

## NOTES TO USER

This is a direct scan of the original Scenario Pack book. Some rules differ from the new edition of Legions of Steel.





# LEGIONS OF STEEL



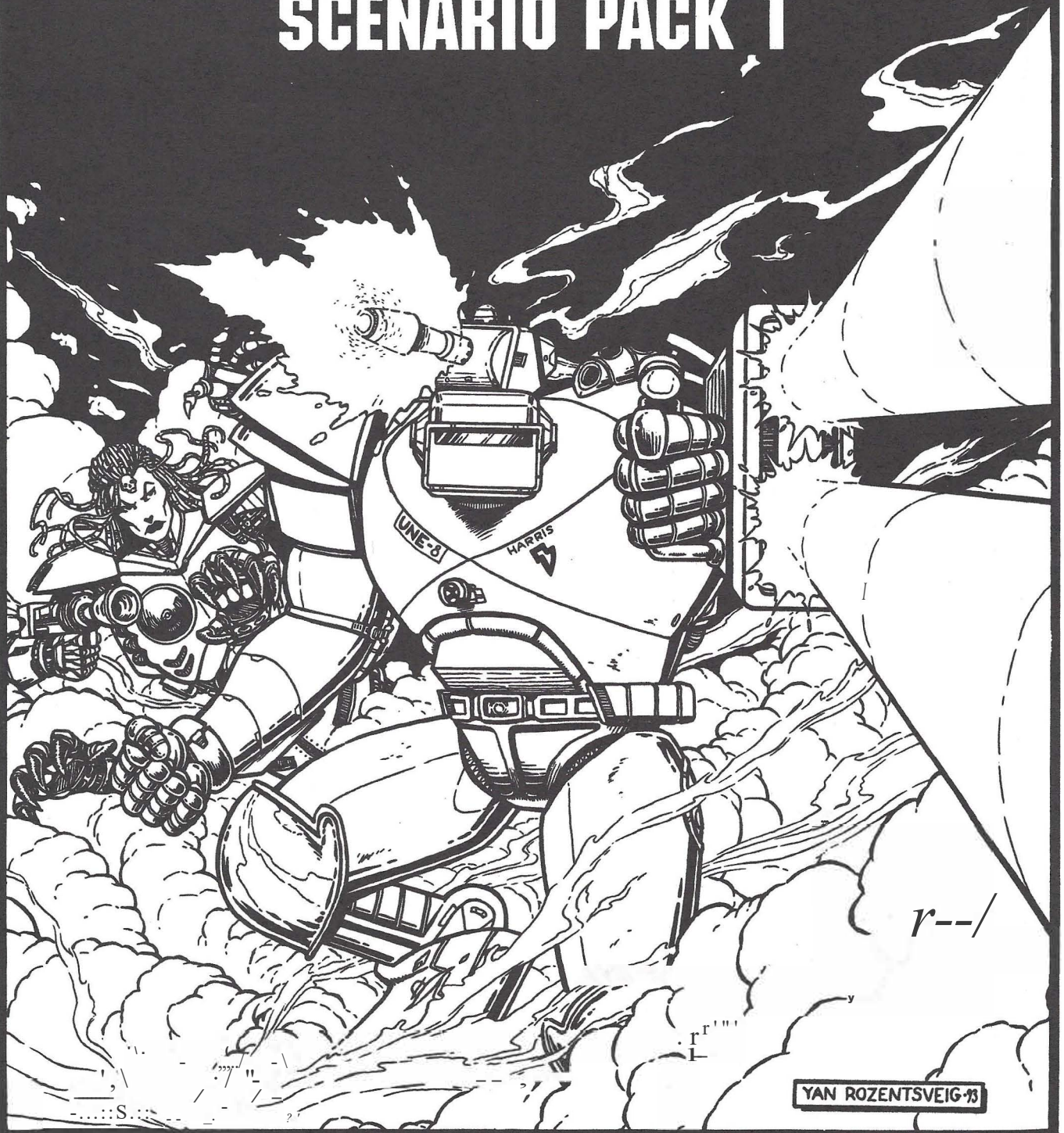
## SCENARIO PACK I





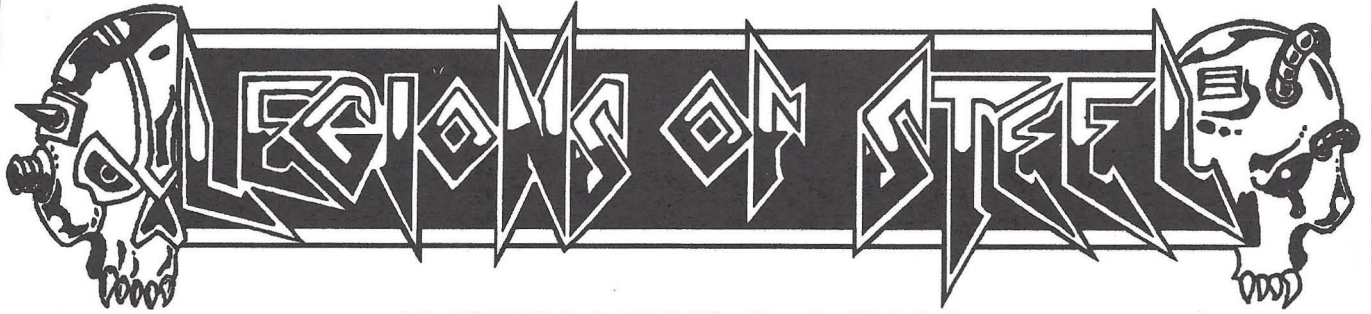
# LEGIONS OF STEEL

## SCENARIO PACK 1









## SCENARIO PACK I

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Onward the machine moved, a chrome skeletal Nightmare. It was unburdened by consciousness, morality or emotion. Its motivation was pre-programmed and inviolate. Its form and features were predetermined by analytical software for practical and psychological warfare.

Onward the machine moved, unconsciously recording data. This information would be used later for reviews of its model line. Such continuous processes of review and revision were to be found everywhere among its kind and their empire. The steel war machine advanced unendingly, seeking to improve efficiency, increase kill ratios, decrease losses, expand its capacity, gain territory, win.

Now that this unit was fielded, ostensibly out of contact with the main strategic and tactical computers, it followed given directives until future orders were received. Currently, in priority sequence, these were: 1) TERMINATE ENEMIES and 2) PREVENT ENEMY ACQUISITION OF SECTOR 2-9. Such orders were to be interpreted by its machine intelligence and acted upon accordingly, modified under the guidance of the Succubot.

The C1 Succubot command and control robot has the capacity for flexible and critical thinking. Its programming can be analyzed, modified and/or wiped as deemed necessary by the Overlord computer. Layers upon layers of this limited, unconscious machine freedom was present in the electronic Legion hierarchy, with each layer subject to efficiency modifications from above. All layers below the Overlord computer, down to the Mark II Assault Fiend, was programmed for self-sufficiency in case of breakdown in those layers above it. The machine plan was eternal so long as any of it remained. Even a lone Mark II could store a compressed file with the

Matrix's entire strategic comprehension, if the need arose.

Onward the Nightmare moved. From the endless, radar swept corridors ahead of it an enemy came into visual range, with several others moving into position nearby. The machine opened its current battle files, matching this target with previous encounter records. On a different level of its automatic workings it simultaneously engaged range-finders and bore down on the target. Before firing, it had already identified the target and compiled several alternative courses of action. Full automatic was the logical choice.

The target moved quickly, avoiding the machine's aim and returning a hail of plasma. The Nightmare's manipulator arm was struck. The metal vaporized into a yellow spray leaving a burned stub where its arm had once been. The Nightmare calculated a 96% remaining combat effectiveness as it fired once more. This time the enemy was caught full in the face. Glassteel shattered and the helmet's contents exploded.

As more targets approached, the machine moved quickly along the pitted corridor towards an area that would exploit its weapon's range advantage over the enemy. As if in response, its search yielded several groups of invaders nearby, already being engaged by units like itself. The machine moved further towards one group, its first directive urging to be fulfilled.

\*\* - - - - \*\*

Corporal Mikh was a thinker as well as a fighter. Even as the running battle raged, a small part of his mind could reserve an inner tranquility unaffected by the furious adrenalin rush brought on by the front line chaos. Perhaps that inner calm had allowed him to stay sane while



# MINDVAULT

being a viciously effective fighter. The months of warring against silent, soulless metal enemies had tempered his abilities and raised his rank with humble valour. This quiet and analytical nature, shrouded by his outward belligerence and energy was what made leader material out of him. Bound into armour that transformed his human shape into brutal angles of steel, he strode forward.

The Nightmares were upon them, too fast and too many. Sergeant Rall and two others were penned in by these monsters, cut down by muzzle flashes from all directions. The screams lasted but an instant. Mikh, now leader of what remained of the section, was cut off from the rest of his unit by the advancing wall of G1s. He knew that his friends were waiting for him to tell them what to do. The mission objective was ahead but the unexpected promotion to section commander clouded his usual cohesive thinking. He knew what had to be done. He knew what horror awaited him and his remaining men in grid 58 62. The completion of the objective was essential, but that did not make him feel any better about it. Right now however, Mikh could not leave his comrades behind and in deciding this he made his first tactical error. He doubled back.

\*\*—————\*\*

It stood over what remained of several

organisms in J:ontainm\_eut\_suit}: The machine registered some movement, but identified this as incidental as all previous targets had now expired. An error in calculation was realized as one such target attempted to rise, clinging to the splattered steel wall for support. Part of the machine's brain estimated a 34.7% probability that this new target's weapon remained operational to a threatening degree. This was deemed unacceptably high in relation to the current situation and a different portion of its brain took immediate action.

A thin instant before firing, self testing and internal readouts pronounced that its deadbolt launcher had a currently acceptable barrel temperature of 251.115 degrees. A measured burst of collapsed steel rounds punched armour into red oblivion. The target crumpled back into the carnage while the machine reoriented its weapon, double and triple checking the previous targets for their probability of regaining operation. This came up a flat zero and so with its advanced hydraulics the Nightmare moved farther down the corridor, its sensor array ceaselessly scanning for additional targets to destroy.

\*\*—————\*\*

Blaster and grenade at the ready, his breathing quick, his eyes everywhere, Mikh reviewed the robot fighting tactics he had learned. Only one of the section's heavy weapon troopers survived and it now came into play with deadly force, melting the frozen malignant expressions on the Nightmare's faces. Mikh burst in from a side passage, the recoil of his blaster sending vibrations through his PBA suit. The plasma he

# MINDVAULT

unleashed pummelled a straggling robot into a jumble of molten wreckage which fused with the alloy floor as Mikh dashed past. He was greeted only by Jerem, who nodded and radioed that the others had been killed. They continued on, heading to the objective point.

"Up ahead corral, 2 Nightmare units on the scanners."

More death thought Mikh, his inner peace temporarily forgotten. The first machine rounded the corner before either of them could react. It tted Jerem with auto fire, drenching Milm's power suit with gore from the resulting explosion. Bits of Jerem hung to his visor but Mikh did not see them. His eyes focused only on the two approaching Nightmares as he raked them apart with his blaster. He could not even hear his own constant yell. Then another one appeared on his sensors. It was behind him.

\*,i-----\*\*

The other Nightmare units had been destroyed, but in doing so they allowed it to flank the enemy.

\*||-----\*\*

Mikh spun around in desperation to face the rapidly approaching one armed Nightmare. He threw himself aside just in time to avoid the raking fire which etched scars into the facing steel wall. His intelligence managed to restrain his near berserk frenzy long enough to see the chrome form move past the intersecting corridor. He fired, but the plasma struck bad, glancing off its ribs as it bore down upon him.

\*:it-----\*\*

The machine registered that it faced a composite steel exoskeleton controlled by a biomass. Areas of the target

which would yield the highest probability of exo-skeleton puncture registered through the machine's tactical input as it fired. The target was not being co-operative however as it ducked back behind a corner. The machine countered by swiging around to rake the target with full autofire. Midway through its movement one foot caught onto what remained of an inoperative target. Without its right arm for balance it began to tip backwards.

\*>i-----\*\*

The machine careened backwards, rounds glittering across the reinforced ceiling. Mikh wasted no time. His blaster sadistically demolished the grinning skeletal face into a thousand hot steel thorns.

\*\*-----\*\*

Damage was now beyond repair and fighting effectiveness was evaluated at 0%. Permanent system shutdown.....

\* ---- \*\*

Another one bites plasma. Mikh had almost had enough. Continuing down the corridor he neared the objective room's entrance. A scanner sweep indicated that no enemy activity lay beyond the door. Entering the room, he came upon the large glass cylinders. Inside, suspended in the viscous liquid, hung the dazed and dying humans. Spl<sub>a</sub>yed out naked, tubes and wires snaking in and out of their face and flesh, emaciated beyond belief, the bodies jerked to and fro. With their faces twisted in pain and fear, Mikh could scarcely look at them. He knew they were human and he knew they would die. His only comfort was that the suffering would end. Sarcastically, he wondered if they would give him a medal for this. Mikh levelled his blaster. Taking one last look around, he opened up.



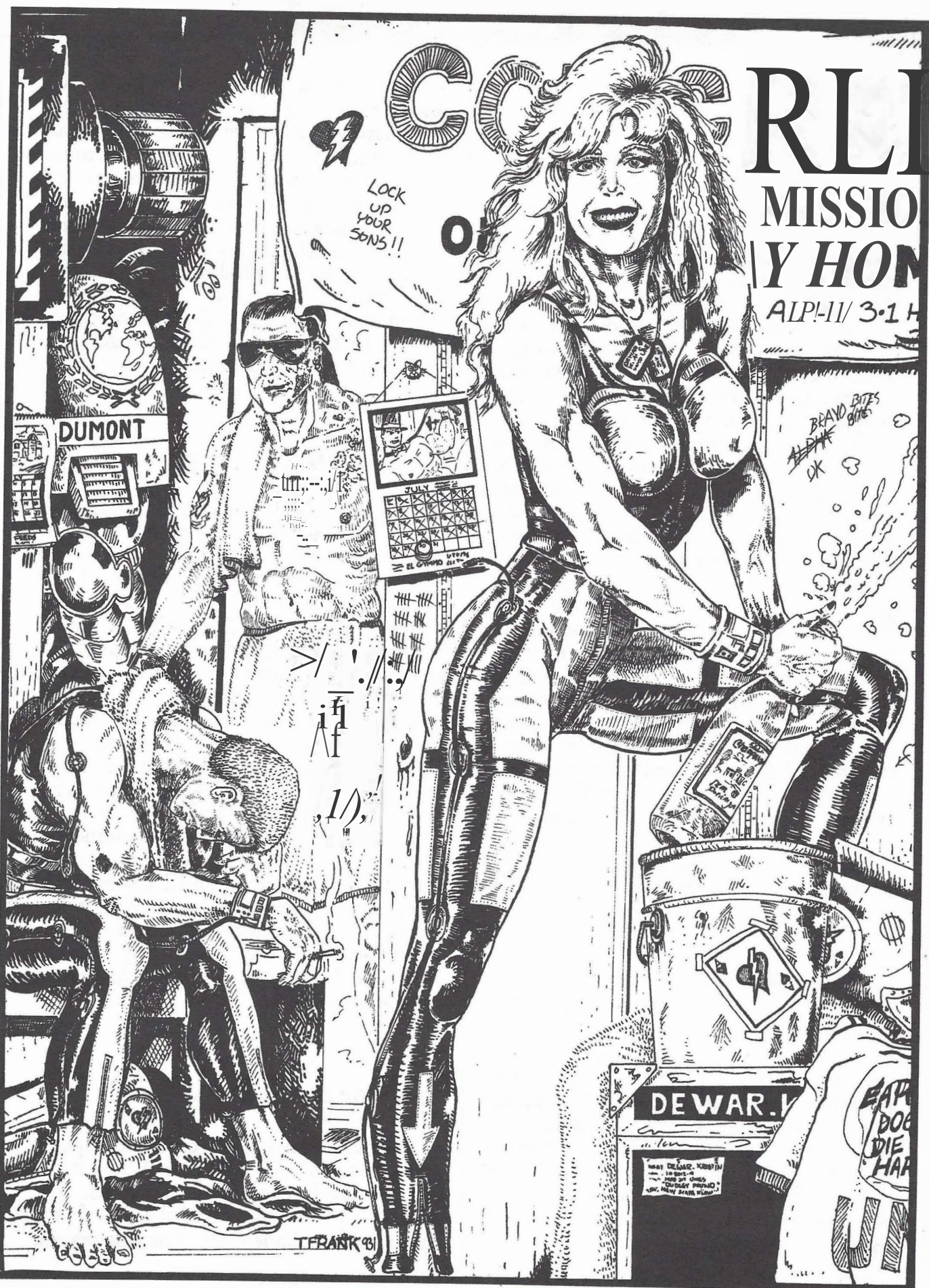
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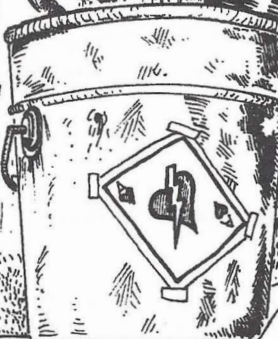
ALP-11/ 3-1 H

LOCK  
UP  
YOUR  
SONS!!

BRAND BITES  
OK



DUMONT



DEWAR. I

EAT  
DOE  
DIE  
HAR

TFRANK '81



## THE PATH

Perhaps the most intriguing discovery upon man's access to the stars and the vast stores of information gathered by the alien races, was the presence of other near-human races in the galaxy. It seems that a number of planets were found to be populated by people who are so similar as to evoke extreme interest from the Aliens. After further study, it was determined that all of these races (thought to have evolved on separate planets) bore a common ancestor. Hence, Man was not unique in the galaxy, but rather one of many "human" type races which had evolved to adapt to their planetary surroundings. Furthermore, it was later found in the Portalus Study that the planets populated by these common people lay in a clear, unmistakable path. At one end of the path lay the edge of the galaxy while the other led into the Black Empire. In time, the study became largely forgotten as the Aliens were unable to proceed beyond the galactic fringe and all contact with the Black Empire proved them to be hostile. Recently, xenologist Dr. Hiram Kumachev discovered these records and did some analysis of his own. Surprisingly, the Galactic Rift lies at one end of the path. Dr. Kumachev is presently continuing his studies to determine if the Rift is the point of origin or the terminus of this path.

## MIND SLAVES

A currently raging debate among the League of Aliens concerns the origins of the humanoid forms the Machines predominantly assume. A glaring example of this is the ubiquitous G1 Nightmare which closely resembles a human skeleton. Additionally, the Assault Fiend, Gremlin and Succubot resemble creatures from human myth and legend.

During Operation Planetstorm, it was discovered what use the machines put their captives to. After being hooked up to an interactive slave network terminal via a neural interface, their brains are stimulated by various chemical and electrical means. The computer records and analyzes all imagery from the victims' minds. These "mind slaves" remain in a degenerative, catatonic, hallucinogenic dream state until they die. The machines appear to incorporate these images into their bizarre robot designs.

## THE GALACTIC RIFT

Study of this phenomenon has yielded little information thus far. What is known, however, is that it has only recently appeared on the fringe of the Milky Way. Based on Kumachev's theory, this is a possible point of arrival for a race of humans who long ago colonized a number of planets along a linear path extending from the Rift. This would indicate that the Rift did indeed exist at a previous time. Scientists who believe the results of the Portalus Study and Kumachev's Theory speculate that the Rift must open and close at some interval. Otherwise, such a phenomenon would have been spotted by Earth's astronomers before its initial discovery in 2092. It is believed that the Rift is the result of a newly observed stellar phenomenon closely resembling a black hole. Further study is greatly hampered by the current war.

## THE MATRIX ENTITY

The Matrix Entity is the central computer mind of the Machine empire. While it can exert control over any of its parts, it is unable to directly control all of the machines simultaneously. For this reason,



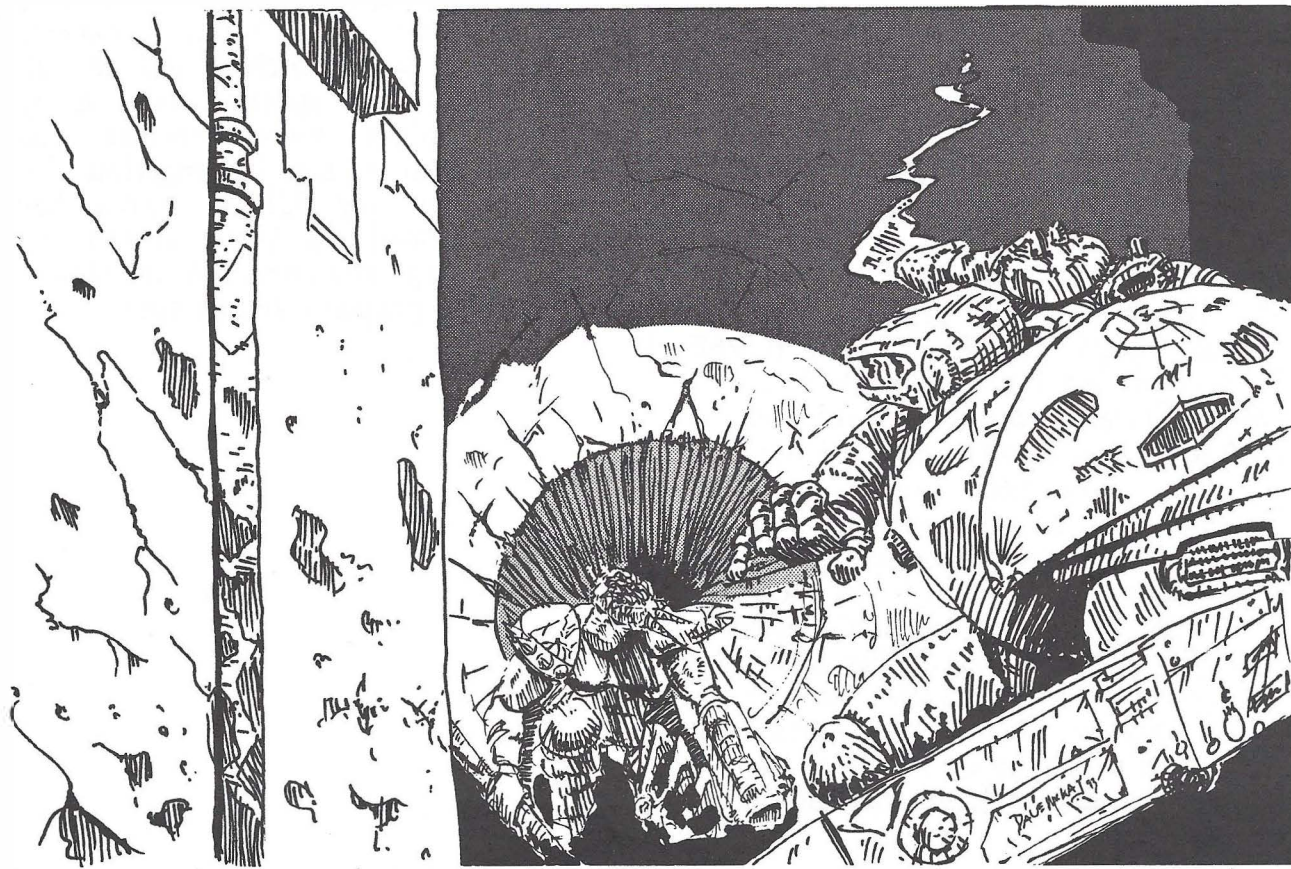
## CAPSULES

units have been organized into a hierarchy and are programmed to act independently. At the bottom of the hierarchy this programming is limited to a very specific task. At the high end, units may operate for an indefinite period of time independent of the Matrix Entity. Within the boundaries of a few reprogrammed directives, these high end units have freedom of action. The Succubot command and control robot is a good example.

The Matrix Entity's power extends far beyond simple control and organization. Its processing ability is the sum total of all the units it fields. Using a method termed Structurally Independent Processing (SIP), it can delegate sub programs to units for computation. As a result, the Entity's ability is not limited to dedicated hardware. Of course, processing allocated to units at the bottom of the hierarchy is severely limited. In addition, SIP is slow in comparison to the internal processing

speed of the Entity. Regardless, if overburdened, or when attempts to reach results which are not time sensitive, SIP is extremely useful. It also follows that even if the majority of the Entity's hardware is destroyed it would be able to carry on with its directives through structurally independent processing, although at a loss of efficiency due to the substantially slower processing rate.

