

# SUMMER, 1989: PC III, DRAGONCRESTS, AND ALIENS



Welcome to the first edition of LEGionnaire, the official newsletter of Leading Edge Games. LEGionnaire will be published once per quarter, and is designed to supply new scenarios, rules variations, and background data for its subscribers, the Leading Edge faithful. The length will vary, but the following departments will be regularly represented:

Section 1.1	News from the Edge
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Reader input will be a major part of LEGionnaire, so if there is something you have to say, let us know. We will accept a wide range of material; commentary, rules suggestions, complaints, scenarios, and the like. As an example, the Dragonstar Rising scenario in this issue was sent in by Lance Tokuna of Hayward, California.

1.1

The big news this time is surprisingly big. All of us at Leading Edge Games are proud to announce that we have recently signed a contract with 20th Century-Fox for the rights to produce several games based on the movie "ALIENS". The first product is a boardgame, and will be released this September. It uses a greatly simplified version of our combat system; for those who would like more detail, the ALIENS Role-Playing Game will be released later in the year, in softcover format. Each product will sell for about \$20, as currently planned. Other products will follow in 1990.

Pursuing the ALIENS project has put a big bump in our production schedule, due to limitations on both time and money, but life is returning to "normal". At the head of the schedule is 3rd Edition Phoenix Command, which has just been released. It is our first softcover book, and retails for \$14.95. There are several minor changes and additions; the details are discussed in Section 1.2. Other new releases are the Special Weapons and Wild West Weapon Data Supplements, and the re-issue of the Advanced Rules Supplement. All three are discussed in Section 1.2.

September will see the release of the long awaited Trident/RMBK supplement. This supplement, which reveals some of the background of Trident and discusses the DRGN Combat Suit, contains a complete adventure pitting your Team against the giant robots of the Imperial Robotics Service. Look for a promising new artist to debut his work in this one. It will be followed by Rhand:2349, which will contain a wide variety of information about the planet and people of Rhand at the time of the Spectral invasion, and will be released

## NEWS FROM THE EDGE

"I must be doing  
something right.  
Not everyone  
here is dead."

Dr. Oscar Schneiderbunk  
3rd Edition Phoenix Command

later in the fall. All the Subcons of Rhand will be located and defined, as well as other major centers of technology and culture. This supplement was designed for the Gamemaster who wants more background, or for the player who doesn't want the Gamemaster to have too big an edge.

The other major news item is very important for us, but may not be as exciting for you folks. We recently turned our marketing over to our friend **John Olsen** of the reconstituted **Task Force Games**. John and the new staff at Task Force will handle all our distribution, including press releases, sales, and shipping, leaving us with more freedom to actually produce things. John is a talented businessman with a knack for increasing the sales of his company; he is the man who built Games Workshop U.S. to its current monstrous dimensions. Try not to hold that against him. We are confident that with John handling the sales, Leading Edge products will be easier to find in your local store, and we will be on a steadier schedule.

## 1.2

### PHOENIX COMMAND

The Phoenix Command line has received most of our attention over the last year, largely because the products are the easiest to produce. They require a minimum of art, and that keeps production times and costs to a reasonable level, which has been especially important since the bulk of our effort has been aimed at securing and developing the Aliens license. This summer sees the release of four Phoenix Command products; two which are all new, and two which are re-releases.

#### Early August Releases

The most important is the **Phoenix Command Combat System** itself, now available as a 96 page softcover for \$14.95. There are a few changes (other than the reduced price), most of which are cosmetic. The most important alterations in the rules are the use of the half-second Impulse as the standard unit of game time and the introduction of a simplified Basic Game. The Impulse system, also used in 2nd Edition **Living Steel**, is essentially a streamlined version of the Master Phasing Count, applied in a way which speeds up game flow, simplifies questions of who did what when, and eliminates the somewhat clumsy Allocation system. As for the Basic game, it is also similar to the system used in **Living Steel**; it should make it easier to teach your friends how to play, and it can be used to speed up battles with large numbers of combatants. For those of you who don't need that sort of thing, don't worry. The regular PC rules have not changed, and you can just ignore the Basic Game. Other changes include an ALM for Ducking, expansions on Movement ALM's, new Field of View, Pinning, and Cover Fire rules, Shock Points for broken bones, and Knockdown rules. You can take a look through the new PC at your local store to decide whether you need it or not.

Released with Phoenix Command is the **Wild West Weapon Data Supplement**, selling for \$6.95, which includes a wide range of weapons used from 1790 to 1910. Special rules and information for Wild West situations are included, such as Quick Draw rules, details about Black Powder and Single Action Revolvers, and so on. Illustrated with more than 40 gun drawings, Wild West expands Phoenix Command into the 19th century.

#### Late August Releases

The next two releases, scheduled for late August, are the **Special Weapons Weapon Data Supplement** and the **Advanced Rules Supplement**, selling for \$8.95 each. The **Special Weapons WDS** includes a whole parade of popular weapon systems that require unusual rules, including White Phosphorus Grenades, Flamethrowers, Rifle Grenades, Claymore Mines, Miniguns, Tear Gas, Rubber Batons, Plastic Bullets, Molotov Cocktails, Thrown Rocks, Archery Weapons, Silencers, and Garrotes. Quite an assembly of

"How was I supposed to know he was an unarmed man? His back was to me."

