5	20	20	240,000
7.5/6	**10**	**9**	**8**	**7**	**6**	**23**	**23**	**276,000**
5/1	4	3	2	1	0	7	7	84,000
5/2	**5**	**4**	**3**	**2**	**0**	**9**	**9**	**108,000**
5/4	7	6	5	4	0	14	14	168,000
5/5	**8**	**7**	**6**	**5**	**0**	**17**	**17**	**204,000**
5/6	9	8	7	6	0	19	19	228,000
3/1	**3**	**2**	**1**	**0**	**0**	**4**	**4**	**48,000**
3/4	6	5	4	0	0	11	11	132,000
3/5	**7**	**6**	**5**	**0**	**0**	**13**	**13**	**156,000**
3/6	8	7	6	0	0	15	15	180,000
1.5/1	**2**	**1**	**0**	**0**	**0**	**2**	**2**	**24,000**
1.5/3	4	3	0	0	0	5	5	60,000
1.5/4	**5**	**4**	**0**	**0**	**0**	**7**	**7**	**84,000**
1.5/5	6	5	0	0	0	8	8	96,000
1.5/6	**7**	**6**	**0**	**0**	**0**	**10**	**10**	**120,000**

■ Other Weapons:

WEAPON TYPE	POINTS OF DAMAGE AT RNG 1	2-3	4-6	7-10	11-15	POWER	TONNAGE	COST
MDC-8	8	8	8	0	0	6	24	168,000
MDC-10	**10**	**10**	**10**	**10**	**0**	**11**	**42**	**258,000**
MDC-12	12	12	12	12	0	12	46	300,000
EPC-8	**8**	**5**	**3**	**0**	**0**	**25**	**6**	**125,000**
EPC-14	14	7	3	1	0	37	9	183,000
EPC-18	**18**	**9**	**3**	**3**	**0**	**47**	**12**	**237,000**
NPC-9	1	6	9	0	0	7	16	104,000
NPC-16	**1**	**4**	**8**	**16**	**0**	**10**	**23**	**154,000**
NPC-20	3	9	16	20	0	18	39	263,000
TPP-8	**8**	**6**	**1**	**0**	**0**	**30**	**8**	**120,00**
TPP-16	16	9	4	1	0	55	15	219,000
TPP-20	**20**	**16**	**8**	**3**	**0**	**85**	**23**	**338,000**
Claser*	18	15	11	0	0	35	35	420,000
LEPC-8**	**4/9**	**3/5**	**2/3**	**1/0**	**0**	**40**	**17**	**120,000**
LEPC-14**	4/14	3/7	2/3	1/1	0	55	20	219,000
LEPC-18**	**4/18**	**3/9**	**2/3**	**1/3**	**0**	**66**	**24**	**338,000**
Hard Point	n/a	n/a	n/a	n/a	n/a	0	3	10,000

*Cone Lasers (Claser) are only available to TOG forces
**LEPCs are only available to Commonwealth forces.

SHIELD TABLE

FLICKER RATE*	POWER	TONNAGE	COST
10	1	2	5,000
20	**2**	**2**	**10,000**
30	4	2	15,000
40	**6**	**2**	**20,000**
50	12	2	25,000
60	**24**	**2**	**30,000**
70	48	2	35,000
80	**96**	**2**	**40,000**
90	182	2	45,000
100	**264**	**2**	**50,000**

*Shield Rating is one-tenth the flicker rate.

HULL CONFIGURATION

Streamlining weighs 5% of the fighter's total tonnage (excluding streamlining weight) and costs 100 per ton.

Anti-Grav weighs 1% of the fighter's total tonnage (excluding anti-grav weight) and costs 500 per ton.

MAX CALCULATION FORMULA

MAX is excess power (the difference between powerplant output and systems consumption) divided by total tonnage, then divided by two.

Max Thrust=((Powerplant output-systems consumption)/tonnage)/2.

ENGINE TABLE

POWER RATING	TONNAGE	COST	POWER RATING	TONNAGE	COST
50	1	50,000	**1300**	**20**	**1,300,000**
100	**1**	**100,000**	1350	22	1,350,000
150	1	150,000	**1400**	**24**	**1,400,000**
200	**1**	**200,000**	1450	26	1,450,000
250	1	250,000	**1500**	**28**	**1,500,000**
300	**1**	**300,000**	1550	30	1,550,000
350	1	350,000	**1600**	**32**	**1,600,000**
400	**1**	**400,000**	1650	34	1,650,000
450	1	450,000	**1700**	**36**	**1,700,000**
500	**2**	**500,000**	1750	38	1,750,000
550	3	550,000	**1800**	**40**	**1,800,000**
600	**4**	**600,000**	1850	42	1,850,000
650	5	650,000	**1900**	**44**	**1,900,000**
700	**6**	**700,000**	1950	46	1,950,000
750	7	750,000	**2000**	**48**	**2,000,000**
800	**8**	**800,000**	2050	50	2,050,000
850	9	850,000	**2100**	**52**	**2,100,000**
900	**10**	**900,000**	2150	54	2,150,000
950	11	950,000	**2200**	**56**	**2,200,000**
1000	**12**	**1,000,000**	2250	58	2,250,000
1050	13	1,050,000	**2300**	**60**	**2,300,000**
1100	**14**	**1,100,000**	2350	62	2,350,000
1150	15	1,150,000	**2400**	**64**	**2,400,000**
1200	**16**	**1,200,000**	2450	66	2,450,000
1250	18	1,250,000	**2500**	**68**	**2,500,000**

GLOSSARY

Abbr.	Def.	Page #
COMM	Communication System	21
DFM	Dead Fire Missile	25
DLT	Delta Vee	17
ECM	Electronic Counter Measures	20, 25
EPC	Electron Particle Cannon	24
GUN	Gunnery Skill	19
HM	Heli Missile	25
IFF	Identify Friend or Foe	18
LEPC	Laser/Electron Particle Cannon	24
MAX	Maximum Thrust	4, 7
MDC	Mass Driver Cannon	24
NPC	Neutron Particle Cannon	24
PLT	Piloting Skill	9
RIS	Radiation Intensity Seeking Missile	24
RNG	Range	18
SLD	SubLight Drive	22
SOC	Seriously Out of Control	17, 19
SOT	Safe Operating Thrust	17
SSS	Scanner Silhouette Seeking missile	24
TGM	Transponder Guided Missile	25
THR	Thrust	16
TOG	Terran Overlord Government	1
TPP	Thorium Plasma Projector	24
VEL	Velocity	17

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