The Matrix Entity is indeed self aware. Its capabilities are as far beyond modern computers as those of a genius are to a newly born child's. It is, however, lacking in one vital area: creativity. Unlike humans, who sometimes operate on gut instinct or intuition, the Matrix Entity is strictly limited to previous experience and logical computation. Complex scientific breakthroughs requiring a leap in thought are near impossible for it. Rather, it snags all new ideas and concepts it needs from living minds. In essence, it lacks the ability to create something truly original.



## CAPSULES

The result is that its advancement is limited by its ability to conquer and enslave new races. Realizing this limitation, the Entity has embarked on a course of galactic conquest in an effort to absorb as many new concepts and images as possible.

The Matrix Entity is not a single super-computer commanding all of the other computers and machines below it. Rather, all parts of the machine empire make up the Matrix Entity. In this respect it is similar to a hive mind.

### THE DORAN INCIDENT

After contact with the League was established and the UNE was formed, not all people were content with the new order. Although the majority accepted the new regime, there were still groups and individuals who opposed it. Most of these were peaceful and voiced their protests by picketing UNE offices around the globe. Some, however, chose violent methods to make themselves heard. This started with random destruction of UNE property. Eventually, underground militant groups evolved, claiming that the human race was being enslaved by the Aliens.

The last of these organizations, the United People for Free Earth (UPFE "up-fee") is led by an individual named Doran. Doran spoke out against yielding to Alien powers and threatened violence if the government did not stop "associating with the enemy." These threats, in several instances, proved real and many were killed in terrorist bombings, hijacking and public protests. When it was announced that earth was participating in Operation Planetstorm, UPFE spread word that Earth was sending its people to die in a war that was not even theirs to fight. An ultimatum

was given and UPFE threatened dire consequences should the UNE follow through with the operation. Operation Planetstorm did proceed as planned, however, and UPFE promised retribution. During the visit of an important League ambassador their threats were made real. The Alien was publicly assassinated despite the precautions taken by the UNE. It occurred in such a way as to clearly show that the UNE's security was compromised. Shortly after, Doran appeared on communication networks worldwide announcing that earth wanted nothing to do with the war and further efforts to recruit their aid would result in similar occurrences. This was the first time human action was directly discussed in the League Council.

The UNE offered apologies and reparations though these were refused. Only one thing saved Earth from severe repercussions by the injured party: its participation and success in Operation Planetstorm. Earth had created its first galactic enemy. On Earth, a massive investigation was launched and though Doran was not apprehended, many UPFE members were arrested and sentenced. An internal investigation also revealed that key UPFE agents had indeed infiltrated the UNE. Doran still remains at large and continues his attacks against UNE property and personnel.



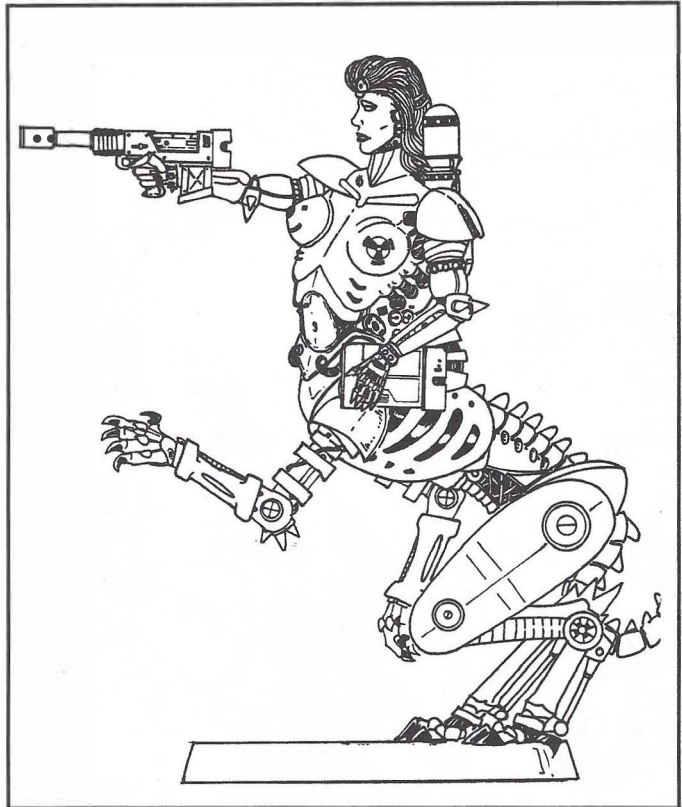




# CI SUCCUBOT

## C1 "Succubot" COMMAND AND CCNTRCJL RDBDT

Named for its bizarre, feminine appearance, the Succubot is the Machines' answer to the Human sergeant. Its leadership capabilities allow it to augment the mobility, firepower and tactical flexibility of the robots it commands. Succubots, however, are not nearly as common as sergeants (proportionately anyways). Usually, the Overlord computer or a sub-processing unit will control a horde, providing leadership when necessary. In cases where units are out of contact or where they require additional support, Succubots will be assigned. A Succubot is faster than, although not as heavily armoured as, a Nightmare. The Deadbolt carbine is inferior to the Deadbolt launcher, but the Spaz rocket system gives the Succubot a devastating one-punch ability.

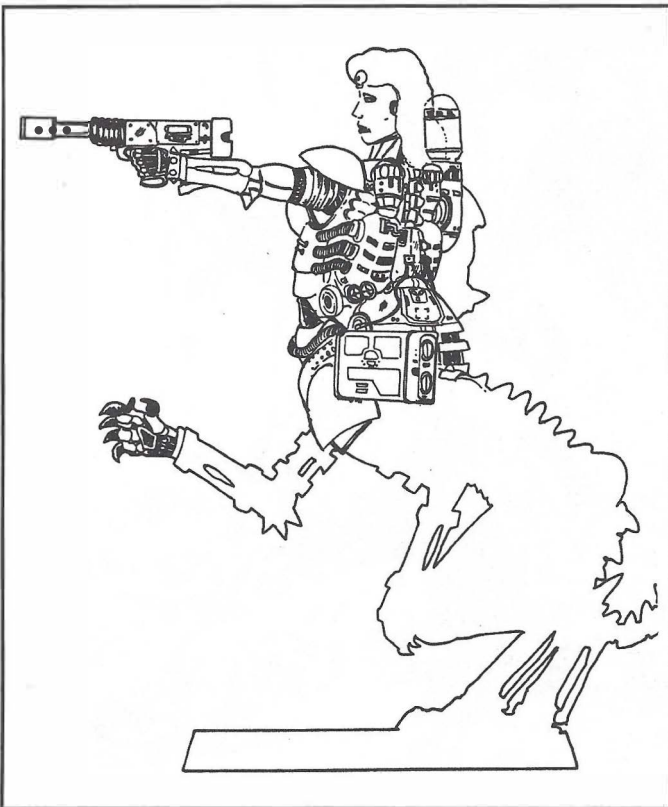


## M-1A2 DEADBOLT CARBINE

This lighter version of the Deadbolt launcher has a shorter barrel, a smaller magazine and is usually in a trigger grip configuration rather than a hard point elbow mount. While an inferior weapon to the Deadbolt launcher, it is just as deadly at close ranges or in limited engagements. The carbine is normally issued as a secondary or backup weapon, or where weight considerations become critical, as with the undersized Gremlin robot.

## M-DD1 SPAZ ROCKETS

These close-in weapons are carried by robots to increase their short-range firepower or as a self defence weapon for command or logistics figures. Each pack can fire a single burst of two rockets which have a limited range but good hitting power. With two rocket packs a figure, such as the Succubot, can auto-fire. The weapon was dubbed by Commandos to describe the rocket's bizarre, spiralling trajectory and inaccuracy at longer ranges.



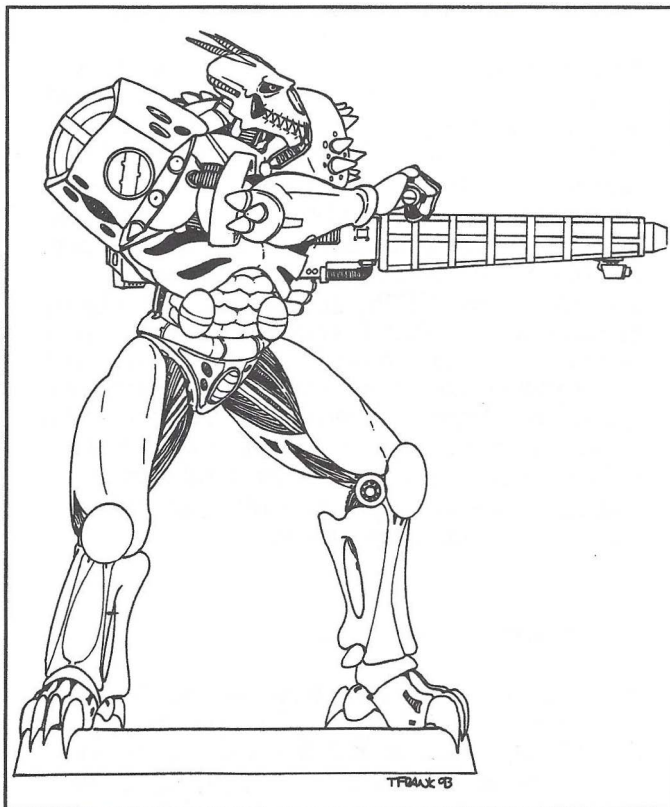
# G3 PREDATOR

## G3 "Predator"

While the Assault Fiend is too costly for general deployment and the Nightmare's limited capabilities are not sufficient for many situations, the Predator unit provides a compromise between cost and effectiveness. It is produced by the Machines as an intermediate unit. It possesses more firepower, armour and processing capability than a Nightmare, but is cheaper to build than a Fiend. Armed with Ice Rifles, Disruptor Grenades and Prometheus Bombs, a group of G3s make a formidable force. An Assault Horde is comprised of eight G3s and two Mark I Assault Fiends.

### M-7 ICE RIFLE

With a sub-zero jacket to increase the penetration of a magnetically accelerated, collapsed steel round, the Ice Rifle combines a good rate of fire with above average damage capability. The cryogenic jacket flash freezes the outer layer of the target's armour, allowing the main penetrator to shatter it with little



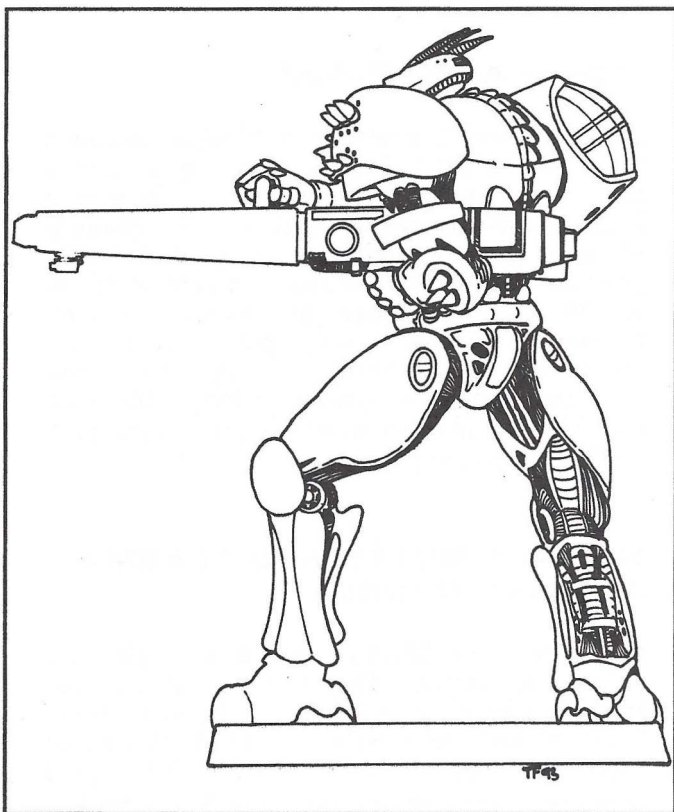
loss of momentum. Due to its weight, the Ice Rifle is only issued to Predators or larger units such as Assault Fiends.

### M-G3 DISRUPTOR GRENADE

This grenade has an intimidation value which far exceeds its tactical value. The discharge from the device sets up a resonant wave in organic material which breaks down cellular cohesiveness. Affected targets are not usually killed immediately. The wave takes a few moments to build up, at which point the victim is painfully reduced to a pool of protoplasmic jelly.

### M-G15 PROMETHEUS BOMB

Scientists have not had the opportunity to analyze samples of the incendiary used in the Prometheus Bomb due to its unstable nature. This grenade creates a self-sustained fireball of limited duration, which hinders line of sight and can eliminate units which move through the area.





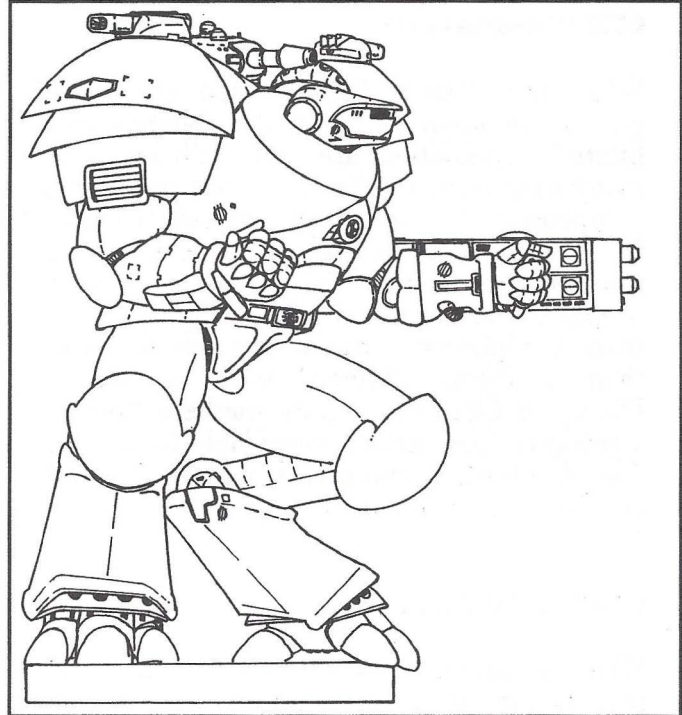
# HEAVY ASSAULT TROOPER

## ONE HEAVY ASSAULT TROOPER

Each battalion's combat support company has a force of soldiers equipped with heavy powered armour and weapons. This Assault platoon is used to attack well defended positions. Heavy assault troopers are the anchor of the assault section. These two soldiers possess almost as much firepower as the other six section members combined. A standard load consists of an autoRAM, two CDPs, an autoGL with plasma grenades and a SPLAT system all piled on to a Behemoth R.X.S. Assault troopers are not commandos nor vice versa. They are two specialized types of powered infantry who sometimes work together. As there are normally only six heavy assault troopers within an entire battalion, they are deployed judiciously and only on the most vital of operations.

## BEHEMOTH R.X.S.

R.X.S. is an acronym for Reactive eXo-Skeleton. It differs from P.B.A. in size and method of control. Operating an R.X.S. is half way between wearing it, and riding in it. The pilots, jokingly referred to as "elephant jockeys", fit snugly into the torso while their limbs extended into the limbs of the unit. Gimbals and servos detect the motions of the operator and the R.X.S. reacts to them. The Behemoth provides the ultimate in



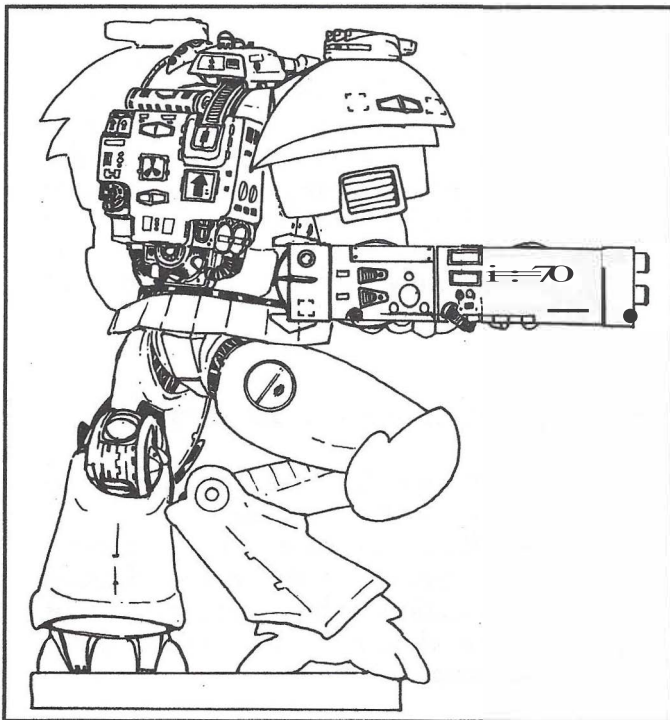
personal protection and can mount several weapons controlled by an independent targeting system (I.T.S). The I.T.S. can identify, lock on to and engage targets with minimal operator assistance.

## RS-48 AUTO R.A.M.

The Rolachev Augmentation Module, designed by Russian scientist Yuri Rolachev, gives inertia and force to photons. This breakthrough increased the damage and penetration capability of lasers, making their use as weapons more practical. This heavy machine gun version of the R.A.M. laser is carried by combat vehicles, Behemoths or used in static positions. It has a "pom-pom" configuration for a high rate of fire and a larger capacitor system for longer sustained fire. The AutoRAM's weight is prohibitive even for P.B.A. equipped troops.

## XDX-211 SCATTERED PLASMA ASSAULT SYSTEM

Nicknamed the SPLAT, this is a single shot plasma discharger. The blast is directional, affecting a wide area similar to a claymore mine. It can be used defensively to protect vehicles or positions from massed attacks. When used offensively, the carrying unit (fast attack vehicle



## RECCE COMMANDO

or R.X.S.) detonates it after charging into the centre of a thickly occupied enemy position. A complete SPLAT comes in a set of 4 dischargers (one for each arc of fire).

### BS-2 AUTOMATIC GRENADE LAUNCHER

With a belt feed, good range and large ammo capacity, the Auto-G.L. can be found mounted on R.X.S. and vehicles or in static positions. Usually loaded with Plas grenades it can employ the infamous "double tap" (auto-fire) to wipe out groups of targets.

### X64 PLASMA GRENADE

With a larger area of effect than a K-pulse, the plas grenade is normally employed in open areas. It is equally effective against light or heavily armoured troops due to the armour piercing nature of the plasma fragments. Its compact design allows it to be thrown by hand or fired from a grenade launcher.

### XL27 CLOSE DEFENSE PLASMA WEAPON

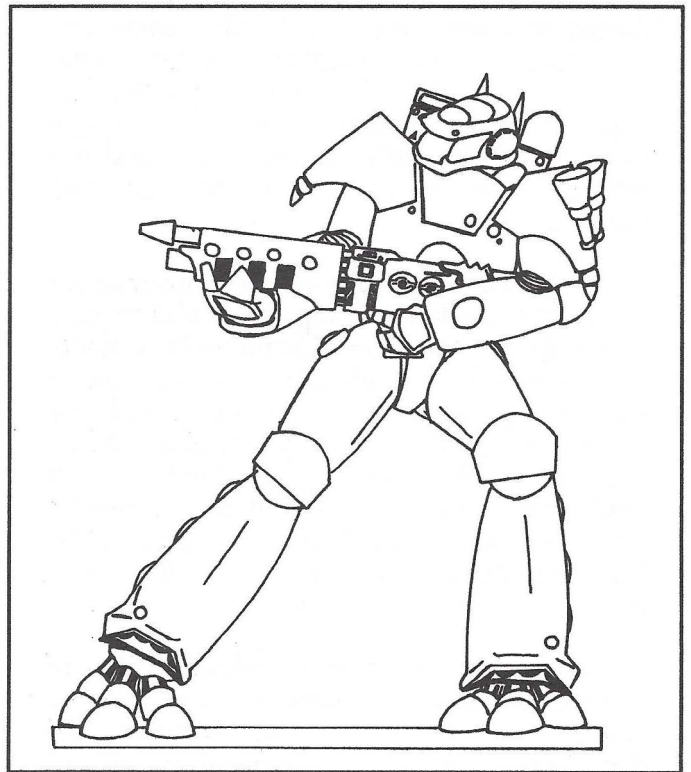
This stripped down Plasma Projector, known as the CDP is mounted on RXS and vehicles as an anti-personnel weapon. It is usually installed on a swivel mount which allows a wider fire arc. The Behemoth RXS has one of these weapons mounted on each shoulder.

## UNE RECCE COMMANDO

These men and women are the reconnaissance force of the a UNE Commando company. It is the Reece Commando's job to scout ahead of front line troops and gain essential information on enemy positions, strengths, facilities and communications. These troops are typically organized into patrols consisting of a corporal or sergeant, and three troopers. They are issued the standard LZ9 blaster and two Forcewall grenades. As light reconnaissance troops, Reece Commandos are not expected to fight for information. They are therefore outfitted with the fast and light Pathfinder PBA and generally carry no support weapons. Using speed to their advantage they can outflank or outmanoeuvre opponents and retreat from the battle zone with the information they have gained.

### PATHFINDER P.B.A.

This armour is built to be light and fast. Although not afforded the protection of Paladin PBA, a trooper in Pathfinder has speed on his side. An enhanced sensor and scanner suite is normally incorporated into the armour to aid in reconnaissance, surveillance and electronic warfare operations. Pathfinder suits without the cumbersome commando options are usually equipped with rocket jets allowing short distance flight.





# 1C PALADIN P.B.A.

## PBA-'1C Paladin Commando Variant Specs

Height: 6'8" / 2m

Mass: 675 pounds / 307 kilograms

General Structure: High tensile layered  
polymer frame

Armour Base/Exo-skeleton: 1"/2.Scm  
Chobam-Delta Composite

Operating Endurance: 48 hours plus

Primary Contractor: Focke Wulfe AG Terra

Commando Subcontractor: Northrop  
—Aerospace LTD Terra •

### GENERAL DESCRIPTION NOTES:

. Modern Powered Body Armour (PBA) incorporates many of the technological advances which were seeded by the League of Aliens and developed by Earth's engineers. Advanced polymer chaining, metallic crystal growth and cold fusion only begin the list. The complete package provides a single infantry soldier with the protection and fire power of a twentieth century armoured personnel carrier.

The 1C Paladin PBA provides intermediate protection while retaining the mobility of a conventional infanterist. Commando variants incorporate high endurance options and a weapons package which is optimized for urban or other close range combat. While standard PBA suits are designed for an operational endurance of 12 hours for assault units and up to 36 hours for recon units Commandos can operate from 48 hours (standard) to 96 hours or more.

Most systems are double redundant and of a low maintenance design. Life support systems incorporate an air recycler and electro-chemical oxygen generator as opposed to the compressed air units found in standard designs. Two days of general rations are stored in the food dispenser and an additional 3 days of condensed food and nutritional

supplement packs are also available. Due to a complex water reclamation system which retains and processes sweat and liquid waste a commando does not require a source of water from outside of the sealed environment. Theoretically, with food rationing, a trooper could spend a week or more in the armour, but claustrophobia and other psychological effects become noticeable after about 96 hours.

Sleep is a necessary human frailty which can become a complicated undertaking in a battlefield environment. The use of chemical assistance to stave off fatigue is sometimes necessary, but it is undesirable as it impedes future performance. During uneven operational hours and sporadic rest times sleep is facilitated by the use of a REM module. A REM module consists of an alpha rhythm modulator connected to an AVN (Audio/Visual/Aural) display generator which, in turn is hooked into the suit's main operator-interface bus. With the REM module activated, a soldier can enter a deep dream sleep in a matter of minutes and maintain it as long as necessary. The psycho-bio rejuvenation effects of a normal eight hour rest period can be achieved in less than two hours through this process. Additionally, soldiers can use odd blocks of time (10 seconds here, an hour there) even if they do not feel tired.

Due to the additional equipment, commando variants are more expensive and do not have the same carrying capacities of the standard models. The sensor suite is reduced and the armament is generally lighter (albeit more specialized).

Many common design features are incorporated into all models of PBA, although they may be configured differently. Power is derived from a CANDEL-7 portable cold fusion unit which drives hydraulic and electric turbines. High speed hydraulic rams provide movement for the suit. Muscle impulses are picked up by a wired cat suit worn by the soldier. The catsuit has an interface cable on the left shoulder which hooks into the PBA. The armour's motion control unit takes the input, compares gyro information and sends signals to the rams.