Axly  
Wild West WDS

unpleasant devices, and an ideal supplement for scenarios set in Viet Nam and other modern military environments, for Riot Control and police settings, for espionage, and for any game requiring archery, either modern or archaic.

The **Advanced Rules Supplement** is the updated re-release of the old Advanced, which has been out of stock for about a year. There are more than 20 modular Sections, any or all of which may be used for a given game. The rules themselves are not "Advanced" in the sense of being complicated; they are just normal rules which cover unusual or complex situations. Included are: Blunt Trauma, Ballistic Accuracy, Three Round Bursts, Effective Minimum Arc, Blind Fire, Smoke, Weapon Reliability, Explosive Ammunition, Cover Generation, Leadership, Permanent Disabilities, Ground Burst Explosions, Mines and Traps, and so on. Most of the Sections were included in the original Advanced, but entirely new rules for Recoil Recovery and Off-Hand Fire have been added, as have rules for Skills, Training, Experience, and our Action / Reaction System, for situations which are not purely combat oriented.

### Weapon Data

The Phoenix Command section of LEGionnaire will regularly include the data for weapons which have come to our attention. This issue we will address one of the more popular arguments of the last few years; the merit of the traditional 45 as opposed to modern 9mm pistols.

The United States has long been the land of the 45, and ballistics tests which showed that European 9mm rounds out-performed the classic 45 ACP caused (and continue to cause) quite a stir among gun enthusiasts and in gun magazines. We have had several PC players criticize the Damage Class we have given to 45 caliber weapons, and we have also heard from partisans for the 9mm. First, we have to point out that we don't just assign Penetration values and Damage Classes, as is the practice with some game manufacturers (best left nameless). The numbers which appear in all our products are not there because they sound right, or because we have any particular preference for a weapon or system. The numbers are always the result of honest-to-goodness calculation, based on the best data we are able to find. In the case of the 45 vs. 9mm debate, we have found no hard, scientific data to support claims that the 45 is a more powerful weapon.

A full discussion of the validity of one type of ballistics test over another is beyond the scope of this article; if you really want to hear about it, write us and let us know. We'll be happy to explain the details in a later issue. At the heart of the 45 controversy, however, is the fact that the standard 45 round just doesn't move very fast. No amount of public relations work or moral outrage can change the fact that the best ballistics examinations available indicate that the standard 45 does not cause as much tissue damage as a 9mm. All the information which attests to the 45's abilities comes in the form of opinion, and even if the opinions are valid, that is just not good enough. We cannot publish weapon data based on hearsay; scientific evidence is absolutely necessary.

Once the 45 enthusiasts out there have calmed down, we'll continue.

Alright. Consider that the 45 was designed before World War I, as a replacement for the underpowered military revolvers of the time. It is extremely unlikely that the weaponsmiths of the time fully understood the complex relationships among mass, velocity, and damage. Working without the support of advanced ballistics and detailed weapons studies, they opted for a large caliber pistol, with as powerful a charge as could be comfortably fired. Compared to the 38 caliber Colt New Army and similar pistols, the Colt M1911 was a magnificent and deadly weapon, and its good performance served the American military well for many years.

It has been more than 70 years since the debut of the M1911, however, and certain advancements in science have been made. Modern 9mm pistols have been carefully designed to produce the optimum balance of velocity and mass, and they perform extremely well. To expect the men who designed the 45 at the dawn of this century to compete with the resources and experience available generations later is unreasonable. It is possible, however, to modify the loading of the M1911A1 to improve its performance, as we currently understand the word, without sacrificing any of the excellent qualities of the

### "Violence Is Golden"

Corley Norris  
Special Weapons WDS

weapon. There is a new commercial round for the 45 which performs this role admirably. For our purposes, we will call it the Optimized 45; data is given below. This round can be used in any automatic pistol which fires 45 ACP ammunition and has a 5" barrel, and it will be included in the reissue of the Civilian and Police WDS, due this winter. That is no reason for you to have to wait for it.

Ballistic Data for the Optimized 45									
		Range in 2 yard hexes							
		10	20	40	70	100	200	300	400
FMJ	PEN	1.7	1.5	1.3	1.0	0.8	0.3	0.1	0.1
	DC	4	3	3	2	1	1	1	1
JHP	PEN	1.6	1.5	1.2	0.9	0.7	0.3	0.1	0.1
	DC	6	5	4	2	1	1	1	1
AP	PEN	2.4	2.2	1.8	1.4	1.1	0.4	0.2	0.1
	DC	4	3	3	2	1	1	1	1

Incidentally, the strongest claim made for the 45, and one which can be shown mathematically, is the weapon's improved ability to halt, stun, or knock down a target through sheer impact. The standard 45 does have an edge over the 9mm in this area, and many pistol users (especially police) find this a valuable trait. Knock Down rules have been added to 3rd Edition PC, and players will find the stopping power of the 45 respectable.

### 1.3

#### LIVING STEEL

The story behind *Living Steel* has been in development for nearly 15 years; as a consequence, it possesses some strange plot twists and a great deal of detail. There are countless people, places and things, some of which are vital to the story, others of which are simply set dressing. Telling one from another may be difficult for most of our readers; in fact, we hope it is. One race is of particular importance, however, and we want to guarantee that as many people as possible understand their role. The race is the Dragoncrests, and while there is quite a bit of information on them in *Dragonstar Rising*, they receive a much briefer treatment in *Living Steel*. The following article, which appeared in a somewhat different form in Issue 83 of *Space Gamer / Fantasy Gamer* (October, 1988), presents the basic information about the Dragoncrests, as well as revealing their current status. The first subsection was written as fiction, for the sake of the magazine; the second is in the more traditional rules format.

#### Day 42, the Imperial Guard Landing Zone

The sentry stood at the edge of the forest, and watched the sun rise on the LZ. Scanning the compound, he saw the rest of the night watch at their posts, the moisture on their Power Armor glistening in the early light. The Barracks, the Command Bunker, and the Grav Vehicle Pool were all silent, awaiting the beginning of the day. Beyond the large clearing that served as the LZ was the forest that covered eastern Elandia; it was uninhabited, and was scanned constantly by the detection systems of the 7th Imperial Guard Strike Battalion.

The 7th consisted of more than 150 elite Starguild Power Armor soldiers, and was the most powerful military unit on the planet. It had come to Rhand to defeat Trident's renegade RMBK division, but plans had been radically altered by the Spectral invasion. For the last several weeks the Imperial military had been regrouping, consolidating their positions around the world. After six weeks of conflict they were finally secure in their bases, and ready to fulfill their mission of keeping Rhand faithful to the Imperium. Desiring safety and secrecy, the military leaders of the Imperium had decided to meet at the Landing Zone of the Guard, to take the offensive in a world of chaos.

Late last night the command elements of all Imperial forces on Rhand had flown in, and this morning they would begin their conference. The decisions of the commanders were very important to the sentry, but not for the usual reasons; he was more than just a member of the Imperial Guard. He had been carefully planted within the Guard by the Imperial Secret Service, and was waiting for solid data about the Guard's coming campaign. When it came, he would pass it along to his real superior, Colonel Graf. The Guard would probably inform the ISS anyway; they had few secrets from their own Intelligence wing. On the other hand, the Colonel liked to be sure.

The sentry's reverie was shattered as a series of explosions erupted within the LZ. Horrified, he saw flames and smoke pour from the Grav Vehicle Pool, as more detonations rocked the compound. Most of the powerful Gunships, APC's, and Carriers which the Guard had salvaged from the Apocalypse were destroyed in a few moments. Swift, lightly armored figures raced from the ruins of the Pool toward the Barracks, firing laser weapons as they ran.

The sentry had no time to think about how he and the rest of the watch had been bypassed or about who had sabotaged the vehicles; he too was under fire. There were Power Armor troops out in the forest, their camouflaged forms barely visible. Rocket Rifle rounds poured in from all points of the compass. None of the rounds hit, however; like warning shots, they were directed into the ground around the sentries' feet, or at clearings within the base. As the other members of the 7th began to return fire, the sentry ran for cover. He was here to gather intelligence, and that purpose would not be served by his participation in a firefight. Moreover, he had no doubt that the Guard would quickly repel the attack; no force on the planet could withstand the Guard.

A second volley came in from the forest, and the 7th took its first casualties. Laser fire and Rocket rounds streamed in, and several of the watch went down, while the rest fell back in disorder. The sentry lay still behind a boulder, his suit turned down to its lowest energy level and his thermal dam absorbing all its heat.

The rest of the Guard was rallying, reacting with speed and certainty. Defensive emplacements opened fire on the half-seen figures in the trees, and a barrage of Laser fire came from the Command Bunker, aimed at the lightly armored intruders. Alarms were sounding throughout the compound, and a few Guardsmen emerged from the Barracks.

The sentry watched from cover as the unprotected attackers came through the barrage untouched, and switched the focus of their attack to the Command Bunker. They were clad in light combat suits of odd design; strange scales covered the head, shoulders and back of their suits. His mind raced; he had never seen those suits before, but they were somehow familiar. Moving from cover to cover, they advanced on the bunker, firing Laser weapons of equally strange design. Their fire was of uncanny accuracy, and they seemed to be taking few casualties, despite their lack of armor.

The sentry's attention was broken by the sudden rush of a warrior in Power Armor. The figure raced past him into the camp, followed by several others. The sentry was shocked to see the design of their suits. There was no way he could fail to recognize it.

*Living Steel*, he thought. *That's Living Steel*. Across the compound, near the Barracks, he saw three more squads of enemy Power Armor that were even more shocking. *And those can only be Dragoncrests*. He abandoned all thought of joining the fight, and began withdrawing carefully into the forest.

Less than a minute had passed since the beginning of the assault, but the rest of the Guard was up and in their armor. They emerged from their Barracks, moving quickly in small groups. Despite the suddenness of the attack, they were already organized. The first squads deployed in blocking positions, while others swept forward in a counterattack.