## 1C PALADIN P.B.A.

The helmet assembly contains several high-tech electronic systems. The voice activated HUD (heads up display) and MFDS (multi-function display system) can project armour and sensor information onto the visor plate including diagnostics, thermal or UV pick-up, IFF read-out from the passive sensor suite and K & H radar, weapon status and targeting. PBA issued to Senior NCOs and officers are additionally equipped to display troop status, tactical layout or the view from an individual soldier's cameras. Weapon information is carried from the gun to the armour through the palm interface or the wrist jack. Heat levels, ammo counts and a cross hair sight are projected onto the visor plate. The communication system is also incorporated into the helmet. The standard means of battlefield comms is the K & H PRNATE SQUAWK 4G high frequency unit. The 4G refers to the number of possible scramble codes: four gig or billion combinations. Communications security is achieved through frequency multiplexing; jumping between frequencies at millisecond intervals in a predetermined pattern. Even with computerized decoding methods, infiltrating a scramble code is a rare occurrence. As a back-up PBAs, have external speaker and microphone systems with noise reduction and high level block out. Some suits such as recon or sigs mount station to station laser comm sets, which cannot be jammed or intercepted, although they could be "nachtmachered."

Chobam-Delta armour is the protective shell of the PBA. The outer layer consists of a high-tensile, chemically inert polymer to resist insidious atmospheres or chemical weapons. Below this, a Hyp-ersteel layer is used to defeat kinetic penetrators (bullets or fragments). Ceramic plates below the Hyp-ersteel possess high thermal tolerances and can disperse heat or cold based attacks (plasma weapons or HEAT rounds). The armour then has an additional layer of Hyp-ersteel and polymer for optimal protection. The armour shell is formed into a geo-desic honey comb pattern of hexagons and pentagons, similar to the surface of a soccer ball. This design provides vertical structural integrity and localizes the effects of penetrations. Beneath the Chobam layer is

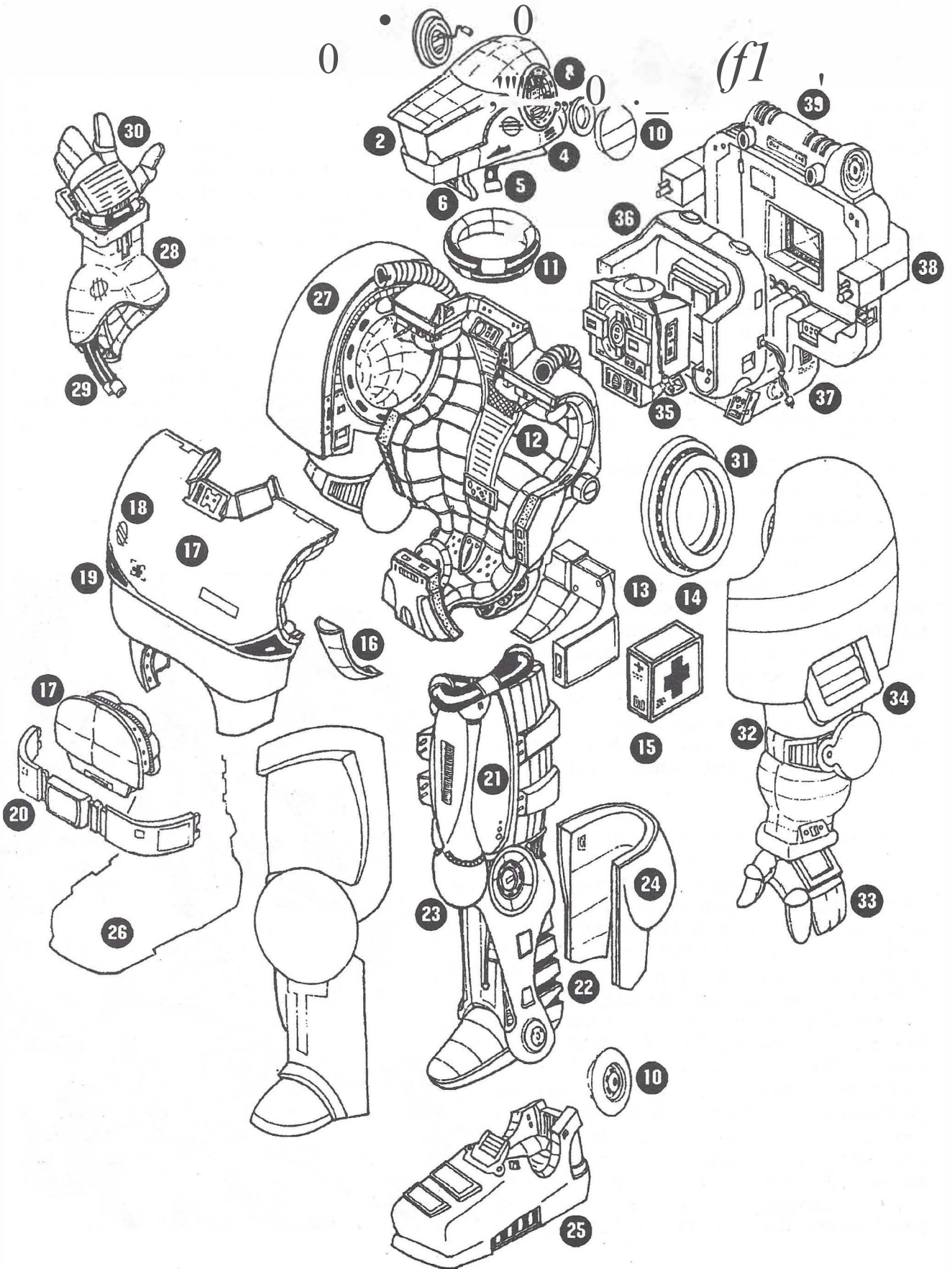
the QG (coagulating iron gel) network. This is basically a self-sealing unit, which is extremely useful in a vacuum environment or while under heavy combat. An active G-suit array safeguards the soldier from high gravity or concussion effects. Impact gel is pumped to areas experiencing high loads to prevent black outs, red outs, and arterial aneurisms. Incoming shock waves are also dispersed throughout the gel rather than being transferred to the wearer. Additionally, the gel reservoir and elastic cell array allow the PBA suit to be fitted to the individual wearer.

PBA suits are produced in three sizes which were selected, through a statistical analysis of morphotypes, to accommodate the largest percentage of the population independent of race or sex.





# 1C PALADIN P.B.A.



## 1C PALADIN P.B.A.

- 1 Helmet Assembly
- 2 Visor
  - i Vision Plate
  - ii HUD & MFDS
  - iii IR/UV Enhancement
  - iv REM Inducer
  - v Panic Button
- 3 Helmet Chassis
  - i Suit Interlink Module
  - ii 360 degree Vision Pickups
  - iii IFF Threat Assessor. Computer
- 4 Consumable Filler (Right Side)
  - i Hard Rations
  - ii Nutritional Supplement Packs
  - iii Helmet Data Port (Left Side)
- 5 Power/Water Conduits
- 6 Gorget Armour/Heat Sink
- 7 Kelvin-Hughes GS 7 Surface Search Radar
- 8 Kelvin-Hughes PRIVATE SQUAWK Frequency Agile 4G Multi-band Radio Communicator
- 9 Antenna
- 10 Cover Plate
- 11 Neck Seal/Bearing
- 12 Suit Chassis Back Plate
  - i Reactor Mounting Plate
  - ii Impact Gel/G-Suit Restraint
  - iii Sanitary Functions
  - iv Water Recycler
  - v Spinal and Neck Sensors
  - vi Interface Plates & Connectors
  - vii Gyro Housing
- 13 Waist Armour Belt & Mounting Points
- 14 Magnetic Hard Points
- 15 Medpack (External)
- 16 Groin Armour/Waste Port Cover
- 17 Breastplate
- 18 Main Suit Data Port
- 19 Medpack (Internal)
- 20 Waist Armour Belt Front & Release
- 21 Left Leg Chassis  
Myomer Plate & Actuators
- 22 Heat Sinks
- 23 Knee Joint
- 24 Leg Armour
- 25 Sabotons
  - i SUREGRIP Soles
  - ii Magnets
  - iii Shock Absorbers
- 26 Right Leg (Partially omitted for clarity)
- 27 Shoulder Pad (Passive Sensor Suit and Hydraulic Reservoir)
- 28 Arm Armour
- 29 Heavy Weapon Interface
- 30 Palm Gun Sight
- 31 Rotator Cuff, Gasket
- 32 Left Arm Assembly
- 33 Gauntlet
- 34 Antenna Array
- 35 Reactor
- 36 Shroud/Heat Exchanger
- 37 Rear Armour
- 38 Mounting Bracket/Furbine Housing
- 39 Air Recycler & Filter System



# RULES.

## KNEELING

A kneeling position can be adopted at a cost of 1 movement point while walking or 2 while running. There is no movement point cost to stand up. If a figure moves while maintaining the kneeling position, movement costs are doubled.

Kneeling allows an adjacent figure to fire or be fired at, as the kneeling figure, without the standard -1 penalty. A kneeling figure can have an adjacent figure suppress past it without automatically being attacked by the suppression.

Example: In the diagram to the right, two Commandos are facing a Nightmare. Trooper Visentin is kneeling and Pecota is standing behind him. Both troopers can fire at the Nightmare. Pecota does not incur the modifier for firing past a figure. The Nightmare, if returns fire, would also not incur this modifier if it decides to fire at Pecota. When Visentin decides to stand, no movement points are spent to do so; these would have been spent when he assumed the kneeling position. Of course, he can only stand up when activated or if leadership is spent to make him do so.

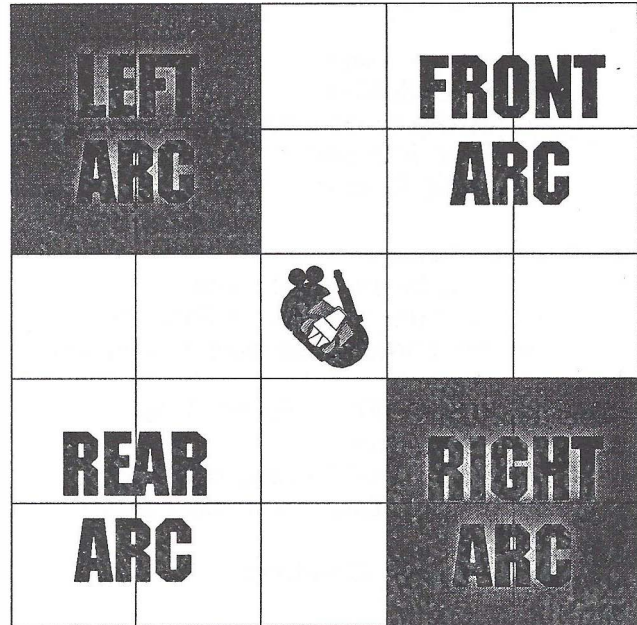


Assault Fiends and RXS are a special case due to their larger size (two kills). While standing, they may fire past a "one kill" adjacent figure at no penalty. While kneeling, they may fire past a "one kill" adjacent figure while it is kneeling. "one kill" figures can never fire past a larger "two kill" figure without the penalty regardless of whether the larger figure is kneeling.

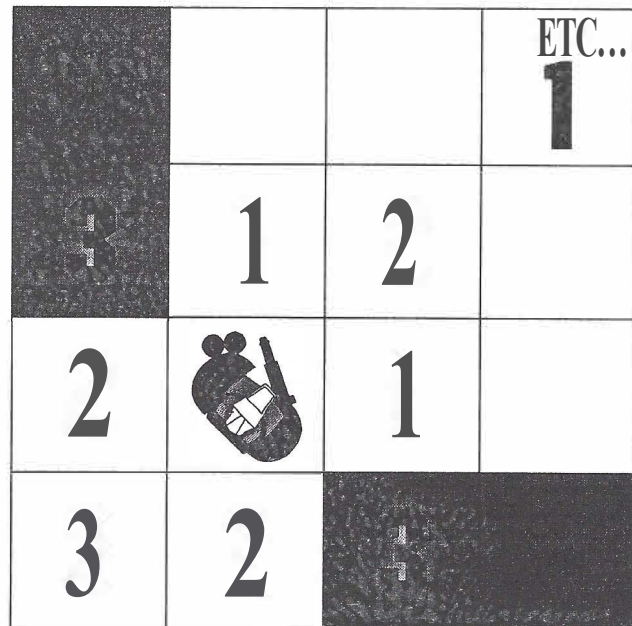
## INCLINE TURNS

Figures may turn 45 degrees for 1/2 MP while walking or 1 if running. This alters the arcs of fire and MP costs for movement. Arcs and movement costs for an inclined figure are shown below.

## ARCS OF FIRE



## MOVEMENT COSTS



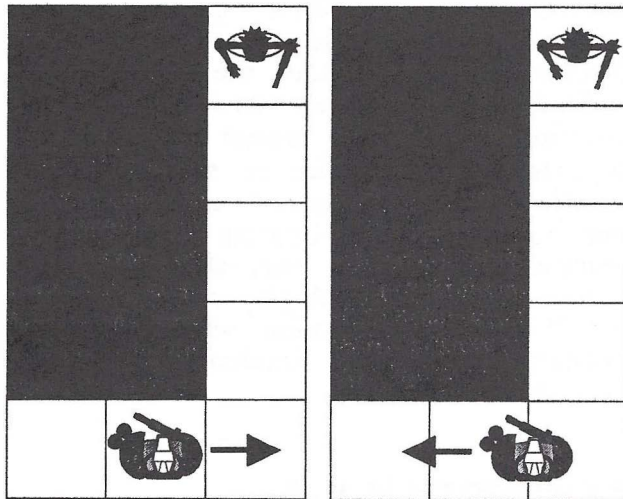
The diagram above provides the movement costs when a figure is incline turned. As shown, the diagonal rule still applies. When running, a figure may only move into its front arc. A figure remains incline turned while moving.

# RULES

## S N A P FIRING

A figure may sidestep out from behind cover, fire and step back for 2 MP (walking only). The figure fires with a -1 roll modifier. Any fire from opposing figures is also at a -1 roll modifier. One point of leadership can be used instead of movement points to allow snap fire.

### EXAMPLE



*In this example, Trooper Frank is around the corner and wants to pop out and fire at the Nightmare which is covering at -2. Spending two movement points, Frank moves midway on to the next square as shown. The Nightmare could normally take its cover fire at this point. However, it incurs an additional penalty of -1 as Frank is snap firing for a total roll modifier of -3 (-2 cover and -1 for target snap firing). This means it would need to roll a seven. Too bad! The Machines acquire some new replacement parts. After firing, Frank moves back onto the original square.*

## &PAZ ROCKETS

This is a single shot device. The Succubot has two pods which allows 2 bursts using normal fire or 1 using automatic fire.

## PROMETHEUS BOMB

This machine grenade projects a material into the impact square which creates a self sustained fireball. This effectively suppresses the impact square for the bomb's duration. Use standard grenade rules and place a "Prometheus Bomb" counter on the resulting impact square. Any figure which is in or subsequently enters the square is automatically attacked with a KILL# of 4+. A figure which ends its movement in the bombed square is attacked again when it is activated. At the end of each game turn roll one die for each Prometheus bomb on the board. On a roll of "6" the counter is removed. Any fire into, out of or through an active prometheus bombed square is at a -1 LOF modifier.

## DISRUPTOR GRENADES

The kill number for this grenade 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 the Behemoth (-2 total). The kill numbers for the various ranges are given below:

Impact square	3
Range 1	4
Range 2	5
Range 3	6

All roll modifiers apply when determining a kill including the modifier for firing past a figure.

Targets affected by the grenade 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 the



# RULES

Behemoth R.X.S., even though it would normally take two kills to eliminate.

## AUTO G.L.

Grenade launcher rules incorporate aspects of both ranged weapon fire and hand grenade combat. Grenade launchers may only fire into the front arc. The firing player selects a square and determines the range. The kill number listed on the weapons chart represents the chance to hit the target square. All modifiers except General Modifiers are applied to the roll. If the modified roll is higher than or equal to the kill number, the grenade lands in the target square. If the modified roll is less than the kill number, use the grenade deviation table to determine the impact square.

A grenade launcher may cover or snap fire but may not suppress or use displaced throwing. The AutoGL can fire twice by using automatic fire. Two attack rolls are made (at -1 for automatic fire) and deviation is determined for each grenade separately in the event of a miss.

The AutoGL has a magazine of six grenades and two reloads. Each time the weapon is fired, one box is marked off of the ammunition track (two if automatic firing). When all six grenades are used, a fire action is required to reload the magazine. After a total of 18 grenades have been fired, the weapon is empty.

## CLOSE DEFENSE PLASMA WEAPON [C.D.P.J]

This is a swivel mounted weapon. It can fire in an arc which is determined by the unit it is mounted to. Mounted on the Behemoth R.X.S., each C.D.P. has a 270 degree arc of fire. (see Behemoth R.X.S.)

## PLASMA GRENADES

This grenade has a kill number of 5+ in the impact square and 6+ out to a range of 3 spaces. Due to the armour-piercing nature of

the plasma fragments, general modifiers for the target do not apply.

## S.P.L.A.T.

Each discharger of the SPLAT (left, right, front, aft) is a single shot device which affects all targets in that arc. The kill number is equal to the range plus 1. There are no roll modifiers used with the SPLAT so the kill number remains the same regardless of the targets armour, the presence of a Nachtmacher or whether the firing figure walked, ran, remained stationary or is covering. A SPLAT cannot be used to suppress, automatic fire or snap fire. As mentioned, the dischargers are individual one-hot weapons. A separate fire action is required to fire each one, after which it cannot be used again. A player may also use the "Grand Slam" option where all four dischargers are fired simultaneously with only one fire action.

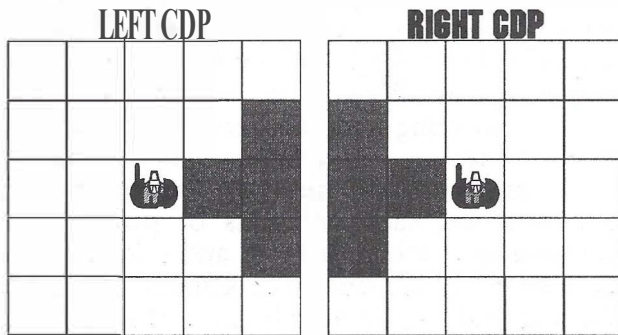
## BEHEMOTH R.X.S.

This R.X.S. has a general modifier of -1 and requires two kills to be eliminated. It has a speed of 4 if walking or 8 if running. The modifier for firing past this figure is -2 due to its size.

The Behemoth has an Independent Targeting System (ITS) which allows the figure to have three fire actions. The first fire action used by the figure is referred to as the "primary fire action" and is carried out normally. The second and third fire actions are "secondary fire actions" and have a -1 fire modifier. This fire modifier does not apply when covering or suppressing. When the Behemoth fires or suppresses, place the appropriate marker onto the Behemoth 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 Behemoth did not use all three 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.

# RULES

The AutoRAM and AutoGL have a forward arc of fire. The 4 SPLATs each cover one arc of fire. The CDPs have a front, rear and appropriate side arc (left or right dependant upon what shoulder it is mounted on) as shown in the diagram below. The shaded area indicates the arc in which the C.D.P. cannot fire.



A template for the Behemoth R.X.S. has been provided at the end of this book. Please feel free to copy it for your personal use.

## PATHFINDER PBA

This armour has a general modifier of +1 and a speed of 5 if walking or 10 if running.

## C1 SUCCUBCT

This robot has a general modifier of +1 and a speed of 5 if walking or 10 if running. She also has 2 points of leadership which are used just like a sergeant's and cannot be assigned to or used on other Succubots.

## 133 PRECATDR

This robot has a general modifier of -1 and a speed of 4 if walking or 8 if running.

## WEAPON TABLE

A weapon table for the new weapons is provided below. A complete weapons table listing new weapons as well as those found in the Legions of Steel Boxed set can be found at the end of this book.

WEAPON	ROF	PB+	PB	S	M	L	X
Auto-G.L.	1	—	10	20	30	45	60
AutoRAM	2	—	—	30	40	50	60
C.D.P.	<b>1</b>	<b>3</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
Deadbolt Carbine	1	—	—	15	25	35	45
Ice Rifle	2	—	3	10	20	30	40
Spaz Rocket	2	<b>3</b>	5	10	15	20	25
Splat	1	1	2	3	4	5	—
<b>KILL NUMBER</b>		2+	3+	4+	5+	6+	7+



# TACTICS

Legions of Steel has, at times, been compared to chess: easy to play but hard to play well. Although the dice will always have the last say, more often than not, games will be won by the players who make the most of a situation and their forces. In short, it usually comes down to tactics. Below are a series of hints, suggestions, tips and down right dirty tricks which will aid a player in using their men, women and robots to greatest effect.

For the purposes of discussing the Legions of Steel game, we will break tactics down into three general categories: tactics, drills and dirty tricks. Tactics are general concepts which apply to almost any scenario but can vary widely in execution. from situation to situation. They are simple in theory but many times difficult to put into practice. Drills are ways of doing things more effectively in particular situations. These are completely within the rules and scenarios are used in real-life combat situations. Finally, there are dirty tricks: little dirty tricks which sometimes don't make a whole lot of sense, but get gasps of awe from hard core fast rules lawyers. A game can only simulate reality so far before playability begins to suffer. If you are aware of the limitations, it can't be used against you later.

## TACTICS

### General Tactics

Whether playing the Machines or the Humans, some tactics are always applicable. Three such tactics are outlined below: flanking, menacing and the bait and switch.

Flanking involves approaching the enemy's forces from the side or rear. When outnumbering a single enemy figure this can become simple: Wait to see which way the enemy is covering and then send a figure at it from another arc. On a larger scale, a single Nightmare or trooper lurking about behind a formation can cause all sorts of problems: you have to watch your back, and side, and it becomes more difficult to redeploy figures. When defending, try to hold up so the enemy can only approach from one direction while leaving an escape route which can be used if you are about to be overwhelmed. When on the attack, spread forces far enough apart so they can approach a target from multiple directions while keeping them close enough for mutual support.

The mere presence of certain figures can evoke fear in the enemy. Some opponents become so preoccupied with what the figure



# TACTICS

MIGHT do that they leave themselves open somewhere else. Behemoths (due to their firepower) and Assault Fiends (because they're so bloody fast) usually elicit the best responses. Succubots and Sergeants (especially Patterson) can do a good joo also. A Predator or any other robot with a Disruptor grenade scare the bejesus out of most Commando players. We term this terror factor "menacing." The idea of menacing is to position a figure so that the enemy will retreat or reinforce his position. If the enemy retreats you can now advance without taking any casualties. If the position is reinforced, more enemy figures will be tied up than are warranted by the menacing figure.

The bait-and-switch tactic tries to convince the enemy that you are attempting to do something that he must react to (the bait). Once he reacts, you do something else that he doesn't have a chance to react to (the switch). It works best in conjunction with a "flip flop" (see below) but, it can be accomplished over a number of turns if your force has a speed or positional advantage. The simplest example of this is in "breakthrough" type scenarios such as The Quarterback Sneak: you can fake left and then go up the middle for instance. When attacking a defended position, spread out your forces so that it looks as though you are attacking across a wide front, then bring them together for a concentrated attack at one point.

## The Humans:

Figure for figure, the humans are better than the Nightmares they tend to encounter. While Paladin PBA offers a Commando no better protection than a reinforced skeletal frame affords a Nightmare, superior short range weapons, grenades and leadership can give the section members an edge. Keeping this in mind, the first thing to remember is not to waste your men and women. It only takes eight kills to wipe out a section while a horde can take twelve, so don't give a machine the chance to get lucky with cover pot shots at 6 or better. You will pay for it at one point.

Second, try to engage at ranges of five squares or less. Avoid long hallways and large rooms unless necessary. Twisting corridors and close cut corners offer the best chance to get to point-blank or point-blank-plus range with your plasma weapons or to use k-pulse grenades.