Their excellent responses were not good enough, however. The attackers had already overrun the outer defenses of the LZ, and many were only a few yards away from their targets. The sentry watched as small panels opened on the forearms and shoulders of the Dragoncrests' armor, and dozens of flechette darts erupted. Many of the Guard were caught in the open, and casualties were grave.

They attempted to fall back into the Barracks, but both Dragoncrest and Human attackers were too quick. The rain of flechette darts continued, and more enemy were

## "Disappointing."

The Dragoncrests' official analysis of the performance of the Imperial Guard at the Battle of Getra Dragonstar Rising

arriving every moment. As the sentry watched, the first figure in Living Steel forced its way into the barracks, firing its Lase Cannon and Ripple Packs simultaneously.

Twenty minutes later, the sentry crouched within the woods, his armor displaying the forest camouflage pattern. He had successfully slipped away from the battle, and returned now for a final look. The Vehicle Pool had been utterly destroyed, and only occasional bursts of gunfire in the distance indicated that the fight went on, as the remainder of the Guard fled. The Command Bunker was burning brightly, and the enemy moved through the wreckage. Their medics were attending the wounded of both sides.

The Guardsman studied the enemy, while his suit recorded every detail of the scene. In the distance, the strangely armored attackers were gathering. His BiComp had recognized their suits; they were called DRGN Wilderness Survival Suits, made by RMBK. ISS had assumed it was a variant Combat Suit that RMBK was developing, but little attention had been paid to the DRGN project, since it had seemed nearly useless. Somehow, on this battlefield today, that useless armor had stopped Lase fire, and allowed its wearers to invade and destroy the headquarters of the Imperial Guard on Rhand.

A pair of Power Armor troops stood near the edge of the LZ, part of a sweep through the compound for concealed enemies and injured personnel. Both were figures from history books, and he recorded their movements carefully. One wore armor with a clean, simple design, and on the shoulder was a green emblem; a shield, bearing a lion's head. That armor design and that emblem belonged exclusively to the warriors of the Seven Worlds.

The other armored figure was even more astonishing. It was broad and powerful, with a pronounced ridge running from its forehead down its neck and back, and out onto the tail of its Power Armor. Only one creature in known space could fit that description; it was a Dragoncrest.

The sentry waited until they passed, and then slipped away as quietly as he could. He moved northwest, towards Rhand Bondsmen Community 15. The 27th Imperial Stormarine Regiment had troops posted there, and he might be able to get a message out.

RMBK. The Seven Worlds. And Dragoncrests.

They were working together, and the Colonel needed to know. When the power for his armor gave out he would continue on foot. The Colonel needed to know.

### The Dragoncrests

The basic information on Dragoncrests has appeared in an abbreviated form in 2nd Edition *Living Steel*, and with greater detail in *Dragonstar Rising*: For the sake of getting everyone brought up to date, we will hit the high points of both products here.

Humanity has encountered numerous alien lifeforms during its time in space. Many have had recognizable intelligence. Some have even had technology and civilization.

None have been anything at all like the Dragoncrests.

The Dragoncrests are a highly intelligent, technologically sophisticated race which is built along reptilian lines. They are extremely warlike, but they fight only for their own unique motives, and never for conquest or vengeance. This is a result of their overwhelming devotion to their code of honor in battle. Moreover, they are certainly the most capable, powerful warriors known to Humanity.

More than any other race, they shaped the development of Humanity in general, and the Seven Worlds in particular. They lived on Humanity's borders for a century, a constant test of honor and courage. Much of what is best in the Seven Worlds can be traced to that society's long contact with the Dragoncrests.

Mysteries surround the Dragoncrests on Rhand. How they got there and what they want are unclear; the only thing that is certain is that they will continue to set an unparalleled example of honor and nobility in battle, whenever they are encountered.

### History

The early history of the Dragoncrests is unknown. What few facts about their past have surfaced indicate that they are an old race, and one which has been highly civilized for many millenia. They once ruled their own interstellar empire, which was apparently far

"Take me to your leader."

Dragoncrest / Human Phrasebook  
Dragonstar Rising

larger than the Starguild Imperium, and developed their sciences to levels which Humanity has still not matched. The development of both Power Armor and teleporter technology can be traced to the Dragoncrests.

Humanity first encountered the Dragoncrests on the Seven Worlds outpost of Mathis VI, in 2140. That meeting quickly escalated into conflict, and for the next century and a half the Dragoncrests waged numerous wars with both the Imperium and the Seven Worlds. Throughout this time they were fighting another war on the far side of their empire, with the Spectrals. They lost that war in 2289, and disappeared suddenly.

They next appeared in 2333, allied with a collection of Seven Worlds renegades. This joint force reached the Seven Worlds system in 2337, and the **Third Seven Worlds - Starguild War** began. Imperial interest in that war disappeared when the Spectrals attacked Humanity along a broad front in 2339. Contact with the Seven Worlds was lost, and for a decade nothing was known of the Dragoncrests. Their appearance on Rhand was a complete surprise to their old enemy, the Imperial Guard.

### Physiology

Dragoncrests weigh about 240 pounds, are built along reptilian lines, and are warm-blooded omnivores. From the waist up they are essentially humanoid; their torso includes a spine and ribcage, and their powerful arms have the same general uses and range of motion as those of humans. Their legs and lower torso, however, are very different. These are constructed like those of a dinosaur, with a wide carriage, reverse-jointed legs, and a powerful, agile tail that is used for balancing and in combat. Their hands have three fingers and two thumbs, and Dragoncrests also sport the spiked crest which earned them their name; it runs from the forehead all the way down the back and onto the tail.

Dragoncrest vision spans into the infrared, and their eyes are shielded by three sets of eyelids; in addition to the normal type, they have a protective lid that is transparent, and another layer that filters out ultraviolet radiation.

Smell and hearing are likewise good, and the Dragoncrests also have extremely good eye-hand coordination. Consequently, they are very talented in combat and with manipulating technology. Their balance is also superb, aided as it is by use of the tail.

Their needs for food, water, and air are quite similar to those of Humanity. Despite this relative similarity of physiology, they are apparently immune to bacteria, viruses, and poison. This is probably due to one of their most noteworthy attributes, their exceptional regenerative ability. Virtually any wound which does not kill a Dragoncrest outright will heal, and without scarring or long-term disability. In fact, the Dragoncrests are fully capable of regrowing entire limbs when necessary.

Among themselves, Dragoncrests are telepathic. They do not speak to each other at all, and their awareness of each other's activities is phenomenal. Evidence indicates that a Dragoncrest can broadcast its experiences directly to any or all other Dragoncrests, regardless of how near or far away they are; this ability spans light years. This powerful telepathic ability does not mean they are all the same. They have definite individual personalities, and are each quite unique.

Dragoncrests can learn to speak Human languages, although they have heavy accents and are usually difficult to understand. Whether they speak or not, however, all Dragoncrests understand Human speech, and most of them are literate as well. The race as a whole has an excellent grasp of Humanity's history.

### Dragoncrest Honor

In spite of their many oddities, it is the Dragoncrests' unwavering commitment to their code of battle which is their most unusual trait. This code is absolute among Dragoncrests; it is not subject to interpretation, and there are no Dragoncrests anywhere who do not whole-heartedly live by its rules. To call it a code, in fact, is misleading. It is simply the way Dragoncrests live, and it is utterly unquestioned.

The code is built on warfare and honor. Dragoncrests live to fight. Not to kill, or to conquer, or for any of the other reasons for which Humanity wages war, but simply for the

**"Ams speak good human."**

Dragoncrest / Human Phrasebook

fight itself. To them, all learning and growth come from battle, and for them this may be true. They certainly do very little else. Fighting alone, however, is not enough.

The Dragoncrests feel combat must be honorable to be of value. Battles should be one-on-one, whenever possible, and the odds must certainly never favor the Dragoncrests. Technologies used should be balanced; a Dragoncrest thinks nothing of removing its armor to do battle with a roving beast of prey, for example. They also have no interest in involving beings which do not wish to fight. A non-combatant is utterly safe from Dragoncrest fire.

It is this code and this attitude which led to the long wars between the Dragoncrests and the Seven Worlds. In the Seven Worlds the Dragoncrests found worthy opponents, and they believed that the wars were a tremendously positive experience for both sides. The idea may seem bizarre, but it has some merit. It is certain that the spirit and sense of the honor of the Seven Worlds grew stronger because of their contact with the Dragoncrests. The ability of the society and the dream of the Seven Worlds to endure the defeats and oppression of the Starguild may very well be traced to their long wars with the Dragoncrests.

It is possible that much of what Humans perceive as odd about the Dragoncrests is a result of their long mastery of their environment. They do not perceive anything in the universe as a threat or an enemy, because they were not threatened for the countless millenia of their development. Combat is simply a testing process, in which they seek growth.

#### Statistics and Gamemaster Suggestions

As indicated on the table below, there are 4 Tiers of Dragoncrests, representing different levels of maturity. Roughly 30% of Dragoncrests are 1st Tier, 60% are 2nd Tier, and 10% are 3rd Tier. Only 1 Dragoncrest in 1000 is 4th Tier. As a Dragoncrest advances through the four Tiers, a process which may take many, many decades, it acquires greater and greater levels of wisdom and sophistication. 1st Tier Dragoncrests are still somewhat infatuated with the thrill and exhilaration of battle, while those of higher Tiers are increasingly focused on the reasons behind a combat.

#### DRAGONCREST STATISTICS

Ranking	COMBAT							
	STR	INT	WILL	HLTH	AGIL	LEVEL	CA	KV
1st Tier	12	12	20	Spec	20	6	11	300
2nd Tier	12	13	20	Spec	20	8	12	600
3rd Tier	14	14	20	Spec	20	12	13	2700
4th Tier	16	16	20	Spec	20	16	13	7700

Dragoncrests use weapons and armor very similar to those of the Seven Worlds. The 7SLR8 Lase Cannon / Rocket Rifle and Living Steel Power Armor may be used to simulate Dragoncrest equipment; it is fully described in *Dragonstar Rising*.