Third, lead from the rear. Too many novice players send the fearless sergeant and/or corporal up front to die. Deadbolts, toast Nightmares with leadership fire, auto-fire on Assault Fiends with impunity....and then die. Keep the sergeant centralized and to the rear with the rest of his assault group (or better yet, the whole section) in line of sight. Then give out leadership sparingly. There are many times when leadership is all a section has going for it because the next initiative roll could decide the game. On that note, don't set yourself up so that you MUST win the next initiative roll, confident that two leadership will let you do it. Once again, you would just be asking for the machine player to get lucky.

Use leadership at the beginning of a scenario to aid movement and get your troopers into position. Then save it for the initiative roll and when you win, force the machines to go first. Finally, on a critical turn, take the initiative, go first and inflict as much damage as possible. Try to keep the initiative for the rest of the game. This is known as the "flip flop" and when done right it allows the humans to go twice in a row.

## The Machines:

With ten Nightmares and an Assault Fiend making up a horde, there is lots to go around. Two tactics allow these large numbers of mobile Deadbolt launchers to be effective: crossfire and massed action.

Given the effective range of Deadbolt launchers and the fact that they don't get any better as the target gets closer, the Machines should try to set up fire lanes. Fire lanes are long, unobstructed corridors which cut across or form part of a likely enemy approach. The Nightmares can then cover or suppress the fire lanes to slow down the Commandos or nail them as they try to



## TACTICS

make a run for it. A cross fire is attained by establishing a network of fire lanes, running both east/west and north/south. The Humans are then boxed in and can't proceed to their objective without cutting across a fire lane.

Massed action follows the same train of thought as "get him boys, he can't shoot us all!" the simplest situation is when a single trooper is covering a hallway which two or more Nightmares have access to. The first robot walks out and tries to fire at the Commando. If it survives, it gets to fire. If it gets blown away, the other machines move out and fill the trooper with collapsed steel. At worst, it is a one-for-one exchange, which is what the Machines want as they have a numerical superiority. In scenarios where there are unlimited Nightmares in the form of reinforcements, seemingly bizarre manoeuvres, such as marching a half-dozen of them into a plasma projector's suppression,

can prove profitable.

In most games, the Humans will have superior leadership. There are a few measures the Machines can take to get around this. If given a choice of targets, fire at the sergeant. Unless a heavy weapon trooper is in a position to do some major damage, a corporal is the next priority. When using massed action, it can be worthwhile to sacrifice a Nightmare just to make the Humans use up their leadership. If the Machines can win the next initiative roll, they can go first and overwhelm their opponent.

Assault Fiends should be held back until an opportunity presents itself to wreak vast amounts of havoc. There is usually only one available in the scenario so the player has to make the most of it. Make use of the Fiend's menacing factor, especially if you can keep the figure off-board until needed. As a general rule, aim to take out at least two Human figures before going down in a hail of plasma.

If possible, make sure one of them is the sergeant. Sacrificing an Assault Fiend for a Behemoth is also a good trade off.

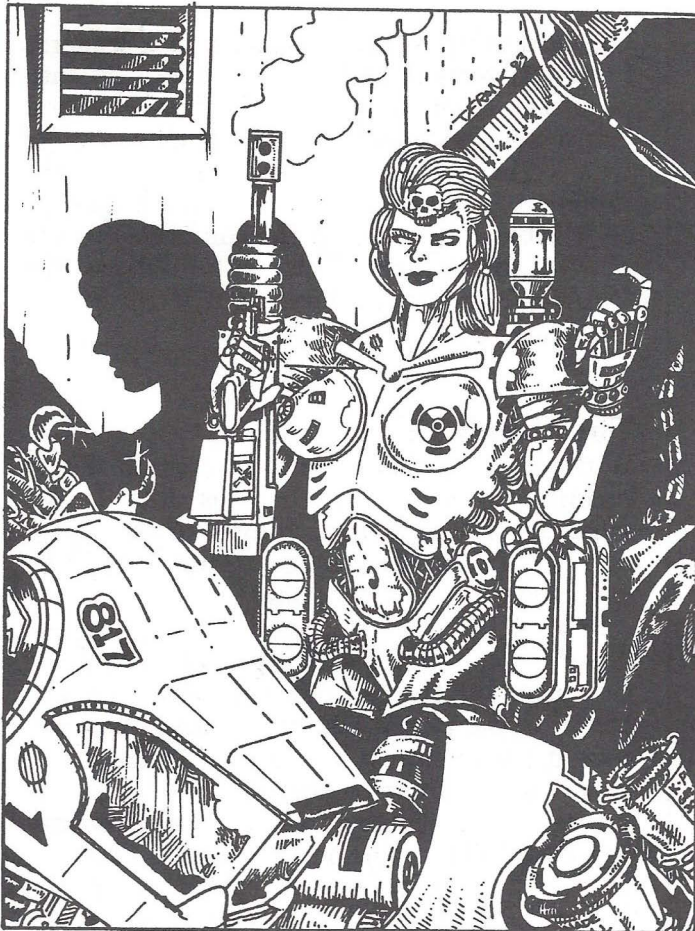
## DRILLS

### General Drills:

Some players become confused by the variety of fire options available.

Autofire makes a good kill chance even better. If the number you have to roll on the die to score a kill is 4 or less, always autofire. The extra dice more than make up for the -1 fire modifier. If the required roll is exactly "5", only autofire where scoring an extra kill would be worthwhile (such as while spread firing at multiple targets or firing at a fresh Assault Fiend or Behemoth).

If more than one enemy can move to attack, a figure should suppress, rather than cover 0. Suppression can also be used offensively to attack groups of enemies which are neatly lined up or hiding behind a door. If an Assault Fiend or Behemoth is lurking about and your





# TACTICS

figure's weapon only has a ROF of 1, don't suppress unless there is a back-up re. The suppression can only score one kill, while mg full auto with cover fire could score two.

There are two ways to get maximum firepower directed down a single hallway. One is to have two figures at opposite ends of a corridor suppressing the square just in front of each other. Another is to use knee. With a two-kill figure standing behind a standing one-kill figure and another figure kneeling in front of both, three figures could suppress down a single hallway. By combining these it is possible to create a wall of suppression fire which very little could pass through. If a covering or suppressive enemy figure requires a roll of 6 to snap firing becomes particularly effective as the enemy can not inflict a kill.

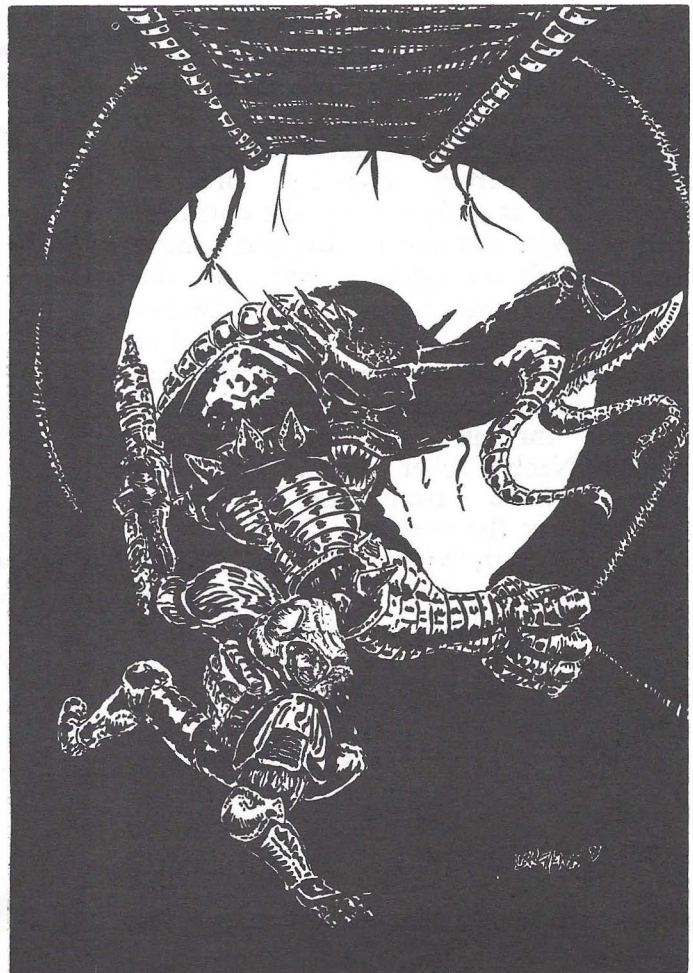
When deciding whether to walk, run or remain stationary there are two considerations: the type of manoeuvring the figure is executing and the location of the enemy. In cases where a lot of turning or door opening is involved, a figure may actually cover the same distance or farther by walking rather than running. A player should check to see if a combination of sidestepping, or moving backwards can get the figure to the same position and then cover at -1 instead of -2. Figures should always run if there are no enemy figures that can possibly engage them even if the initiative "p-flops." Once into the fray it will usually be better to walk as the -1 modifier for running becomes more. One exception is where running would allow the figure to get to a better range than if it walked. The reduced kill number then makes up for the movement modifier. Heavy weapon troopers (due to the narrow rebound of the plasma projector) and Assault Fiends (due to the distance they can cover when moving) can sometimes have a better chance to kill if they run towards their intended target.

Incline turns can be used to position a figure to cover an entire room or two corridors simultaneously. This makes a

figure harder to flank.

## The Humans:

Most scenarios involve a section of Commandos which must be split up to accomplish the objective. Usually, the most effective way to do this is to break the section down into two assault groups each consisting of a sergeant or corporal, two troopers and one heavy weapon trooper. When moving an assault group down a hallway, lead with a trooper who will use grenades to clear a path (Forcewalls to block suppression and k-pulse to destroy cover or suppressing figures). Next comes the heavy weapon trooper. The firepower of the plasma projector can be used to wipe out whatever stands your point man. Follow with the corporal or sergeant. This position allows the NCO to use leadership on the troopers while keeping out of harm's way. Finally, have a trooper as the rear guard. The rear





# TACTICS

guard protects the assault group from being flanked, or can double back if necessary. In an expanded corridor (three squares wide), the heavy weapon trooper moves through the centre with a trooper on each side. The NCO stays behind the heavy weapon trooper. This formation, known as the "assault group firing line" is good for moving straight down a wide corridor.

Remember that forcewall grenades can be used offensively. A direct hit will, at worst, remove a figure's covering. Additionally, the forcewall grenade can take out an Assault Fiend if you get a bit lucky.

Avoid spending leadership on an action which takes only 1 movement point to perform. Use it to move diagonally, side step or move backwards. If the figure is running you can also spend leadership to turn or open doors. Try to cover the greatest additional distance for the least amount of leadership.

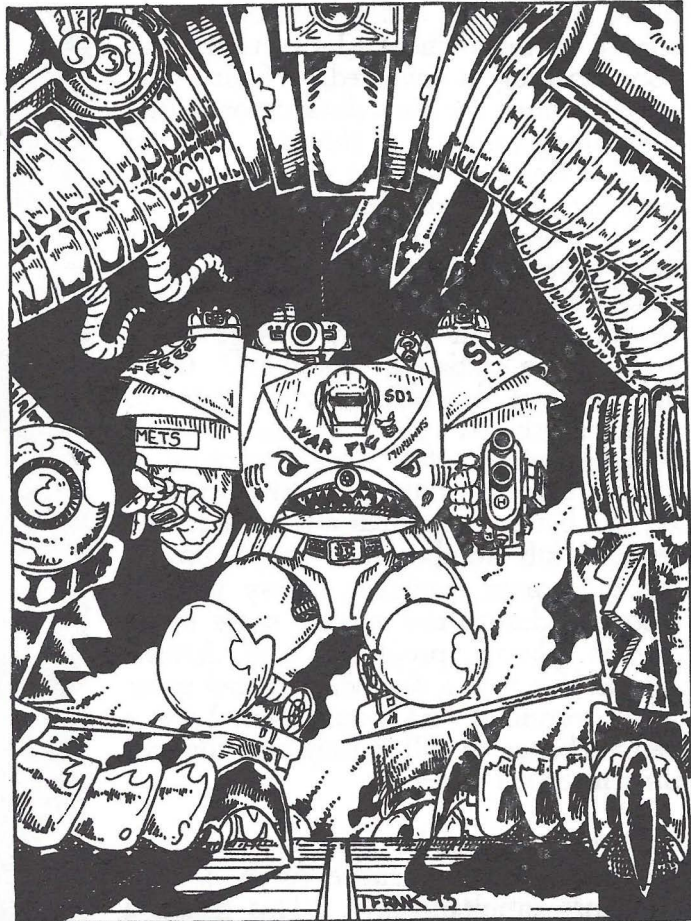
## The Machines:

The Nachtmacher is a useful device when employed correctly. Unfortunately, many Machine players rarely use them. The most basic use of a Nachtmacher is to drop it into an intersection. This protects the figure from covering fire or suppression as it cuts across the corridor. The grenades can also be dropped behind forces which are running away from the enemy. Sometimes a group of Nightmares will storm a room or hallway but failed to eliminate two or more enemy figures due to bad planning or poor dice rolls. Instead of using the last Nightmare to attack, drop a Nachtmacher on the figures to protect them from the Human's retaliation in the next turn. When on the attack and both Nightmares and Assault Fiends are available, a drill known as "Death in the Dark" can be used. First, a Nightmare throws a Nachtmacher into a room full of covering Commandos. The Assault Fiend then runs into the room and attacks in hand-to-hand combat. Even if covering 0, troopers will need "6" on one die to score one kill. Heavy weapon troopers would need a "6" on four dice if they are at point blank plus range. The Assault Fiend gets two dice at 4+ so it has

a 75% chance of eliminating what it attacks. Nightmares can then enter the room to draw attention away from the Fiend. As the Nachtmacher will last one more turn, there will be a good deal of plasma and collapsed steel flying about.

## SLIMES

There are some places within the Legions of Steel rules where realism had to give way to playability (which was considered the lesser of two evils). None of these slimes are illegal as far as the written word of the rules is concerned. Some however, are on the cutting edge of the intended meaning and spirit. The following is not intended as a guide to sliming an opponent, but rather to show where the rules are subject to abuse and make sure you are not on the receiving end. The three things you have to be on the lookout for are: leadership, Nachtmachers and



suppression.

Following the general rule that actions performed with leadership are resolved before normal actions, there are all sorts of nifty little stunts that sergeants, Succubots and their ilk will attempt. Suppose a covering Commando is being threatened by a Nightmare which is behind a door. Unless a Succubot was in line of sight to spend two leadership to fire first, the Commando would feel fairly safe. However, the Nightmare could be assigned one leadership and then cover 0. The leadership could then be used to open the door. The Commando and Nightmare would fire simultaneously and probably eliminate each other, which is what the machine wants. On the subject of doors, if you are planning on firing at a figure which is behind an open door and there is some leadership floating around, make sure that you use automatic fire. If you attack with a weapon that has a 1 ROF, you may find that your shot is wasted blowing away the door which gets closed with leadership as you fire.

A figure covering a hallway from around a corner may be a likely target for a k-pulse or disruptor grenade. However, you may find yourself being shot at across the corner after the figure is pushed forward with leadership. As movement using leadership is not the same as using movement points, figures are able to perform actions with leadership which would otherwise be impossible. A figure can use leadership to get into position, then remain stationary and suppress, so don't leave your figures lined up when this is a possibility. Creative use of leadership is always encouraged. Just be wary of those methods which don't seem to make sense but are brutally effective.

Next to leadership, suppression is the longest rule in the basic game. While simple in theory, several clarifications had to be made to resolve ambiguous situations. Because of the way blocked suppression works, a Forcewall can be dropped and then shot down by the Commandos, altering the point of suppression. The suppressing figure can then be attacked with impunity.

In cases where a Nachtmacher is about to be removed it is usually better to cover than to fire immediately. When the Nachtmacher drops, take the covering fire and the chance to kill will be 1 better than if the Nachtmacher was fired through.

## THE FINAL RULE

In discussing tactics there is one final rule: there are no rules. Situations will present themselves where going against conventional wisdom is the best course of action. In scenarios where the Commandos must eliminate a particular terminal or reach a certain objective regardless of how many figures they lose, they should be willing to sacrifice troopers left and right to accomplish their goal. Additionally, what is good for the goose is good for the gander. Human tactics can help the Machines win scenarios and vice versa. If, for example, the Machines have a Succubot and there is no Human sergeant on the board, the suggestions regarding leading from the rear and the flip flop become applicable. Players must be flexible and creative.



## SCENARIO RULES

### OBSTACLES

An obstacle can be anything from a computer terminal to a large mound of rubble to pillars of rock. There are low level and high level obstacles.

A high level obstacle extends from floor to ceiling. It blocks LOF and LOS.

A low level obstacle is approximately 4 feet high. When a firing figure traces LOF through any portion of a square containing a low level obstacle, a -1 LOF modifier is applied. This modifier remains the same regardless how many low level obstacles are fired through. If the firing figure is adjacent to the obstacle, this modifier does not apply.

LOF and LOS is blocked to and from any "one kill" figure kneeling and adjacent to a low level obstacle. The figure may snipe fire from behind a low level obstacle. A figure

may move onto a low level obstacle for one additional MP.

### RUBBLE

Rubble squares cost one additional movement point to move onto whether the figure is walking or running. There is no additional cost for turning in a rubble square.

### ENTRY

If a specific entry point is not specified in a scenario description then any friendly entry point may be used.

## UNIT POINT VALUES

Each unit in Legions of Steel has a certain amount of combat power which is expressed in terms of Unit Point Values (UPVs). UPVs can be used to select forces and determine victory conditions. Players can now replay scenarios with forces of their own choosing to try different tactics or use new miniatures.

The Unit Point Value for each figure, Section or Horde is listed below:

Commando Trooper	51
Commando Heavy Weapon Trooper	70
Commando Corporal	76
Commando Sergeant	121
Heavy Assault Trooper	184
Rece Commando Trooper	48
Rece Commando Corporal	78
Rece Commando Sergeant	113
Commando Section	541
Rece Commando Section	479
Nightmare	42
Mark I Assault Fiend	121

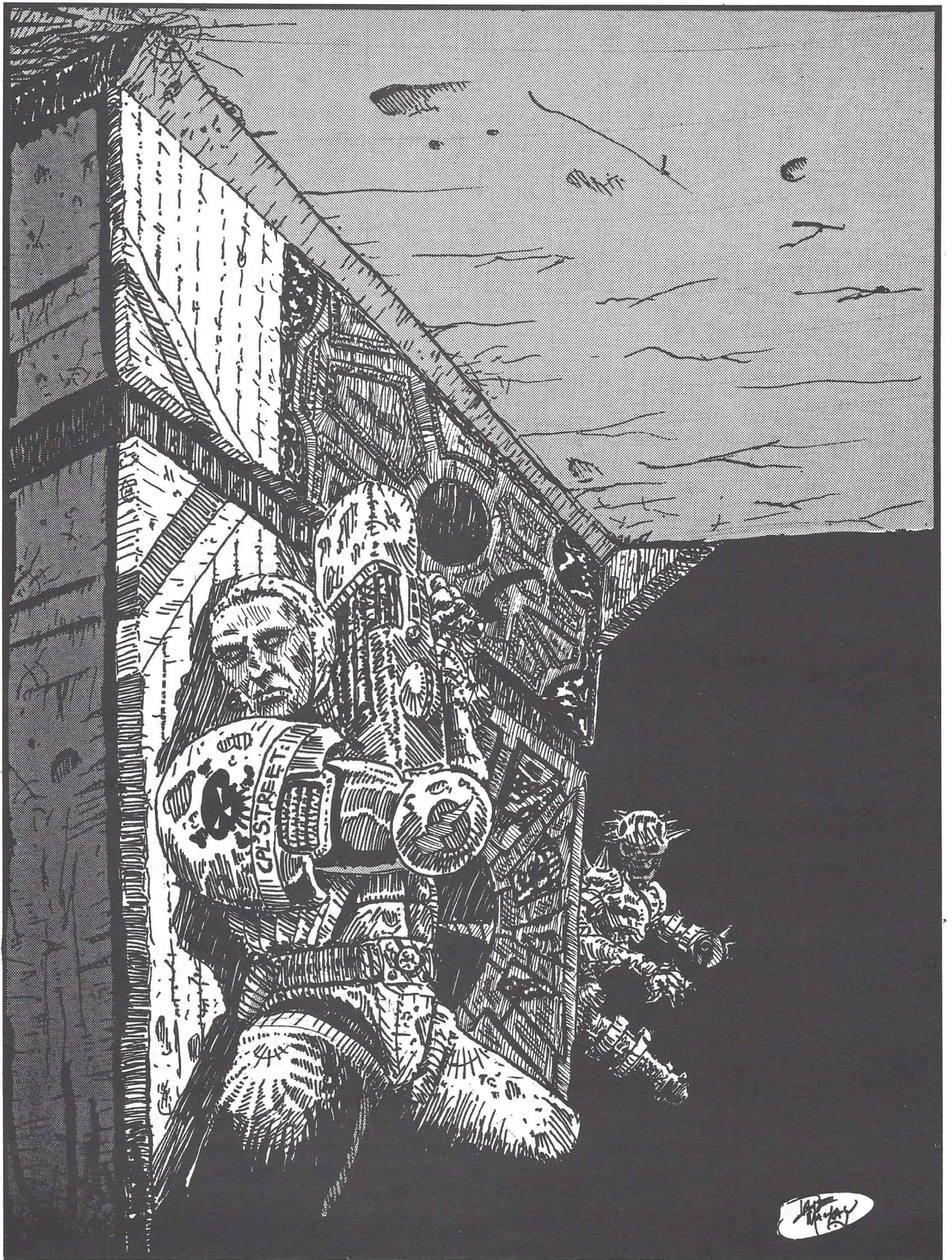
Succubot	118
Predator	81

Machine Horde	541
Machine Assault Horde	728

When playing a published scenario, the figures used are the "Deser's Forces." These figures were selected for simplicity of notation, game balance, reality of deployment and, in some cases, to reflect a special situation which makes the scenario more interesting. If players want to pick their own forces without altering the scenario's victory conditions or scale of conflict, they can use the "Deser's UPV Totals." These are listed in the "Point Values" section of the scenario description.

When setting up or entering forces, the players can use a combination of figures whose UPVs add up to less than or equal to the Deser's UPV Totals. These figures are selected ahead of time by the players and cannot be altered once the scenario has begun.





*John*



# UNIT POINT VALUES

Reinforcements are forces which are received on a turn by turn basis. The Point Totals section expresses reinforcements in terms of UPVs per turn. Players can use these points immediately by entering reinforcements on the current turn or accumulate them to bring more costly units on in a following turn.

As an example, let us assume that the Machine player receives 50 UPVs in reinforcements each turn. On the first turn, a Nightmare is chosen as a reinforcement (42 points). The remaining 8 points are carried through to the second turn at which point the Machine player has a total of 58 points of reinforcements he/she can enter. No reinforcements are taken in the second and third turns so the total rises to 108 points in the fourth turn. Now the Machine player has enough points to bring on the Assault Fiend (121 points). The remaining 37 points (108-121) carry through to the fifth turn. The table below simplifies this description.

TURN	TOTAL	REINFORCEMENT	BALANCE
1	50	Nightmare 42	8
2	58	none 0	58
3	108	none 0	108
4	158	Assault Fiend 121	37
5	87	etc...	

A player can only choose a reinforcement which can be fully paid for with the current UPV total. It is not possible to "borrow" UPVs.

Rules for the entry of the reinforcements, as described in the scenario or in the Scenario Rules section of the basic rules, remain the same.

## SELECTED UPVS

If players wish to use forces either larger or smaller than the Design UPV Totals, they can opt for a Selected UPV Total In brackets, beside each reference to a number of UPVs is a Selected UPV Percentage. Using a Selected UPV Total, replace each UPV number with the Selected UPV Total multiplied by the Selected UPV Percentage.