Dragoncrests are best used sparingly in any campaign. They can be brought into play most effectively if the players show a high degree of interest in the ideals of the Seven Worlds, and if they begin to put these ideals into action. The Dragoncrests have no interest, either positive or negative, in people who do not understand honor.

If a player shows a particular dedication to the ideals of one of the Seven Legions, and if he repeatedly risks his life in pursuit of those ideals, then it is possible, at the GM's discretion, to introduce a 1st Tier Dragoncrest of the same Legion to act as that player's partner. The Dragoncrest can generally be run by the player, but it may be necessary for the GM to take control of the alien to guarantee that it behaves in a suitable manner. Remember; Dragoncrests never abandon their code. Making this work will require fairly sophisticated role-playing from the player, and excellent guidance from the GM.



## 1.4

This issue, our Dragonstar Rising Section has been supplied by Lance Tokuno of Hayward, California. Lance has helped us out at a couple of GenCons, for which we are very grateful. As much as we like Lance, however, we accept no responsibility for this oddity.

The envelope arrived some time back, and included a letter and a stack of Dragonstar Rising Status Sheets; 4 Living Steel Power Armor, and a Squad of 10 Non-Powered Infantry, including 4 Assault Infantry with two Heavy Machineguns, 4 Line Infantry with LAR's or GMG's, and 2 Light Infantry with LAR's. A final sheet was enclosed, showing a slightly modified Dragoncrest. The letter read, in part:

"This is just something for Dragonstar Rising that my friends and I have had lots of fun with. You might like it, and have fun with it, or you might not, and feed it to your dog.

"What we do with this stuff is set up Herco III, the Dragoncrest, on one end of a table, and everybody else at the other half of the table. We also put some obstacles on that half.

"Herco III starts off first. His objective is to get to the other side of the table. The players objective is to stop him. Did I mention that the referee runs Herco III? Well, he does. Did I mention that Herco III is on Amphicane? He is.

"Right now you're probably thinking: 'Amphicane? Why?' This is because my players have a habit of hitting poor Herco III in the head or the heart. So I put him on Amphicane and gave him an extra BiComp. Why not Herculon or Anestalon? I wanted Herco III to really intimidate my players. It works good, too.

"I don't use the Dragonstar Rising maps. When I put them both together everybody just ran and hid in the buildings. (I said the intimidation worked.)"

Herco III's sheet shows a normal Dragoncrest, with an X3LC for a weapon and the full array of Scatter and Ripple Packs, plus 2 Amphicane Antidote Injectors (both Front Thigh Aux Packs), Smoke Generators on both Rear Thigh Aux Packs, a spare BiComp, and Flechette Pistols in both Outer Forearm Aux Pack bays. There is one other minor change; two zeros have been added to each of the PD totals on the Incapacitation Chance Table. That's right: until he takes 6000 PD, he doesn't even have to check for Incapacitation, and he goes to 98% Incapacitation at a mere 180,000 PD. If nothing else, this scenario will teach players the meaning of respect.

Lance's instructions don't give every minor detail about the scenario, but you can just fill in the blanks any way you like. Giving the players points for inflicting PD and for knocking out Herco's suit systems seems like a good idea; it should encourage them to be a little bolder, and cut down on the cowering inside buildings or behind big rocks.

Incidentally, Amphicane, Herculon, and Anestalon do not really have any effect on Dragoncrests, so you probably won't ever run into anything quite as horrid as Herco. Probably.

**DRAGONSTAR RISING**

**"Neemis Enterprises:  
We don't care.  
We don't have to."**

Neemis Enterprises  
Corporate Motto

## 1.5

We have reserved this section for rules, commentary, and bizarre concepts which have been suggested by Barry, but which have been mercifully edited out of our actual products. The range of these atrocities is quite impressive; from comparatively mild diatribes on the mechanics of Wild West combat as opposed to Modern, to a charming thesis on the combat applications of tree shredders and power boat motors. This time we present the original design concepts of the Neemis 666 Mega-Magnum. Full weapon data on this will follow; the good folks at Neemis are still not certain quite which load to use.

**FROTH ON!**

The Neemis Mega-Magnum, developed by Neemis Enterprises during the 21st century, is a .666 caliber automatic pistol, and fires a 750 grain bullet at speeds in excess of 1800 feet per second. At short ranges, the power of the weapon is greater than that of virtually any Assault or Hunting Rifle. This is exactly the effect which was being sought after by Neemis Enterprises. Certain problems arose in the development of a hand weapon with this sort of power, however.

The initial design of the gun was large and heavy, but still broke bones in the hands of the first humans to test it. Consequently, a hydraulic system was included (making the weapon even larger and heavier), to alter the transfer of momentum from the weapon into the hand of the wielder. This system is a miniature version of the recoil mechanism used on modern artillery. The entire barrel assembly slides back over the course of several milliseconds. In this way, the impact of the weapon against the hand is spread out, allowing bone and muscle to absorb the shock without massive damage. The weapon is still remarkably unpleasant to fire, and the recoil generally results in the pistol rising back and up to a position somewhere above and behind the firer's head. For an inexperienced person, firing the weapon can be as dangerous as being fired at by it, and casualties were high until Neemis Enterprises trained their personnel in the use of a new firing stance. The official Neemis Stance involves two hands, slightly bent elbows, a customized hand protector, and aiming with your head as far off to one side as physically possible.