For example, in the scenario "Daud and

*Confused" the Selected UPV Percentages are:*

*Commandos: 100%*

*Machines: 88%*

*The players decide on a high powered scenario and agree on a Selected UPV Total of 1500 points.*

*The Commandos would receive:*

$$1.00 \times 1500 = 1500 \text{ UPVs}$$

*The Machines would receive:*

$$0.88 \times 1500 = 1320 \text{ UPVs}$$

*Example 2: In the "Clear and Secure" scenario found in the LOS basic set and described in the next section, the following information is given:*

*Commandos: 541 (100%)*

*Machines: 373 setup on board (70%)*

*Machine Reinforcements: 21 per turn per active terminal. (4% per turn per active terminal)*

*Joe and Larry decide to play with Selected UPV Total of 1000 points.*

*Joe who is playing the Commandos receives:*

$$1.00 \times 1000 = 1000 \text{ UPVs}$$

*Larry's forces are not as clear cut. The amount he sets up on the board is:*

$$0.70 \times 1000 = 700 \text{ UPVs}$$

*He also receives the following reinforcements each turn:*

$$0.08 \times 1000 = 80 \text{ UPVs}$$

*On Larry's first turn he decides to bring on a lone GI Nightmare (42 UPVs), leaving 38 UPVs unused (80-42=38). Larry saves these extra UPVs for his next turn at which point he has a total of 118 UPV. On his second turn Larry blows all of his UPVs on a CI Succubot which, oddly enough, costs exactly 118 UPV. He could not bring an Assault Fiend on because it costs 121 UPV. Oh well, he always liked the fembot anyway. As he marches her on, a sadistic grin spreads over his face.*

# UNIT POINT VALUES

## OLD SCENARIO UPVS

### Quarterback Sneak:

Commandos: 541 (100%)  
Machines: 541 (100%)

Notes: If there are more than 9 troopers, the Commandos should place excess troopers in the cross tile in front of room "A".

### Clear and Secure:

Commandos: 541 (100%)  
Machines: 373 setup on board (70%)  
Machine Reinforcements: 21 per turn per active terminal. (4% per turn per active terminal).

Notes: The machine player must place a minimum 2/3 of its starting forces in the large room marked "B" and no more than 1 robot in each other room marked "B".

### Recon in Force:

Commandos: 541 (100%)  
Machines: 80 per turn for 7 turns (15%)

Notes: No more than 374 UPV (70%) worth of machines may be on the board at any time.

### Victory Conditions:

Commandos: exit 270 UPVs (50%) of their forces through the secret corridor.

Machines: must destroy 270 UPV(50%) worth of troopers.

### Dedicated Command:

Commandos: 541 (100%)  
Machines: 168 set up in room "A"(32%)  
Receive 42 on turn 1. (8%)  
Receive 164 on turn 2. (31%)  
Receive 42 every turn after. (8%)

### The Gauntlet:

Commandos: 541 (100%)  
Machines: 76 per turn. (14%)

### Power Down:

Commandos: 283  
Machines: 40 per turn. (15%)

### Uncommon Valour:

This scenario is not suitable for UPV variance.

### Route Security:

Commandos: 1623 (100%)  
Machines: 90 per turn. (6%)

Notes: No more than 541 UPVs (33%) may be on the board at any one time.

### Victory Conditions:

Commandos: Must exit 1082 (66.6%) through the exit point.

Machines: Prevent Commando objective through elimination.

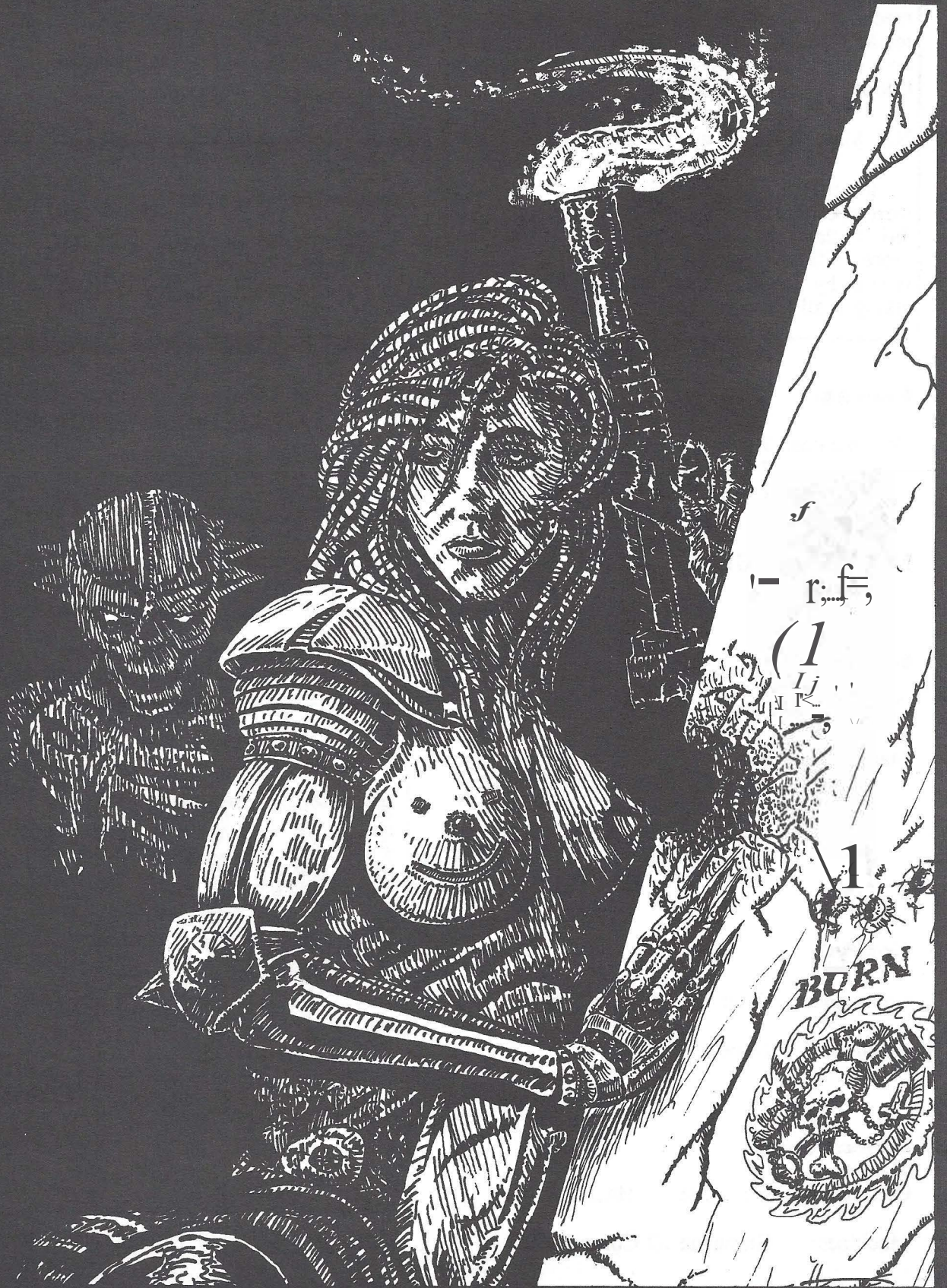








# SCENARIOS





# TAKING BACK THE STREETS

The alley was empty except for the garbage and belongings strewn about during the evacuation. The natives were out and the machines moved in. Now it was our job to retake this section of the city. It was going to be a long arduous process. The heavy weapon trooper positioned him lf.

"Ok Mac, blow the wall away."

As the exterior of this house melted away my men opened fire. This robot behind the wall didn't stand a chance, but there would be more difficult areas to clear just ahead. House by house, street by street, we'll be taking it all back.

## Forces:

Commandos: 1 Commando Sergeant FCL  
2 Commando Troopers FCL  
1 Commando Heavy Weapon Trooper FCL

Machines: 6 G1 Nightmares

## Setup:

Commandos: None.

Machines: Set up 3 Nightmares on tiles marked "1" and 3 Nightmares on tiles marked "2." Only 1 Nightmare may be placed on any given tile.

## Entry:

Commandos: Enter all forces on turn 1.

Machines: None.

## Objective:

Commandos: Eliminate all Machines.

Machines: Eliminate all Commandos.

: cityscape 41X - 43Y unpopulated  
: enter hordes 1313J - 1314A  
: reinforce with hordes 14X2B - 14X2L  
: form perimeter  
: establish line  
: advance units and defend position  
: secure supply routes  
: initiate

## Spacial Rule:

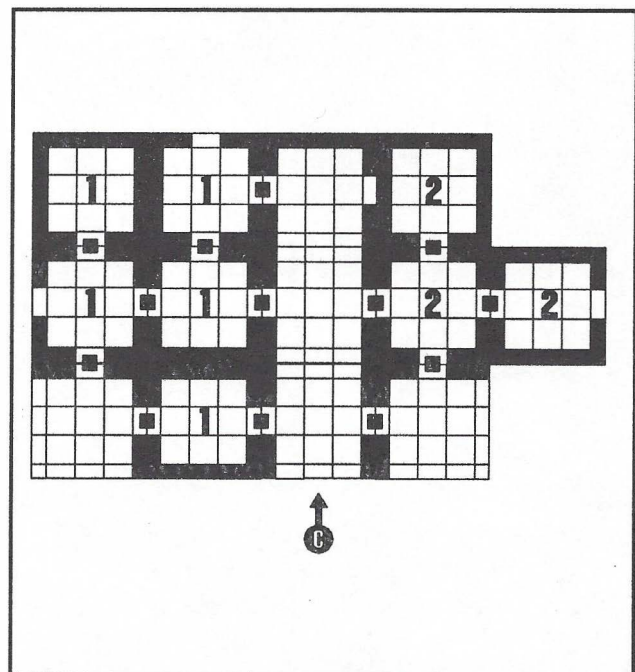
Doors: The doors are easier to kill. They have a +2 general modifier.

Walls: Walls can be destroyed at a -2 general modifier. A kill will destroy 1 square. Place a rubble counter in that square.

## Point Value:

Commandos: 293 (100%)

Machines: 252 (86%) See Setup



# THE RACE

- Estevez, move left.
- Johansen up the middle.
- Fire team charlie, cut off the horde.
- Sergeant we have contact.
- Numbers?
- Three.
- Suppressing area.
- Fomcliff is down!
- Visentin, reinforce team charlie. I'm taking the objective.
- Sergeant, numbers two have broken through
- I'll take care of them.
- We can make it man.
- Numbers three on me!
- Johansen come in.
- Johansen .....

- : proceed to objective
- : organisms secondary consideration
- : objective priority
- : G1 units expendable
- : exchange re: attrition
- : activate sub processing unit
- : engage organisms as necessary
- : execute

low level obstacle. The terminal is activated by a figure in an adjacent square using a fire action.

## Forces:

Commandos: 1 Section FCL

Machines: 1 Horde FCL

Other: Place terminal as shown.

## Setup:

Commandos: None.

Machines: None.

## Entry:

Commandos: Enter all forces on turn 1.

Machines: Enter all forces on turn 1.

## Objective:

Commandos: The Commandos must destroy the terminal.

Machines: The Machines must activate the terminal.

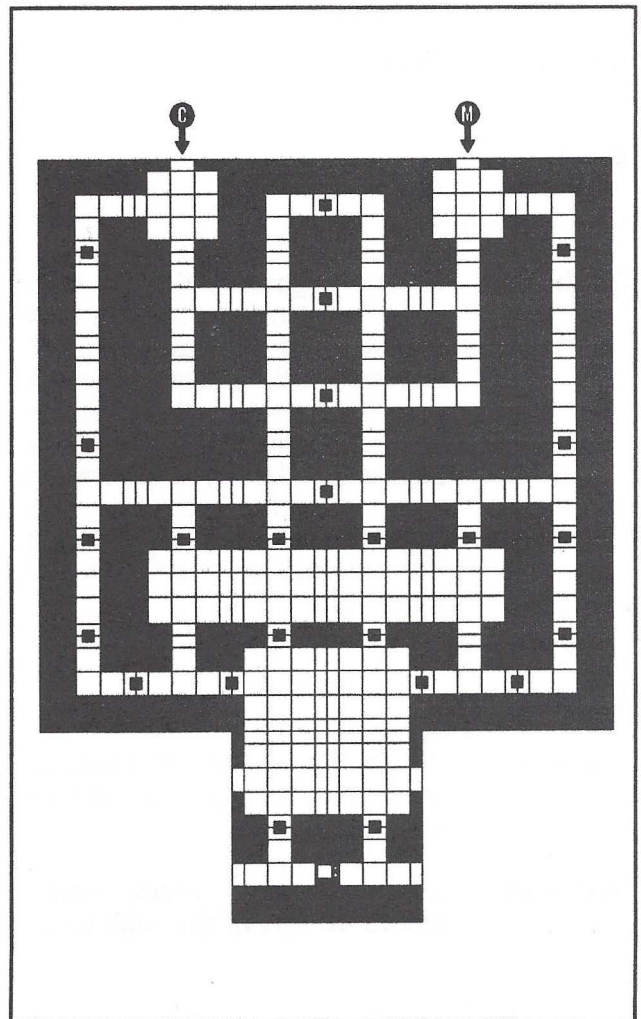
## Special Rules:

The terminal has a normal chance to be killed (general modifier of 0) and represents a

## Point Values:

Commandos: 541 (100%)

Machines: 541 (100%)





# A TIME TO DIE

They were trapped deep behind enemy lines and it was just a matter of time. The atmosphere was solemn. Everyone knew their fate. The machines were closing in from every direction like a ceaseless tide. Resolved to their own demise they struck out down the twisting corridors. It did not matter whether it was here or there, it was the time to die.

## Farces:

**Commandos:** One Section FCL

**Machines:** Unlimited GI Nightmares.

## Setup:

**Commandos:** Setup section in large room marked 'A' with any facing desired

**Machines:** None

## Entry:

**Commandos:** None

**Machines:** Enter 1 Nightmare through each entry point on the first turn. A maximum of 10 Nightmares are allowed on the board at any one time. Thereafter, the machine player may replace any Nightmare destroyed before the current action phase. Only one Nightmare may be entered through each entry point on any given turn.

## ObJective:

**Commandos:** A minimum of one Commando must survive until the end of the tenth turn.

**Machines:** Eliminate all enemy units before the end of the tenth turn.

: enemy force surrounded  
 : calculate 8 organisms in self containment units  
 : activate all forces available  
 : advance and destroy all organisms

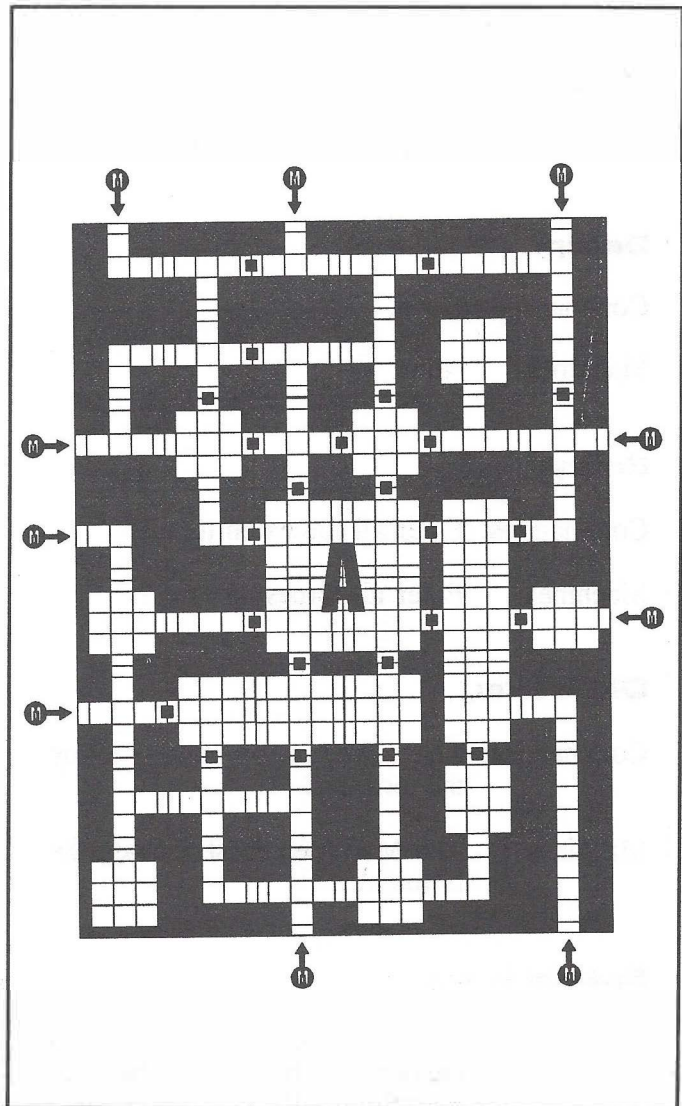
## Special Rules:

None

## Paint Vaules:

**Commandos:** 541 (100%)

**Machines:** 420 (78%) first turn. Replace losses as per ENTRY.



# SURGE

"They're coming sir!"

Sgt. Serratore fired in desperation at the incoming machines hoping Visentin and Trottier could hold their end against this final wave. The next few seconds would mean success or failure. As he suppressed the corridor, he heard one of his men cry out behind him. The blinking red light on his visor confirmed Trottier's demise. Taking several collapsed steel rounds square in the chest he knew it was over. Just before the darkness overwhelmed him, however, he clearly heard Harrison's elated cry.

"System surged sir!"

## Force:

Commandos: 1 Section FCL

Machines: Unlimited G1 Nightmares

## Setup:

Commandos: None.

Machines: None.

General: Place computer terminal as shown. It is a low level obstacle.

## Entry:

Commandos: Enter all Commandos on turn 1

Machines: Roll 1 die at the beginning of the Action Phase. On a roll of 1-3 the machines receive one G1 Nightmare. On a roll of 4-6 the machines receive two G1 Nightmares. Forces may be entered through any Machine entry point.

## Objective:

Commandos: The Commandos must proceed to the computer terminal and surge the system. They must

: intruder alert  
: quadrant 2 sector 631 circumvented  
: calculate 8 organisms  
: reinforcements limited  
: assign all available G1 units  
: enemy objective sub processing unit:  
probability 84%  
: engage and destroy all organisms

be at range 1 and facing the terminal. Two stationary fire actions are required to achieve the objective.

Machines: Prevent Commando objective by elimination.

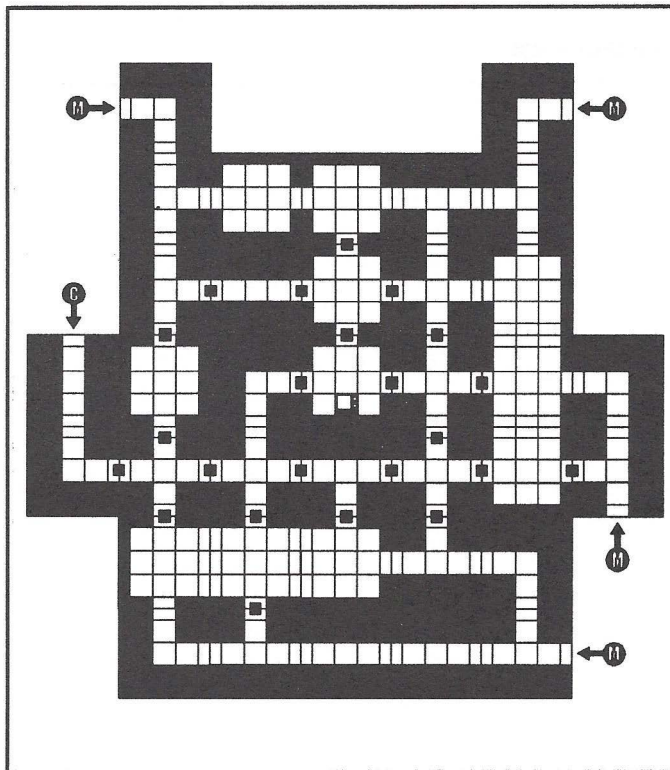
## Special Rules:

The terminal cannot be destroyed.

## Point Values:

Commandos: 541 (100%)

Machines: 63 (12%) per turn





## SUBSECTOR RECCE

### SITUATION:

Vital information is required for the advancement of our lines. Intelligence reports are limited and hindered by machine presence. We are pushing deeper into the complex and our supply lines are getting longer. We have to keep them secure and we don't want any surprises.

### MISSION:

Two section will scout ahead for security of supply route.  
Two section will scout ahead for security of supply route.

### EXECUTION:

-advance through level 13  
-recon grid area 743 621

### ADMINISTRATION AND LOG:

-resupply to carry full combat load.

### COMMANDS AND SIGS.

No change

: calculate 8 organisms  
: presence unclear  
: objective unknown  
: project route  
: calculate: probability recon force 72 %  
: engage organisms  
: primary: limit access  
: secondary: eliminate enemy units

### Forces:

Commandos: Section FCL

Machines: Horde FCL

### Setup:

Commandos: None.

Machines: None.

### Entry:

Commandos: Enter all forces on turn 1.

Machines: Enter 4 nightmares on turn 1 and 2 (1 per entry point). On turn three, enter 1 Mark I Assault Fiend and 2 nightmares (1 per entry point maximum).

### Objective:

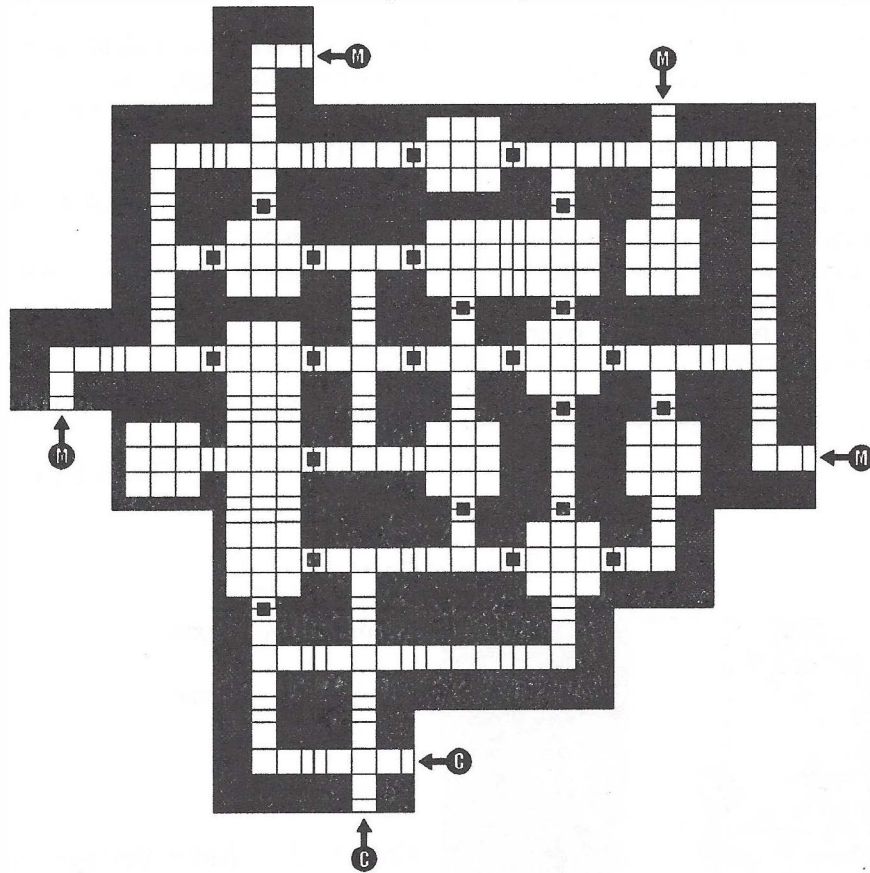
Commandos: The objective is to accumulate 800 VP. This is accomplished by searching rooms and exiting men off of the Commando entry points. Receive 80 points per room searched and the UPV of each figure exited off the board.

Machines: Prevent Commando objective by elimination.

### Spacial Rules:

Searching rooms: The commando must be in the room (no half squares),

## SUBSECTOR RECCE



remain stationary and use a fire action to attain the VP for searching the room.

### Paint. Value■:

Commandos: 541 (100%)

Machines: 541 (100%)

The Machines enter one third of their forces (by UPV) for three turns. Figures must be entered in order of their UPV, cheap figures first, expensive units last. Commandos receive victory points equal to 15% of the selected UPV total for each room searched. The Commandos require victory points equal to 150% of the selected UPV total to win.



# THE ROOF, THE ROOF

-3-1-Delta, 3-1-Delta, this is 3-1, come in.  
 -3-1-Delta, 3-1-Delta, this is 3-1, come in.  
 -3-1, this is 3-1-Delta, over.  
 -3-1; ..... where the hell are you Delta?.  
 -3-1-Delta, we are now behind enemy lines.  
 Returning to check point alpha, over.  
 -3-1; what is your ETA, over.  
 -3-1-Delta; ..... unsure, route of exit is  
 unstable. Collapsing debris ..... jumpin'  
 cryochips our scanners just lit up. Figures  
 11 enemy units. Figures 1 horde, over.  
 -3-1; do not engage, attempt to evade, over.  
 -3-1-Delta; understood, over.  
 -3-1; out.

: horde 13X4A returning to RV 63AZ  
 : path unstable  
 : mobility reduced: calculate 32 %  
 : encountering resistance  
 : 8 organisms in self containment units  
 : redeploy forces  
 : limiting encounter ratio  
 : G1 3X4 -D, G1 12X4A-E engaging  
 organisms

## Forces:

Commandos: One Section FCL

Machines: One Horde FCL

## Setup:

Commandos: None.

Machines: None.

## Entry:

Commandos: Enter through commando entry points 1, 2 or 3 randomly (see below) on turn 1.

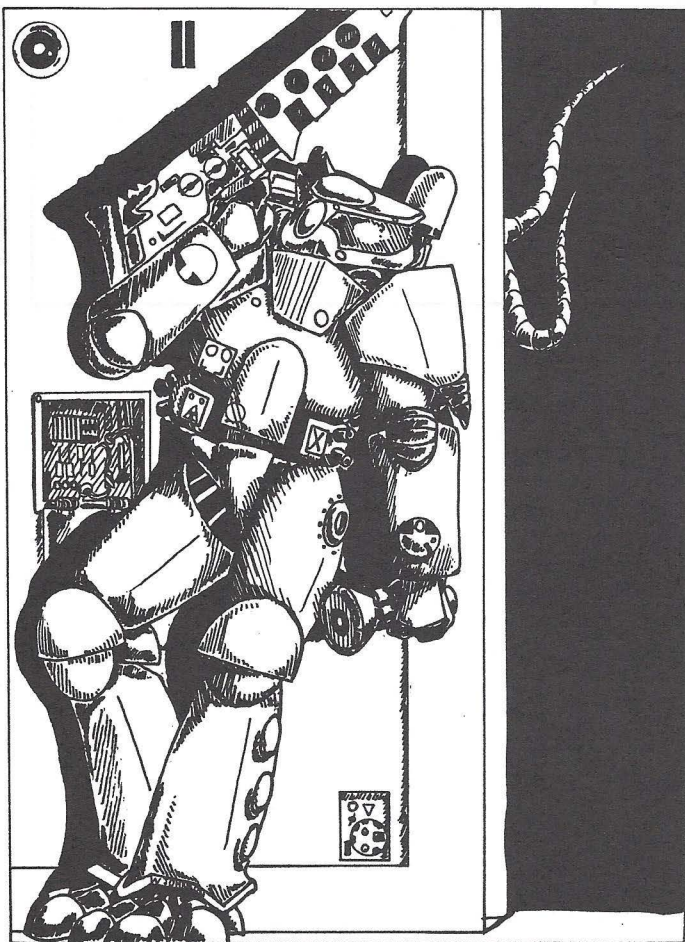
Machines: Enter through machine entry points 1,2 or 3 on the turn 1 randomly (see below).

Random Entry: As a figure is activated, roll one die and enter the figure through the appropriate entry point.

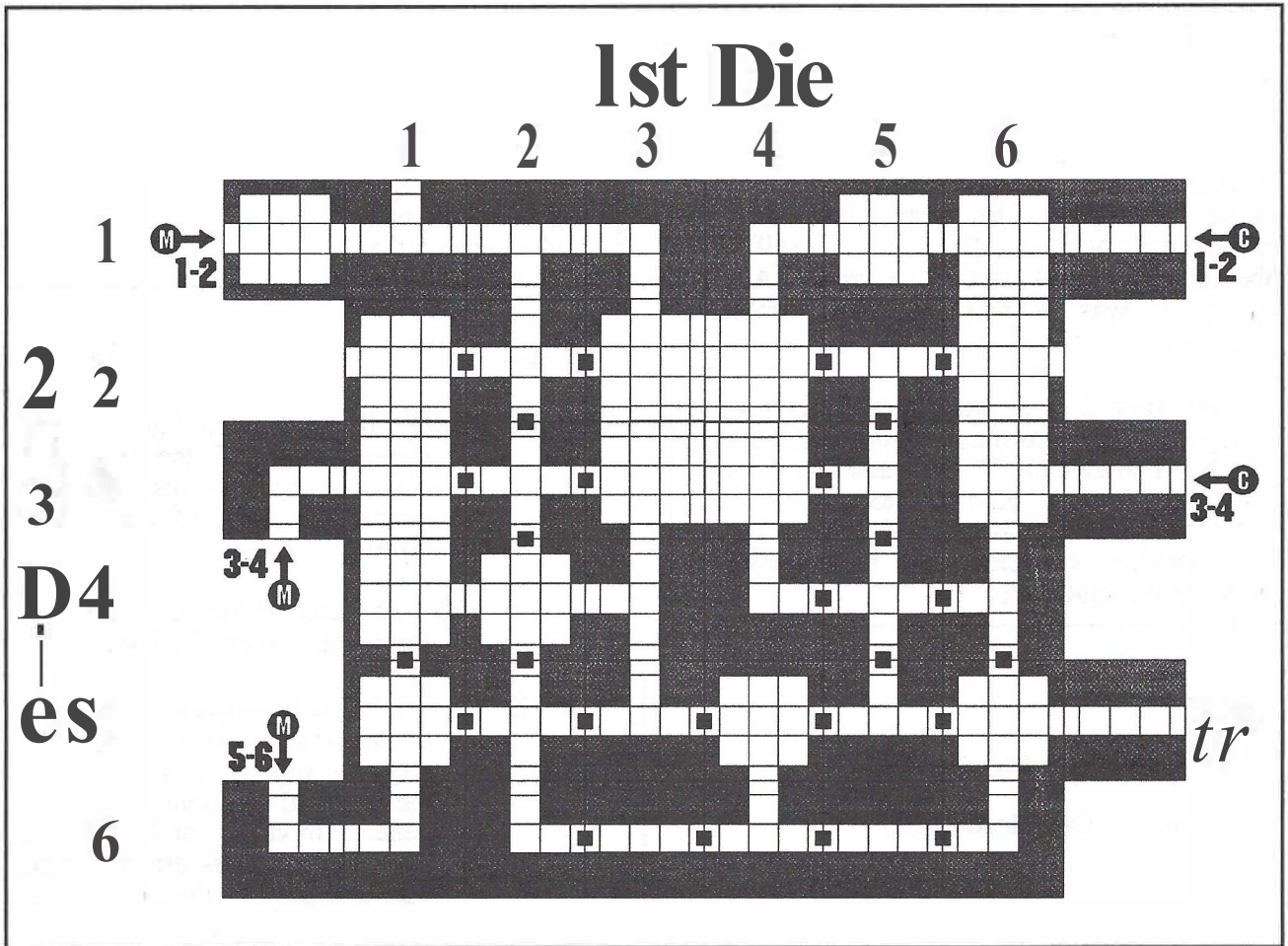
## Objective:

Commandos: Exit 265 UPVs of figures through machine entry points.

Machines: Exit 270 UPVs of figures through commando entry points.



# THE ROOF, THE ROOF



## Special Rules:

**Roof Collapse:** Each turn, immediately after determining initiative, roll 2 dice and cross reference the tile location. Mark that tile with an overturned rubble counter. At the beginning of the next initiative phase turn over the rubble counter and leave it in the centre of the tile (the roof has collapsed). That tile is now "rubbled" and each square (including half squares) is moved through at +1 movement point (see rules for rubble). Any figure caught in the tile when the roof collapses (including half squares) has a chance to be eliminated. For each figure roll one die and on a 4-6, that figure is removed. If a roll indicates that a tile is

collapsing a second time then that tile is removed and any figure on the tile is eliminated.

## Point Values:

Commandos: 541 (100%)

Machines: 541 (100%)

Exit one half of forces through the other player's entry points.



# AMONG THE RUINS

"We're pinned down!" I yelled.

We were kneeling behind a mound of rubble as suppression fire rained over us. Collapsed steel rounds ricocheted off the wall behind us. Corporal Stienfeld had already been cut down while attempting to snap fire on the advancing machines. Smith and myself were the only ones left at this location. Assault group 1 was having its own problems elsewhere.

All we could do was wait for the machines to charge. "What are they waiting for?" Asked Smith. I knew but I didn't answer. I didn't have too. The gunfire stopped and the ominous sound of an Assault Fiend getting into position was clear. As they started to advance the lights went out.

## Forces:

Commandos: One Section FCL

Machines: One Horde FCL

## Setup:

Commandos: None.

Machines: None.

## Entry:

Commandos: Enter all forces on turn 1.

Machines: Enter all forces on turn 1.

## Objective:

Either side wins by accumulating 800 victory points. A player gains victory points equal to the UPV of each enemy figure eliminated. Additionally, each player has a random victory condition as follows.

Place the chits numbered 1 to 4 in an opaque cup. Each player draws 1 chit and conceals it from the other player. The number on it corresponds to an additional objective as

: 2 organisms engaged  
: suppressing area  
: awaiting reinforcements  
: calculate 10 seconds  
: Mark 1 unit arrived  
: stop suppressing  
: Mark 1 Unit ready  
: nachtmacher area

follows:

**Chit 1 - REMF Hunting:** Each figure exited through any of the opposing player's entry points is worth double the UPV of the exiting figure

**Chit 2 - Exterminate:** Eliminated enemy figures are worth 2x UPV.

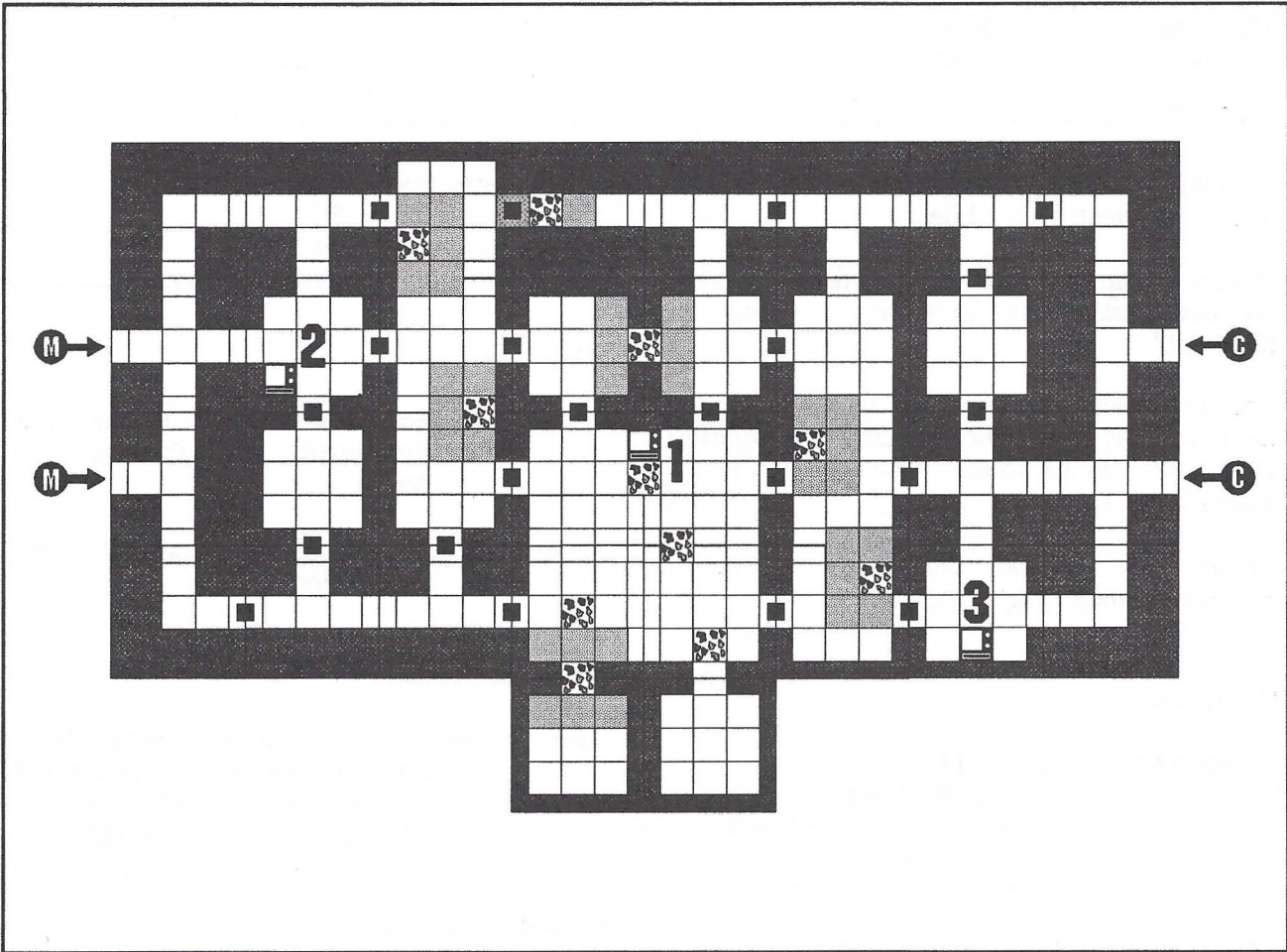
**Chit 3 - Activation/Destruction:** If the Commando player draws the chit, the objective is to destroy the terminal in room 2. It has a general modifier of 0 and one kill. If the chit is drawn by the Machine player, the objective is to activate the terminal in room 3. It is activated by a figure at range 1 spending a fire action. In this case, the Commandos cannot destroy the terminal. Either objective is worth 500 victory points.

**Chit 4 - Retrieval:** Pick up the terminal in room 1 (by moving on to the square and spending a fire action) and exit with it through one of your own entry points.

## Special Rules:

The rubble counters are all low level obstacle. The shaded areas around the rubble counter is treated as rubble (+1 movement point).

# AMONG THE RUINS

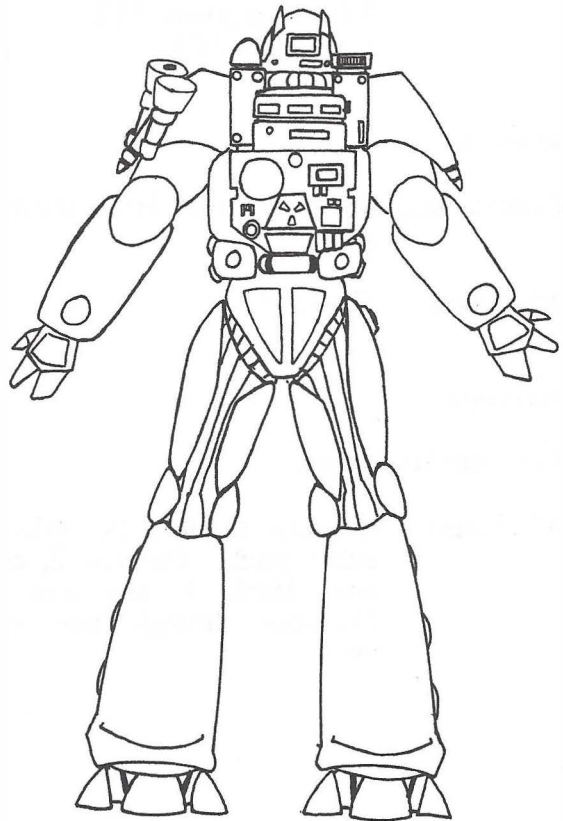


**Point Values:**

Commandos: 541 (100%)

Machines: 541 (100%)

To win, a player must accumulate victory points equal to 150% of the selected UPV total. Activation/Destruction or Retrieval objectives are worth 95% of the selected UPV total.





# DAZED AND CONFUSED

This was too much. Mitch tried to focus his eyes on the tracking display and make out the incoming targets. It was getting to the point where he was seeing extra blips or missing some altogether. With the machines closing in however, it didn't look like they would be getting any rest for a while.

"Incoming targets from all directions. Wake up and hold your positions. Keep it together!"

The machines advanced for the fifth time. Backup units were not scheduled to relieve them until 08:30 hours. The last half hour would be an eternity.

Weary and beyond the limits of their endurance, they fought on.

: evaluate situation  
 : intruders maintaining position  
 : Hordes 21F6G, 0512K destroyed  
 : attempt to secure unsuccessful  
 : evaluate forces required  
 : enemy effectiveness evaluated at 75 %  
 : redeploy horde 14J5U  
 : deploy command unit 34J6.

## Objective:

**Commandos:** Exit 418 UPVs of troops from the board through the exit points.

**Machines:** Prevent UNE objective through elimination.

## Special Rules:

**UNE Troops:** These troops have been operating for over 72 hours and are at reduced effectiveness. They suffer a -1 roll modifier.

## Paint Values:

**Commandos:** 846 (100%)  
**Machines:** 733 (88%)

## Forces:

**Commandos:** 1 Section FCL  
 1 Commando Trooper FCL  
 1 Commando Heavy Weapon Trooper FCL  
 1 Heavy Assault Trooper FCL

**Machines:** 1 Horde FCL  
 2 G1 Nightmares FCL  
 1 Succubot FCL

## Setup:

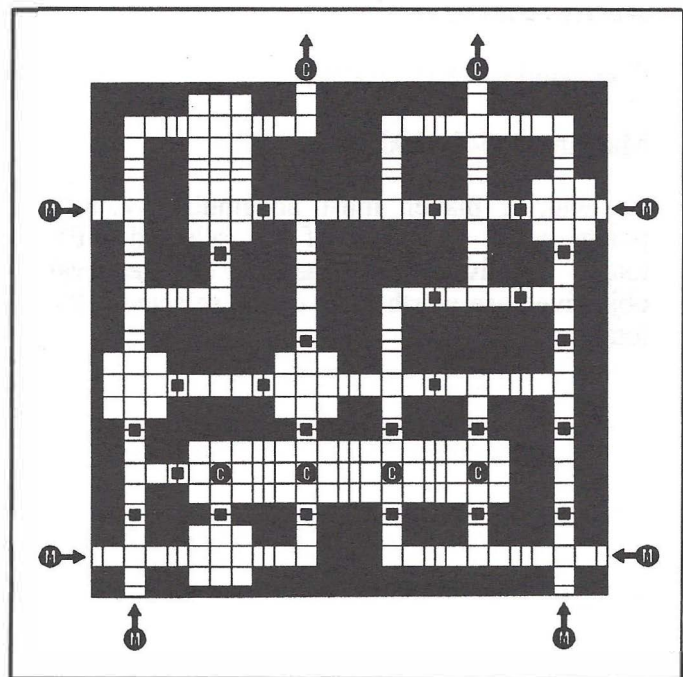
**Commandos:** Setup all forces in the indicated area.

**Machines:** None.

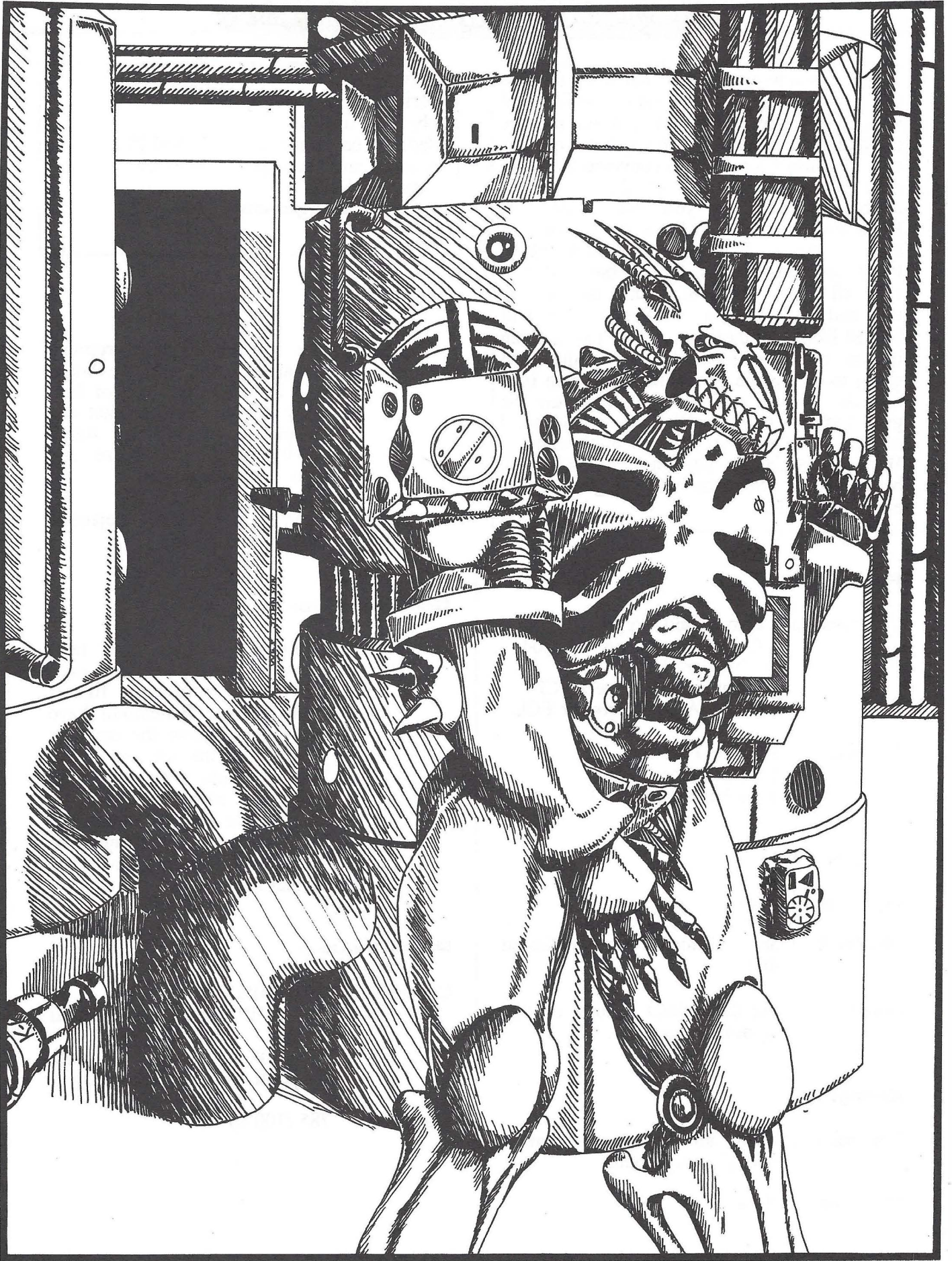
## Entry:

**Commandos:** None.

**Machines:** On turn 1, enter two G1s per entry point. On turn 2, enter one Mark 1 and one C1 Succubot through any entry point.









# THE MISFITS

Sure we're a motley bunch, but when Capone got the info back on that native artifact and what it was worth, well lets just say that we decided pretty quick to co-operate on this one. It wasn't too hard to convince the other guys once the location of the thing was established. I guess you could trust 'em. Heinz and Fritz were O.K. as well as Jackson and Loung. I wasn't too sure about Frontenac and Sanches, but Capone said they were all right. None of us take orders very well and that's the way we like it. This will be just like any other run, except the fact that it was unauthorized and there really isn't going to be anyone commanding. There isn't a leader of any sort but you might say the guys look up to me. Well, they have to, I stand 3 feet higher in my Behemoth armour. Here comes Capone now, it looks like we're heading out. See you when I get back to earth. Love Tia.

## Forces:

Commandos: 2 Commando Corporals FCL  
2 Commando Heavy Weapon Troopers FCL  
3 Commando Troopers FCL  
1 Heavy Assault Trooper FCL

Machines: 1 Horde FCL  
1 CI Succubot FCL  
3 G1 Nightmares FCL

## Setup:

Commandos: None.

Machines: Setup all forces on the indicated tiles.

Other: Put the artifact counter on the square marked "X".

## Entry:

Commandos: Enter all forces on turn 1 through entry points.

Machines: None.

: intruder alert  
: perimeter breached  
: objective unclear  
: dedicate command to CI XXX32S5  
: advance and intercept enemy force  
: threat unclear  
: eliminate all organisms  
: calculate 8

## Objective:

Commandos: The commandos must retrieve the artifact and exit the board with it through any one of their entry points. The artifact can be picked up by any figure moving onto the square and spending a fire action.

Machines: Prevent commando objective through elimination.