The Neemis 666 Mega-Magnum is the standard sidearm of the Neemis Amphicane Corps, who frankly couldn't care less about how harsh the recoil is. Despite the high degree of acceptance of the weapon within the Amphicane Corps, Neemis Enterprises has encountered significant difficulties in trying to sell the weapon to other organizations. Several advertising strategies have been tried, but the lack of wide interest in the product remains another mysterious marketing failure for Neemis Enterprises.

During the Second Corporate Wars, Neemis Enterprises developed a second pistol using the Mega-Magnum design. It is called the Neemis 666/150 Assassination Mega-Magnum. Intended for political activities of the very harshest sort, the Assassination Mega-Magnum is a standard 666 wired to a 150 pound explosive charge and 2 Claymore Mines. The charge is in the form of a body vest (available in sizes S, M, L, XL, XXL, and Larden), and has two triggering methods. The first is a button and safety combination mounted to the pistol. This allows the wielder to detonate the charge (and the mines) at will; this application is for situations in which the target has been missed, or may only be wounded. The second triggering method is a dead-man switch; as soon as the wielder is incapacitated, a monitoring system within the vest reads the change in body functions and causes the charge and mines to detonate. This greatly increases the chaos surrounding the capture of the wielder, and eliminates the risk that the wielder will survive to be questioned, or come to trial.

Other versions of the Assassination Mega-Magnum have been proposed, but it is unclear whether they have seen production. The most impressive of these is the 666 Stadium; the nuclear charge attached to this weapon is designed to effectively deal with the target even if he is at the other end of a football stadium.

*Editor's Note: Neemis Enterprises is currently developing a wide variety of unbalanced and unpleasant contraptions, and Barry is trying very hard to convince the rest of us that we should publish a Neemis Enterprises Weapon Data Supplement, for use with Living Steel and Phoenix Command. So far, we have stalled him, saying there is no room in the production schedule. If you think it is something you would like to see, drop us a line; the rest of us will just cover our eyes and look away, and let Barry Froth On.*

*Along the same lines, we are currently developing a somewhat whimsical variant of the Special Weapons WDS, called the Weapon Data Supplement From Hell. Included are the worst examples of modern weaponry, such as Nerve Gas and Agent Orange, as well as oddities like Shark Darts, Bang Sticks, Bulldozers, Things Mother Told You Not To Do, and assorted horror movie weapons. We are currently taking suggestions from the morbid and the twisted; if there is something you really, really need to have stats for, like a tree shredder, write us.*

The Few.  
The Proud.  
The Insane.  
The Amphicane  
Corps."

Neemis Enterprises  
Failed Ad Campaign  
Living Steel

## 1.6

**READERS'  
COMMENTS**

Up til now, the letters we have received have fallen into three general categories: Product Requests, I Have Joined The Revolution And Seen The Light, and Where's My Stuff.

Product Requests cover weapons and subjects you would like to see us publish. The Desert Eagle and the Casul for PC, Grav Vehicles for Living Steel, that sort of thing. (The Desert Eagle and the Casul will both be in the new Civilian and Police WDS, and will appear in the next issue of LEGionnaire; the Grav Vehicles are designed, and will be out shortly.) These letters are valuable to us, but we're not sure they make interesting reading.

The "Joined the Revolution" letters, and that phrase is a direct quote from a fan's letter, by the way, are of course the best mail we receive. You tell us what wonderful folks we are, and how much you love our games. Great letters. But again, except for a few exceptions, they really don't seem to be the kind of thing you folks will want to read.

Lastly, we have Where's My Stuff. These letters are usually associated with mail orders for products we haven't released yet, or for LEGionnaire. Checking up on us this way is probably a good idea; it guarantees that you haven't been forgotten. On the other hand, the odds are good that we will always be a little (or alot) behind schedule, and that our standard Order Form at the back of a book will have a few unreleased products on it. We have to do this, because a print run of Living Steel might last us for a year, and we will continue to produce new items throughout that period. So we take a shot at what we think and hope will be available over the next six months, and put the items on the form. Sometimes we're wrong. Alot of the time the early mail order folks (the faithful, like yourselves) have to wait. We apologize, and ask for your patience. And give you official permission to nag us a little, when you get tired of waiting.

So that's the mail of the past. What we need for this column, though, are letters from you folks which will deal with your questions, present interesting aspects of the games, or start a dialogue about issues you feel are important. We could just print a handful of "attaboy" letters each issue, but it would be boring reading for you. (We, of course, never get tired of reading "attaboy" letters. But we're biased.) So let's hear it, gang.

## 1.7

**AND SO FORTH**

This is where the miscellany will appear each issue. Mail order specials, odd notes, items that don't fit anywhere else, that sort of thing. First off this time, we should clarify how your LEGionnaire subscription works. It costs \$5.00 per year, as you know, and we subtract that charge from the first Mail Order of \$10.00 or more that we receive from you; so it's either cheap or free, depending on whether you use Mail Order or not. We also waive shipping and handling charges for members of LEGionnaire, on surface freight in North America. If you want it Air Mail or overseas, we do have to charge something; we'll take \$1.50 off for you, however.