## Special Rules:

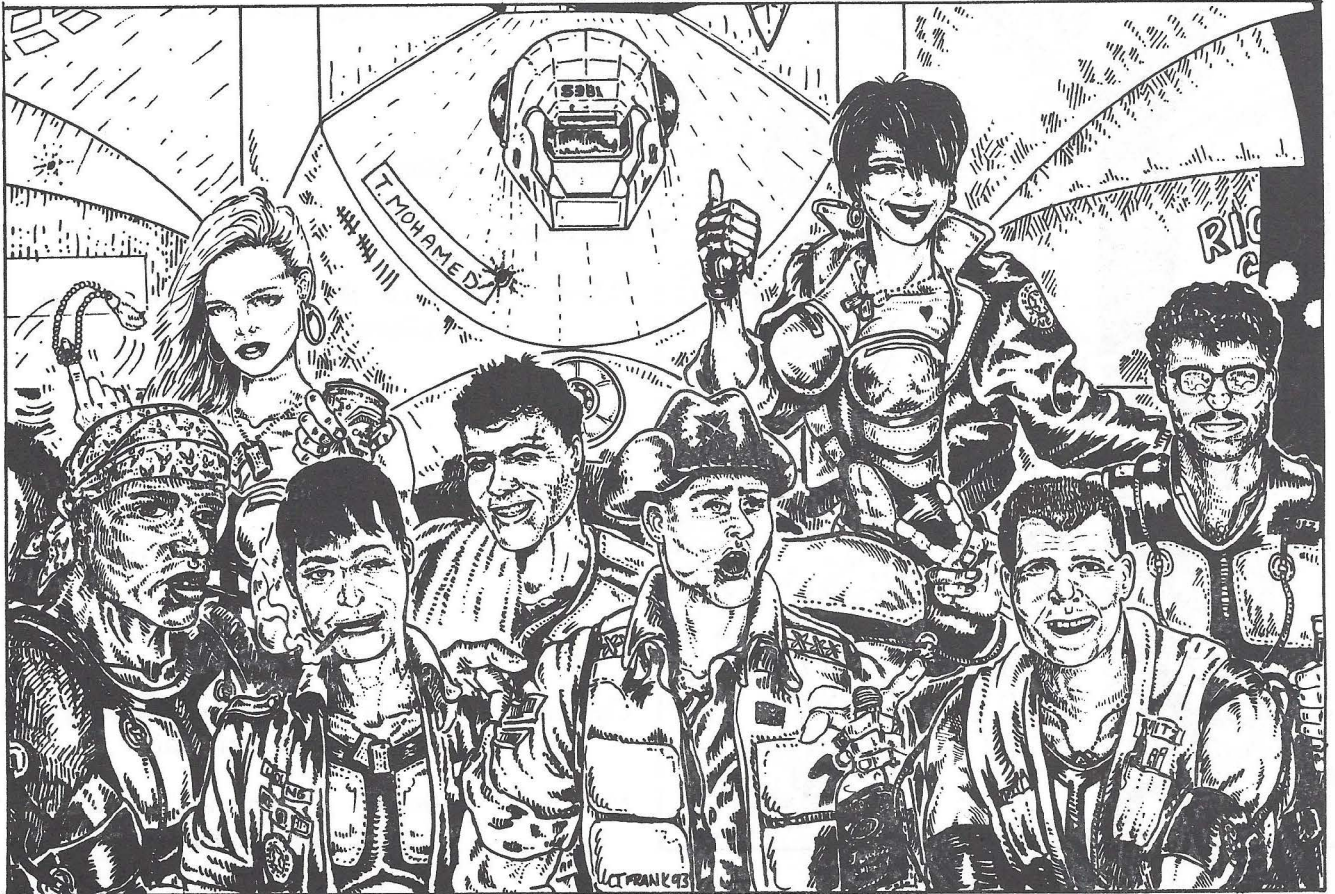
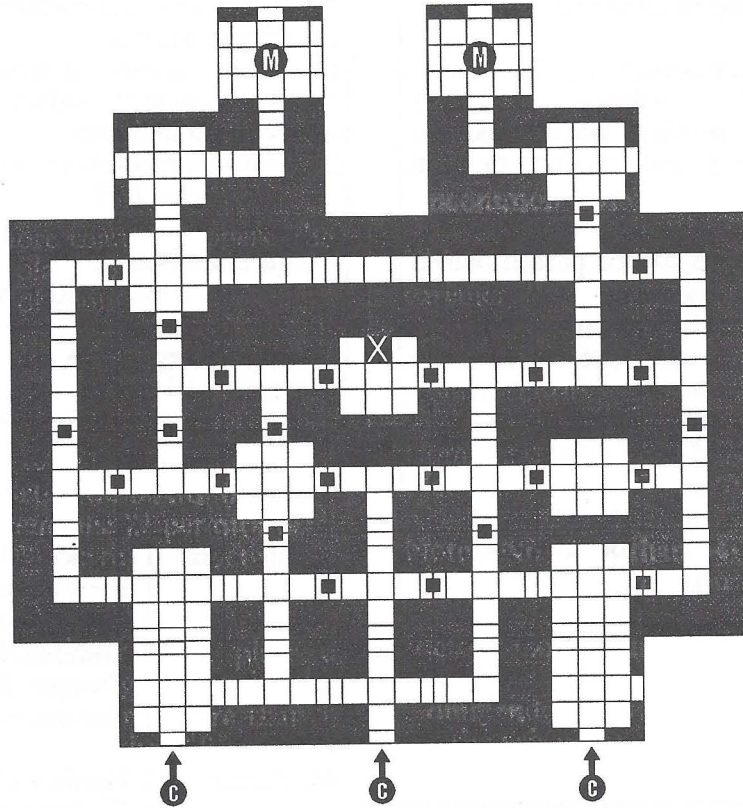
Commandos: Commando figures have hero points: corporals have two each and the remaining figures (including the Behemoth) have one each. Utilize the counters provided in the scenario pack. These points function as leadership which can only be used by the owning figure and can not be used for initiative. The corporals do not have their normal leadership.

## Point Values:

Commandos: 784 (100%)  
Figure UPV costs are increased by 20. Each Trooper has 1 Hero Point and each Corporal has 2 Hero Points.

Machines: 785 (100%)

# THE MISFITS





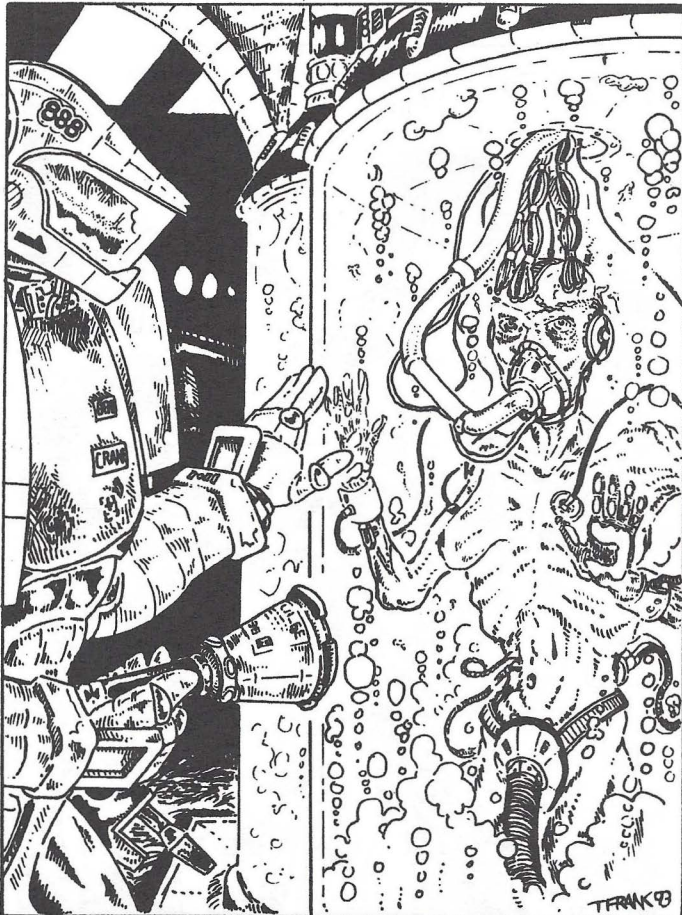
# MINDVAULT

"They're in there, they're in there!"

Major Tom sat, nonplussed by Lieutenant Zang's emotional outburst. "Listen Lieutenant, there is nothing we can do for them now. They are as good as dead or even worse."

Several seconds of tense silence passed before Major Tom resumed speaking. "Ok, no one has to like the fact that several men and women are destined to die, but we have no choice. The elimination of this interactive slave network is essential. You have your orders. Carry them out."

The officers filed out of the room leaving Tom alone. There he sat for a while, the horror of it all sinking in.



: internal checklist complete  
: fully operational  
: CI sensor sweeping quadrant 3 sector 315  
: enemy operation underway  
: moving to intercept  
: objective probability: organism information processors 76%  
: priority 7  
: request assistance  
: intercept T minus 30 seconds  
: weapons armed  
: engaging organisms  
: calculate 13

## Forces:

Commandos: 1 Section FCL  
1 Heavy Assault Trooper( FCL  
2 Commando Troopers FCL  
1 Commando Heavy Weapon Trooper FCL  
1 Commando Corporal FCL

Machines: 1 Horde FCL  
1 CI Succubot FCL  
1 Mark 1 Assault Fiend FCL  
5 GI Nightmares FCL .

## Setup:

Commandos: None.

Machines: None.

Other: Place the three terminals as indicated.

## Entry:

Commandos: Enter all units on the first turn.

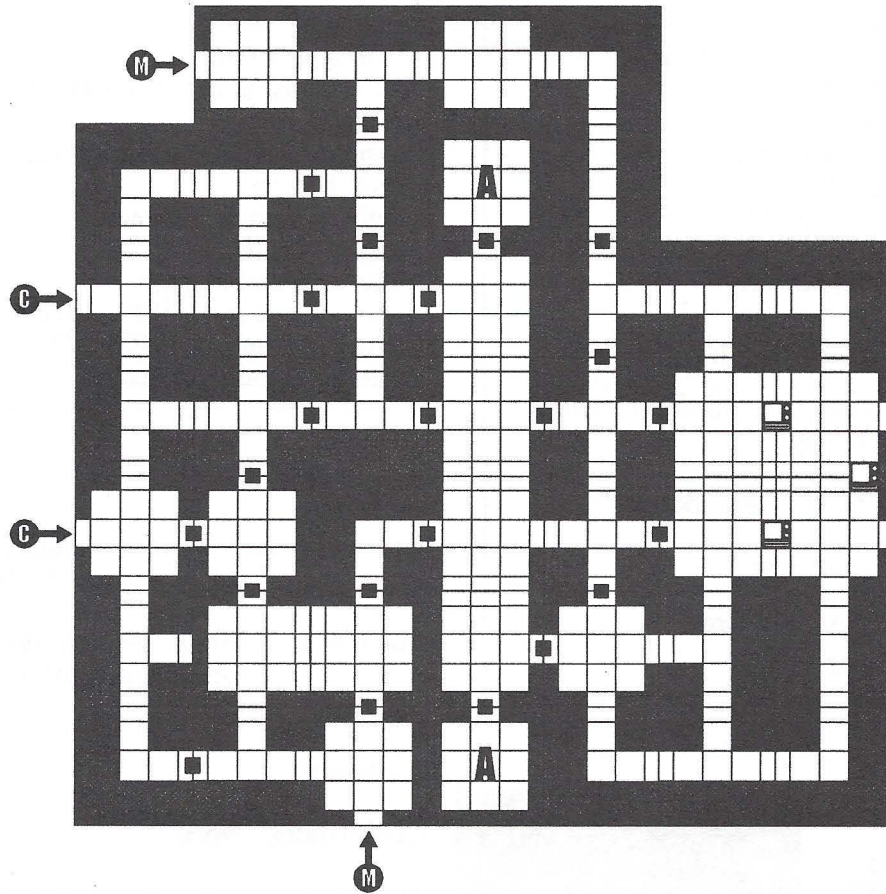
Machines: Enter all units on the first turn.

## Objective:

Commandos: Destroy the three interactive slave network terminals.

Machine: .Prevent Commando objective through elimination.

# MINDVAULT



## Spacial Rules:

**Terminals:** The interactive slave network terminals have a general modifier of 0 (normal kill number) and represent a high level obstacle (even after being destroyed).

**Machine Leadership:** The machines receive 2 points of leadership which can only be assigned or used for initiative. K-pulsing each sub-processing room (marked "A") reduces this leadership by 1 point.

## Paint Values:

**Commandos:** 973 (100%)

**Machines:** 990 (100%)



# SWARM

- "Into the breach!"  
 - "Take your troopers up the left flank Yee. ; -:"  
 - "We got figures 5 G1's closing in."  
 - "Take evasive action!"  
 - "Ramerez is down!"  
 - "Assault group 2 under fire."  
 - "Reinforce position!"  
 - "We need more firepower!"  
 - "Advancing well."  
 - "We need more firepower!"  
 - "Right flank clear, no contact."  
 - "Seik and Eduardo are down! We need help!"  
 - "Right flank encountering reinforcements."  
 - "Weaver is on the way."  
 - "Figures 4 G1s."  
 - "Thank god for the elephant jockey."  
 - "Returning fire."  
 - "Keep transmissions clear."  
 - "Fire team Charlie isolated."  
 - "We're cut off, we're cut off!"  
 - "Keep transmissions clear!"

: forces amassing exterior sector 6 quadrant 3  
 : evaluate  
 : Horde, scattered  
 : 18 organisms in self containment units  
 : regroup  
 : assign units 3A25X6 to perimeter  
 : shell breach  
 : activate reinforcements  
 : assign command  
 : intercept and engage  
 : entry corridor X34FF sealed  
 : assign Assault unit 4G01 Y1  
 : primary: maintain access

## Forces:

Commandos: 2 Heavy Assault Troopers FCL  
 2 Commando Sections FCL

Machines: 10 G1 Nightmares FCL  
 Unlimited reinforcements

## Setup:

Commandos: None.

Machines: Setup 10 G1s anywhere on the board.

## Entry:

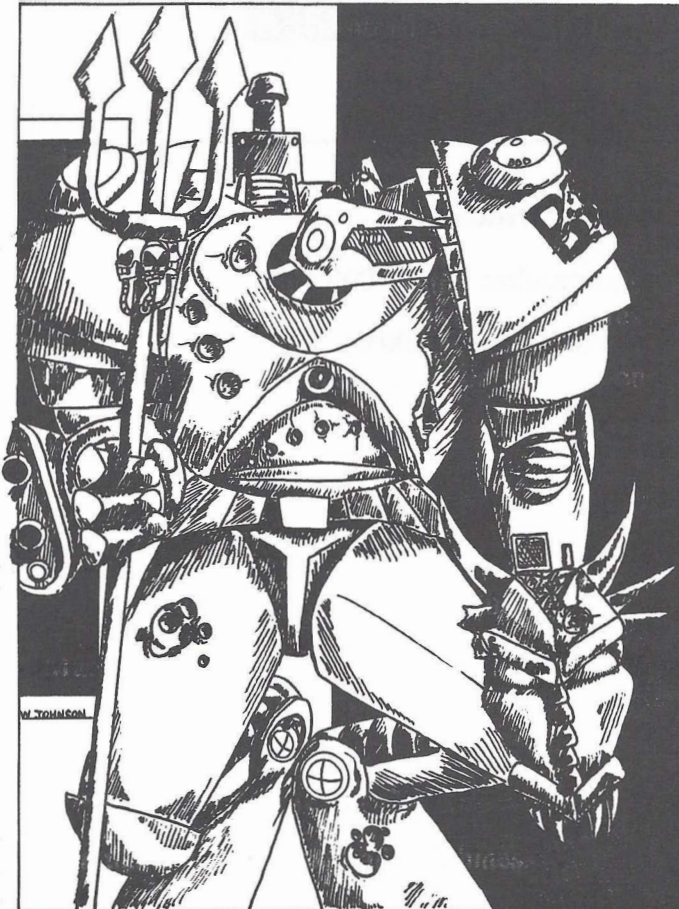
Commandos: Enter all forces on turn 1.

Machines: Roll one die for reinforcements and consult the following table:

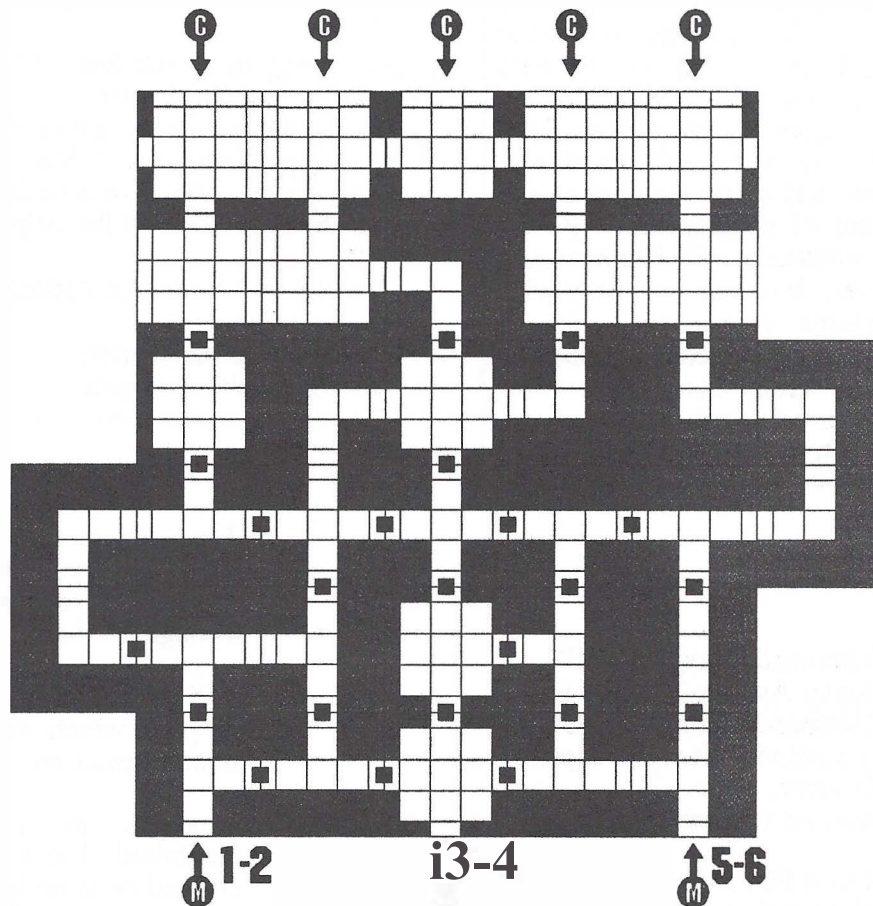
ROLL	REINFORCEMENT
1	1 G1 Nightmare
2	2 G1 Nightmares
3	2 G1 Nightmares
4	3 G1 Nightmares
5	4 G1 Nightmares
6	Re-roll 1 die:

**RB-ROLL** 1-3 1 Mark I Assault Fiend FCL  
 4-6 1 C1 Succubot FCL

Roll 1 die to determine the entry point of the figure and consult the diagram. If that



# SWARM



entry point has been sealed then the reinforcement is lost.

## Objective:

**Commandos:** Seal off the machine entry points (see Forcewall Generator below) and eliminate all machines from the board.

**Machines:** Prevent Commando objective through elimination.

## Special Rule:

**Forcewall Generators:** This device is carried by a Trooper. It reduces their movement to 3 walking and 6 running. They also incur a -1 roll modifier. The Commandos

have 3 devices. If the carrying figure is eliminated, it can be retrieved by moving onto the square and spending a fire action. To set it up, the figure must spend a fire action to drop it in front of it. The generator may then be activated by any figure which has it in its front square and spends a stationary fire action. This must be done in a manner that blocks an entry point to be effective. The forcewall cannot be destroyed.

## Point Value:

**Commandos:** 1450 (100%)

**Machines:** setup 420 (29%)  
per turn 104 (7%)



# ET TU CPU

It struck before we realized it sir. In fact, we only knew what it truly was after the assault ended. You have to understand that we were outnumbered and any reinforcements we could get were needed after the machine infiltrators struck, we were able to take it down. Before this, and in the ensuing chaos, we were not aware of its presence. As for my opinion as to whether it will happen again I can only say yes, but I'm not sure what preventative measures we can use. Maybe we can enforce recognition codes, issue bio scanners or, if your really in question about the subject, you can ask them who won the World series in 2179.

: X24A23 infiltration unit successfully planted  
: proceeding to assault line 3A2  
: encountering 2 organisms  
: command organism in self containment unit  
: receiving transmission "Head to grid 732  
146 trooper. We have a perimeter breach and the guys need all the help they can get!"  
: calculate and formulate appropriate response  
: "No problem sir."  
: proceeding to destination  
: scan for available targets

## Forces:

Commandos: 1 Commando Sergeant FCL  
1 Heavy Assault Trooper FCL  
1 Commando Corporal FCL  
2 Commando Heavy Weapon Troopers FCL  
Unlimited reinforcements

Machines: 1 Horde FCL  
1 CI Succubot FCL  
5 G1 Nightmares FCL  
Infiltrator Commando Trooper

## Setup:

Commandos: Setup anywhere behind the drawn line.

Machines: Setup 4 GIs and 1 Mark I Assault Fiend in room one, 7 GIs in room two and 4 GIs and 1 Succubot in room three.

## Entry:

Commando: Roll for reinforcements on each tum.

- 1 1 Commando Trooper
- 2 1 Hvy Wpn Trooper and 1 Trooper
- 3 2 Commando Troopers
- 4 3 Troopers
- 5 1 Commando Corporal
- 6 1 Corporal Sergeant

The entry is random. Roll for each figure entering the board. A roll of 1 to 4 indicates entry through the corresponding commando entry point. A roll of 5 or 6 allows the commando to pick which entry point the figure comes on.

"Troopers in a section are numbered 1 to 4. The troopers entered must hem-order. Enter number 1 then 2 etc. untQ all four are on the board. eliminated trooper may be re-entered if it is the next one in number sequence.

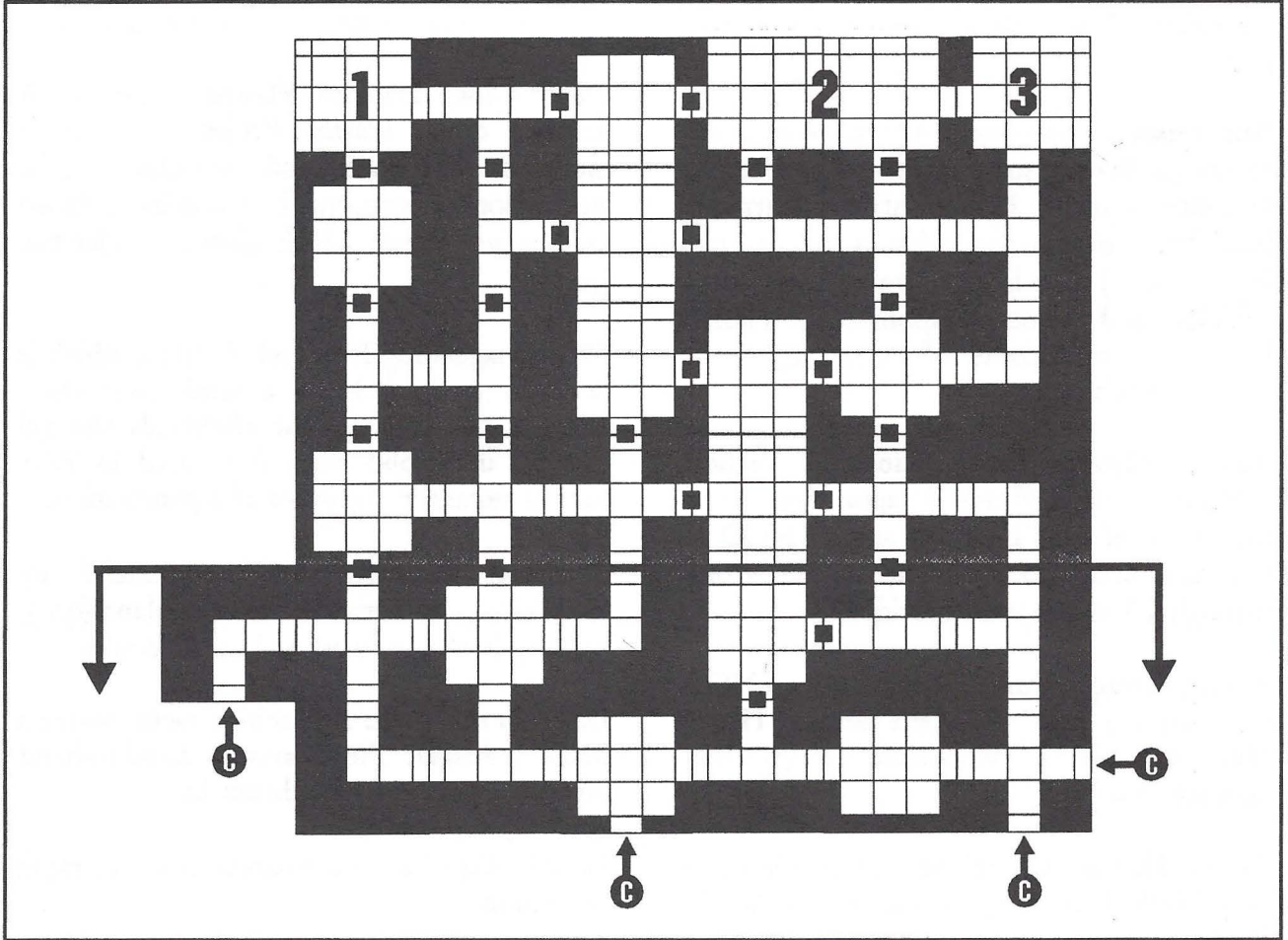
Machines: None.