**Mail Order Specials**

Every issue we will have another special item available at a discount via Mail Order to LEGionnaires. Some of these items will only be of interest to collectors, fanatics, and the like, but we figure that's what most LEGionnaires are. This issue we have an old classic; **Small Arms Spectrum**. Released in 1983, it was our fourth product and the direct ancestor of Phoenix Command. It is an 88 page spiral-bound book, and covers historical weapons from 1491 to the present, as well as projected weapons through the middle of the next century. SAS is more complicated than PC, but does handle ballistics and damage on a somewhat more detailed level. Included with each copy is a Conversion Sheet, for changing the ballistic data for the 190 weapons included into traditional PC data. When

released, SAS retailed for \$11.25; the remaining copies are \$8.00 to LEGionnaires, by Mail Order or at conventions. If you're curious about how we arrived at PC, or just want more guns, or if you want to see the original appearances of Generalissimo Puerco and Officer Axly, SAS has something for you. If not, save your eight bucks.

### Credits

We have received several queries about who does what at Leading Edge, and about who those people in the credits are. In an effort to set the record straight, and to sneak the names of our hard-working associates into print just one more time, here is a summary of qualifications and duties for the staff.

**Barry Nakazono:** It says Principle Design above his name in the credits, and that sums it up rather well. That is, he designs the concepts and guidelines (principles) behind the rules. Of course when he gave himself that title years ago what he meant was *Principal* Design - that means primary, most important, whatever. The fact that he put Principle in the credits when he meant Principal is what gives everyone else listed in the credits job security.

**David McKenzie, Writing and Design:** Sometimes it seems that Translation and Design would be a more appropriate title. Someone has to take the "Principles" and make them comprehensible. Those who have some complaint with the way the rules are currently written should take a look at Barry's drafts, or at the original, long-vanished "Red Book" version of "Sword's Path: Glory". He also makes major contributions in the creation and editing of each product, and handles the majority of actual production details, such as doing the typesetting and layout, dealing with the printer, and so forth. He and Barry have known each other for most of forever, and have been working on the Living Steel story line the entire time.

**Playtesters:** Quite a selection of these rascals. In addition to their obvious playtesting functions, they each have the following roles and traits:

**Mike Alford:** Mike's greatest claim to fame is being alphabetically first, and thereby securing top billing. He can also referee any of our games on very short notice, puts in brutally long hours at conventions, drives trucks for days on end across unknown territory, and gets hit by a rubber chicken.

**Rob Calvet:** Patient and perceptive, his contributions are actually greater than his billing would indicate. He is an irreplaceable part of the company, was deeply involved in the creation of Phoenix Command and Living Steel, and designed the magic rules used in Rhand:Morningstar Missions. At present, most of Rob's time is occupied by his thriving consulting career: our loss, his clients' (and his bank account's) gain.

**Michael Guzzetta:** Michael has supplied us with a fair amount of hard data about modern combat. At various times he has also supplied us with a very strong back, a high degree of eye-hand coordination, and a floor to sleep on. Many thanks.

**Irene Kinzek:** The heart of our sales force, Irene also does Art Direction and layout, and writes most of the quotes. Dr. Oscar and Axly are her specialties, and you might want to think that over when you talk to her at a convention.

**Yamil Kiwan:** The man who brought Buttons to Leading Edge Games, he is also our Official Chef.

**Phil Markgraf:** Phil has refereed games, contributed ideas and data, and been a positive influence on Leading Edge for years. He is best remembered, however, for providing us with a nearly limitless supply of packing foam; he refers to this calling as "Popcorn Path: Glory".

**Ray Solomon:** We picked up Ray in late 1987, when he decided he had had enough of Goldring Miniatures. Goldring sank without a trace about an hour and a half after Ray left, confirming our belief that he was the only actual Asset that Goldring owned. Since then he has been a tireless playtester and convention referee, although he keeps shooting prospective customers in the heart. Nobody's perfect.

**Art, Illustration, and Graphic Design:** Many of the people who have supplied us with art are freelancers, and are not in the company. Two, however, are part of the family.

**Toni Dennis:** This is the woman who does all those lovely gun drawings, for those of you who find guns attractive, and who has created most of the "look" for our products. In the old days, she did all the layout by hand, and somehow managed to keep the pages straight in spite of production problems and disastrously short schedules. These days, all she has to do is crank out gun drawings, coordinate the "Aliens" projects, and make artistic decisions about product layout. In keeping with tradition, we make sure she has plenty of production problems and disastrously short schedules.

**Nadir Elfarra:** This fine, upstanding young architect broke our door down one day, demanding a copy of Living Steel before it was formally released. Since then he has done our floorplans, maps, and schematics, as well as a new 3-D demo field, which we lovingly call "Nadirville".

#### Credits and Closing

LEGionnaire is written and put together by all the same people who do everything else around here; since they all just got their names in print a moment ago, we'll do without formal credits.

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All mail should be sent to LEGionnaire, Leading Edge Games, P.O.Box 70669, Pasadena, CA 91107. See you in 90 days.