## CbJactive:

Commandos: Prevent Machine objective through elimination.

Machines: Score 1000 victory points. Elimination of UNE figures scores points equal to the UPV for each figure eliminated. Machines exited off the board through the Commando entry points scores points equal to the UPV of the figure exited.

# ET TU CPU



## Special Rules:

**Machine Infiltrator:** This is a captured suit of PBA outfitted with a machine brain and interface. At the beginning of the game the machine player chooses a trooper numbered 1 to 4 and writes it down. At any point during the machine's turn the machine player can activate the Commando Trooper so chosen. This Trooper is now under the control of the machine player. It retains all of the normal characteristics of a Commando Trooper.

## Point Values:

**Commandos:** 516 (50%) at start.  
102 (10%) per turn.

**Machines:** 1019 (100%)

Setup one third of forces in each of rooms 1, 2 and 3.

The infiltrator is worth three times the UPV of the UNE figure. The Machines must score victory points equal to the selected UPV total.

Special consideration must be used with this scenario when selecting different forces.



# GLOSSARY

**Aneurism:** The swelling of an artery due to pressure.

**Anti-personnel (weapon):** A weapon designed to engage human sized targets as opposed to armoured vehicles. Modern arms and armour blur this definition somewhat as certain units (eg. Predator) have heavier armour than some vehicles and some weapons (eg. Plasma Projector) are capable of destroying small armoured vehicles.

**Assault Group Firing Line:** A tactical formation with a Heavy Weapon Trooper in the centre of two Troopers and an NCO to the rear. Used to move an assault group through a 3 square wide corridor.

**Assault Group:** A unit composed of an NCO commanding two Troopers and a Heavy Weapon Trooper. Two assault groups make up a section.

**Assault Horde:** A Machine unit consisting of two Mark I Assault Fiends and eight G3 Predators.

**Assault unit:** A unit designed for heavy combat situations. It is usually slow but well armed and armoured.

**AVN:** AudioNisual/Neural. Refers to a device dealing with sight, sound and direct brainwave interface.

**Bait-and-Switch:** A tactic where one tries to convince the enemy that you are attempting to do something that he must react to (the bait). Once he reacts, you do something else that he doesn't have a chance to react to (the switch).

**Black Empire:** An interstellar power which lies towards the galactic core in relation to Earth. The social structure is quasi-feudal and clothing, equipment and starships bear a somewhat gothic look. The Black Empire

utilizes several forms of arcane technology.

**CDP:** Close Defense Plasma Weapon. A stripped down Plasma Projector which is mounted on RXS and vehicles as an anti-personnel weapon. It is usually installed on a swivel mount which allows a wider fire arc.

**CIG:** Coagulating Iron Gel. A metal which is designed to be held in a semi-liquid state. When exposed to specific chemicals this gel hardens into solid steel. It is used in PBA suits as sealant in the event of a penetration.

**Crossfire:** A cross fire is attained by establishing a network of fire lanes(q.v.), running both east/west and north/south.

**Death in the Dark:** A Machine tactic where a Mark I Assault Fiend attacks hand-to-hand under the cover of a Nachtmacher.

**Double T<sub>ap</sub>:** Firing a weapon twice in rapid succession.

**Elephant Jockey:** A slang term for an R.X.S. pilot.

**Fire Lane:** These are long, unobstructed corridors which cut across or form part of a likely enemy approach.

**Flank:** As a noun this refers to the sides or rear of a figure or formation of figures. As a verb this is approaching a figure or group of figures from the sides or rear.

**Fli<sub>p</sub> Flop:** A situation where one player moves last in one turn and first in the next turn, thereby moving twice in a row.

**Grand Slam:** Firing all available SPLATs simultaneously with a single fire action.

**Gyro:** This is a gyroscope and sensor unit which provides information regarding

# GLOSSARY

position, direction and orientation.

**HEAP:** High Explosive Armour Piercing rounds utilize a shaped explosive charge which increases penetration.

**Hero Point:** A type of personal leadership which can only be used by the figure possessing it.

**HUD:** Heads Up Display. A system which displays information on the visor plate of a soldier's armour.

**Hypersteel:** A trademarked name for grown crystal lattice metal. The crystalline structure of  $H_{yp}$ ersteel provides increased density and structural integrity to resist penetration when used as an armour base.

**IFF:** Identify Friend or Foe is a system which

anal<sub>y</sub>zes scanner and sensor information to determine whether a unit is hostile, its type and its threat level.

**Incline Tum:** A 45 de<sub>g</sub>ree tum relative to the grid of the board template. Named after the modern military foot drill manoeuvre of the same name.

**Interactive Slave Network:** A Machine system which records and anal<sub>y</sub>zes brainwaves and responses of a number of mind slaves. Imagery which is considered useful is forwarded to upper level processors.

**IR:** Infrared

**ITS:** Independent Targeting System. A UNE weapons control system which can identify, lock on to and engage targets with a minimal amount of operator assistance.

**Massed Action:** A tactic where friendly forces attempt to overwhelm the enemy by sheer weight of numbers.

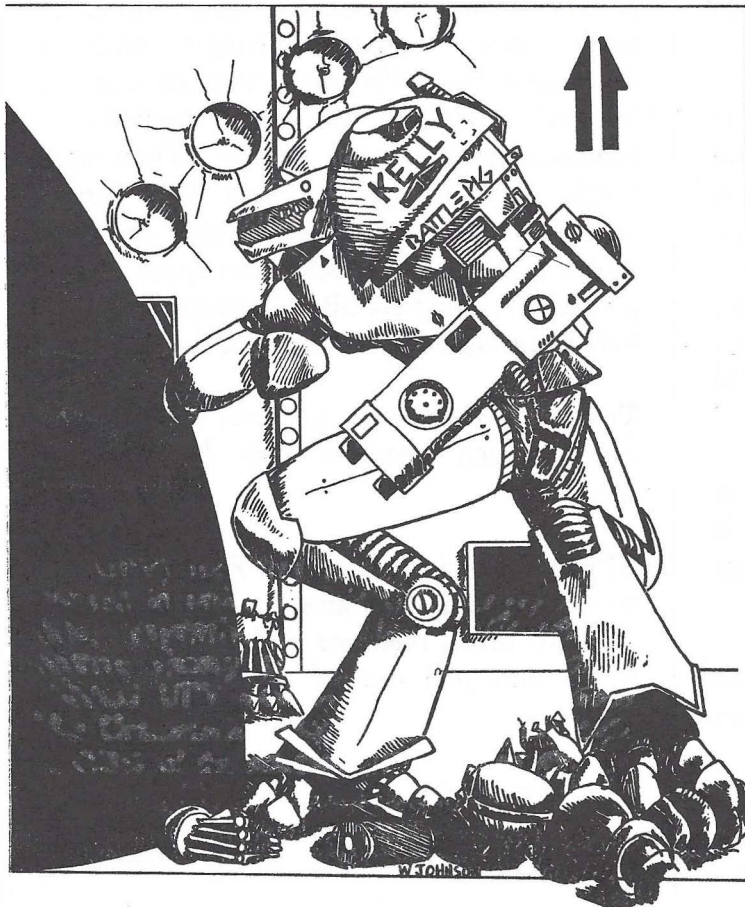
**Menacing:** A tactic where the terror factor of a figure's firepower or mobility causes the enemy to retreat or reinforce their position.

**MFDS:** Multi-Function Display System. This anal<sub>y</sub>zes and prioritizes information for output to the HUD in an armour system.

**Mind Vault:** A large room containing an interactive slave network and several mind slaves.

**Morphotype:** A classification of human body types.

**NCO:** Non-Commissioned Officers are the first line of leadership in the UNE military. They include corporals, sergeants and warrant





# GLOSSARY

officers (sergeant majors). NCOs lead the troopers and carry out the plans of the commissioned officers (lieutenants, generals etc) who are their superiors.

**One-kill:** Refers to a human sized figure which requires one kill to eliminate.

**Path (the):** The line through galactic space which connects the position of planets with human or human-like populations. This is postulated to have been the migratory route of an ancient group of humans of unknown origin.

**Polymer:** This is a compound which is composed of very large molecules made up of many lighter, simple molecules. In general usage it refers to complex, high technology plastics.

**Pom-pom:** A weapon configuration where two barrels are placed side-by-side and fired alternately. This is used to achieve high rates of fire.

**Portalus Study:** A study conducted by the planet of Portalus concerning the origin and nature of human population dispersion throughout the known regions of the galaxy.

**RAM:** Rolachev Augmentation Module. Designed by Russian Physicist Yuri Rolachev, this device imparts force and inertia to photons.

**Reece unit:** A reconnaissance unit designed to gain and deliver tactical information. It is usually lightly armed and armoured, but fast and mobile.

**REM:** Rapid Eye Movement. This refers to the activity which occurs when a human enters dream sleep.

**REMF:** A logistic or administrative unit which is usually found in the Rear Echelon.

**R.X.S:** Reactive Exo-Skeleton. A large, mobile, human shaped, armoured system which reacts to the motions of its pilot.

**Scramble code:** A predetermined sequence of frequencies which communicators jump between at millisecond intervals. Communications can only be understood between two units utilizing the same scramble code.

**SIP:** Structurally Independent Processing. A method by which the Matrix Entity delegates subprograms to lower units for computation.

**Slime:** A tactic which utilizes the mechanics of the game rules rather than logical considerations.

**Sna Fire:** Moving out from behind cover, firing quickly and moving back behind cover in one motion.

**SPIA'f:** Scattered Plasma Assault System. A single shot plasma discharger with a directional blast affecting a wide area. It can be used defensively to protect vehicles or positions from massed attacks. When used offensively the carrying unit (fast attack vehicle or R.X.S.) detonates it after charging into the centre of a thickly occupied enemy position. A complete SPLAT comes in sets of 4 dischargers(one for each arc of fire).

**Two-kill:** Refers to a larger than human sized figure which requires two kills to be eliminated.

**UPFE:** United People for Free Earth. A terrorist organization attempting to force the UNE to break relations with the League of Aliens and pull out of the war with the Machines.

**UV:** Ultraviolet



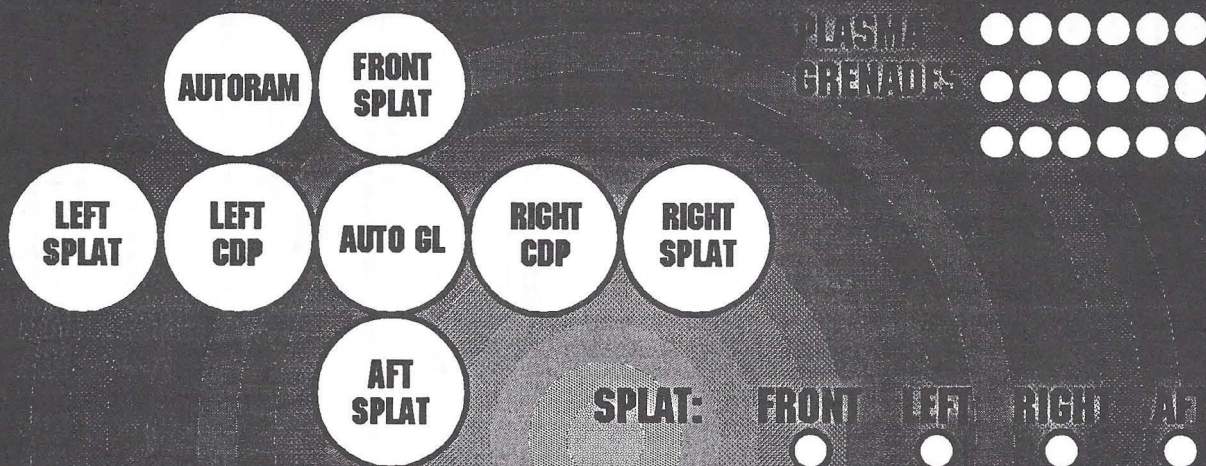




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# BEHEMOTH CONTROL SHEET



WEAPON	ROF	PB+	PB	S	M	L	X	ARC
Auto-G.L.	1	--	10	20	30	45	60	F
AutoRAM	2	--	--	30	40	50	60	F
C.D.P.	1	3	5	10	15	20	25	FRA, FLA
Splat	1	1	2	3	4	5	--	F,L,R,A
<b>KILL NUMBER</b>		2+	3+	4+	5+	6+	7+	

## COMPLOE WEAPON TABLE

WEAPON	ROF	PB+	PB	S	M	L	X
Auto-G.L.	1	—	10	20	30	45	60
AutoRAM	2	—	—	30	40	50	60
Blaster	1	—	5	15	25	35	45
Close Defense Plasma	1	3	5	10	15	20	25
Deadbolt Carbine	1	—	—	15	25	35	45
Deadbolt Launcher	1	—	—	25	35	45	55
Ice Rifle	2	—	3	10	20	30	40
Napalm X	3	—	—	5	10	15	20
Plasma Projector	2	3	5	10	15	20	25
Spaz Rockets	2	3	5	10	15	20	25
Splat	1	1	2	3	4	5	—
<b>KILL NUMBER</b>		2+	3+	4+	5+	6+	7+



## PHASES

**Initiative:** Roll for initiative

### Initial Phase:

- Remove all covering, fired and suppression counters
- recover leadership
- assign leadership

### Action Phase:

- Activate one figure at a time and perform its actions
- An active figure will perform one movement action and one fire action, as listed below:

- [1] Movement actions: -remain stationary  
-walk  
-run

- [2] Fire actions: -Fire ranged weapon\*  
-Covering\*  
-Suppression  
-Throw Grenade  
-Hand to Hand

- can use fire options: Normal fire, Automatic fire, Snap Fire and Spread Fire

**Final Phase:** Players may use any remaining leadership

## RDLL MODIFIERS

### Movement Modifiers:

Stationary	+1
Walking	0
Running	-1

### LOF (offire) modifiers:

firing past a figure	-1 per figure
through a corner	-1 per corner
through a Nachtmacher	-2
through a Prometheus Bomb	-1
through low level obstacle	-1

### General modifiers

Paladin P.B.A.	0
Pathfinder P.B.A.	+1
Behemoth R.X.S.	-1
Succubot	+1
Nightmare	0
Mark I Assault Fiend	-1
Predator	-1
Door	-1
Forcewall	-1

### Fire modifiers

normal fire	0
covering	-1
suppressing	0
automatic fire	-1
displaced throwing	-1
snap fire	-1
secondary fire action	-1

## FIRE ACTIONS

**Normal Fire:** place a "FIRED" counter next to figure

### Cover:

- place a "COVERING" counter next to figure
- stationary 0
- walking -1
- running -2

- take covering fire on any target which moves into LOF as desired, even on the opponents turn
- after figure fires, replace "COVERING" counter with a "FIRED" counter

### Suppression Fire:

- figure must remain stationary
- place number of "SUPPRESSED" counters equal to ROF on primary target square(s)
- place "SUPPRESSING" counter next to figure
- roll to kill any figure already on the primary or secondary target square(s)
- roll to kill any figure which subsequently enters a primary or secondary target square

### Throw Grenade:

- Place the grenade counter on the desired target square
- roll to hit the square
- if a miss results, consult the Grenade Miss Table and Occupied Square Diagram
- place "FIRED" counter next to figure

### Hand to Hand:

- target must be in figure's front square
- only LOF modifiers and general modifiers apply
- place "FIRED" counter next to figure

## FIRE OPTIONS

- Automatic Fire:** -double the ROF of the weapon  
-incur a roll modifier of -1

- Snap Fire:** -figure must be walking  
-costs two movement points  
figure incurs roll modifier of -1  
-enemy fire incurs roll modifier of -1

- Spread Fire:** -roll dice equal to ROF of the weapon  
-can be used in conjunction with Automatic Fire  
-designate first target  
-roll one die at a time against same target or new target in an adjacent square. Lose a die for an empty square.

## LEADERSHIP TABLE

Initiative (per +1)	1
Change facing by 90 degrees	1
Cover at -1	2
Fire	2
Move one space in any direction*	1
Open or close a door	1
+1 Roll modifier to attack dice...	1
Snap fling! (to move into position)	1
Throw Grenade	2

- Figure maintains the same facing

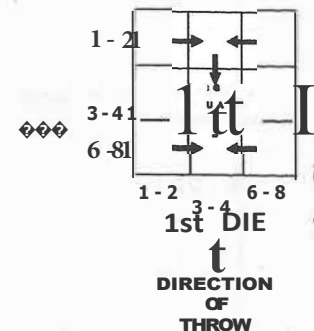
... No more than one point of leadership can be spent on one attack to improve a figure's chance to kill

## MOVEMENT TABLE

ACTION	MOVEMENT COST	
	WALKING	RUNNING
1 space forward	1	1
turn 90 degrees	1	2
open or close a door*	1	2
1 space sideways	2	-
1 space backwards	2	-
1 space diagonally forward	...	...
1 & 4 diagonally backwards	3	-
In the Turn	1/2	1
	1	2
Snap Fire	2	-

\*door must be in square touching one of the four sides of the figure's square

\*\*the first space moved diagonally costs 2 movement points, the second 1 movement point, the third 2 movement points, etc.



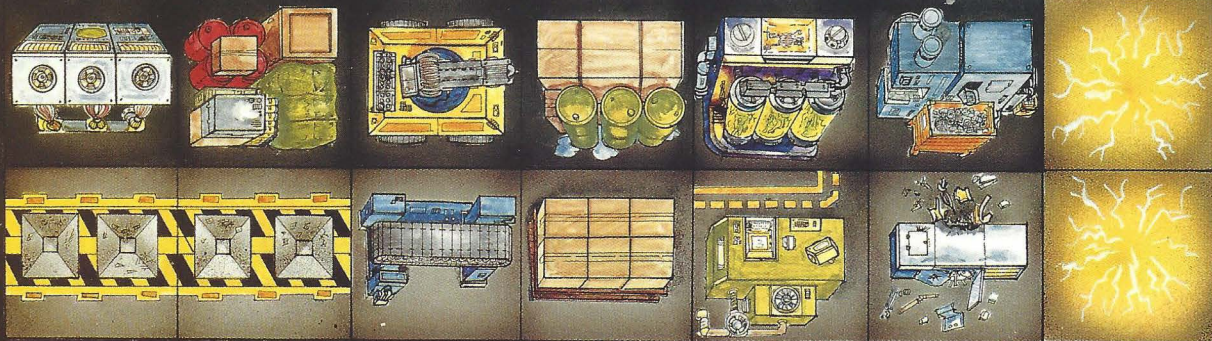




RUBBLE

FORCEWALL GRENADES

HIGH OBSTACLES

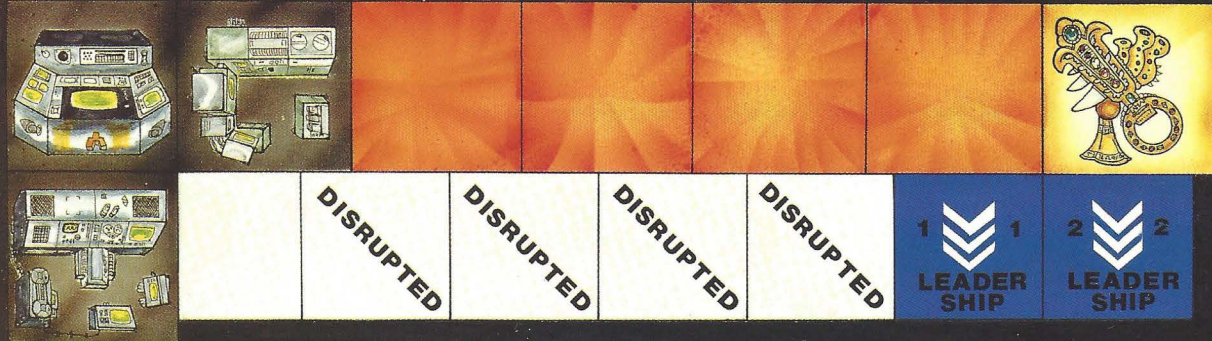


LOW OBSTACLES

CPUS

PROMETHEUS BOMBS

ALIEN ARTEFACT



HERO POINT	HERO POINT	HERO POINT	HERO POINT	HERO POINT	HERO POINT	HERO POINT	HERO POINT
KNEEL	KNEEL	<b>KNEEL</b>	<b>KNEEL</b>	KNEEL	KNEEL	KNEEL	KNEEL
<b>KNEEL</b>	KNEEL	<b>LEADER SHIP</b>	<b>LEADER SHIP</b>				

BLANKS



# MORE MECHANICAL MAYHEM!

Scenario Pack I Provides New Challenges For Legions Of Steel Players

*The Spaz rockets spiralled towards me. They narrowly missed, taking out the door and trooper to my rear. The command robot did not wait around. She wasted no time in ducking down an adjacent corridor.*

*I followed. The Behemoth armour I jockeyed moved fluidly. I rounded the corner, but she was already gone. Instead, two G1s blocked my way. The Nightmares fired. Their rounds glanced uselessly off the heavy armour. My left CDP made short work of them. More were coming, surrounding me. The Independent Targeting System kicked in. The right CDP fired aft, while the AutoRAM opened up. A few seconds later the coast was clear. Now nothing lay between me and the C1 Succubot...*

## This Book Contains:

- 12 New Scenarios
- Expanded Background Information
- Rules for New Miniatures and Weapons:
  - UNE Heavy Assault Troopers and the Behemoth RXS
  - C1 Succubot Command and Control Robot
  - G3 Predator Robot
  - UNE Recce Commandos in their Pathfinder PBA
- Advanced Movement and Fire Options
- Point Values to Customize Your Forces
- Short Story
- 66 Cut-out Counters

Scenario Pack I is not a complete game. The Legions of Steel boxed set is required to use this product. Some scenarios require additional miniatures.

Play Time: 1 to 4 hours      Number of Players: 2 to 4  
Complexity: Low to Medium

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**A TIME TO DIE:** Surrounded by Nightmares and nowhere to run. How long can you last?

**THE MISFITS:** A collection of the most talented and insubordinate powered soldiers around search for alien artifacts.

**THE ROOF, THE ROOF:** Trapped behind the lines of battle with collapsing ceilings and an enemy unit between you and safety.

**SURGE:** The Machines must stop the Humans from using a hard-wired terminal to overload the sub-sector processor.

**MINDVAULT:** Why do the Machines enslave indigenous life forms and can they be stopped?

**TAKING BACK THE STREETS:** Not all battles take place underground. Some involve room to room fighting in Machine occupied cities.

**AMONG THE RUINS:** Forces fight in the battle-scarred halls of the Machine complex.

**THE RACE:** When a Commando section and a Machine horde are on parallel courses to the same objective, it's a fight all the way to the finish line.

**SUBSECTOR RECCE:** Commandos probe the rooms of the Machine complex for valuable tactical information.

**ET TU CPU:** Watch your back. During the chaos of a firefight, sometimes it's hard to tell what is flesh and what is steel.

**SWARM:** Into the breach, with two Behemoths and over a dozen Commandos!

**DAZED AND CONFUSED:** The best time to hunt down Commandos is when they haven't slept for 48 hours.