

LEGionnaire

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DECEMBER, 1991: MORE GUNS, THE DREAM LEGION, AND PHOENIX STRIKE

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This issue brings the first "year" of LEGionnaire to a close; a twenty-eight month year, but so it goes. Just for the record, we're not even going to claim that this is a quarterly newsletter; we promise to put it out whenever we have the chance. In a perfect world, that would be every quarter. In the real world, well...

Our features this time are the Canister Round for the M79 Grenade Launcher, the LAR Grizzly 45 WinMag, and the Bren 10 for **Phoenix Command**, background and information about the Dream Legion for **Living Steel**, and the stats and skills for the members of Phoenix Strike from **Dragonstar Rising**. We also have a special edition of Readers' Comments this time, which features a couple of the most interesting ideas that have been sent to us regarding the **ALIENS™ Board Game**.

4.1

There have been several releases since our last issue; the **Phoenix Command Artillery System**, the **PC High Tech Weapon Data Supplement**, **PC Civilian WDS**, and **Advanced Damage Tables** reprints, and **Rhand:2349** and the **HEAVY METAL Power Armor Sourcebook** for **Living Steel**. The legendary, long-awaited **ALIENS RPG** is also out, and that has rounded out a busy year for us.

As for the future...

We have two products already at press; they should be in your stores by the end of the year. The first is **Phoenix Command Expansion**, a 32 page collection of special rules for PC that's going to sell for \$8.95. At the back of the 2nd Edition of **Advanced PC**, we mentioned the possibility of producing **Son of Advanced Phoenix Command**; this is it. It includes rules for aiming at specific body locations, tracking automatic weapon fire, and most importantly, a full set of rules for Animals in combat. We've included data for everything from your neighborhood dog to African game to Dinosaurs.

The other product is a reprint of the **Phoenix Command Hand-to-Hand Combat System**. There haven't been any major changes from the first edition, and it's still going to be 48 pages and \$9.95.

The early parts of '92 will be pretty busy. The high-profile release will be the **PREDATOR II Role-Playing Game**. This RPG is completely compatible with the **ALIENS RPG**, of course, and includes full data for **Phoenix Command**. Even though the rules are the same, everything else is different. In **ALIENS** you were defending yourself against an onslaught of dangerous but unarmed opponents, and you had fire superiority; in **PREDATOR II**, it is a whole different story. And if you don't like the odds, we are also including rules for using Predators as Player Characters.

Also on the licensing front, we are releasing a series of miniatures for **ALIENS**. The first three sets have been sculpted, and the first release will be a pair of Boxed Sets; one with eight characters from the film (including Ripley, Hicks, and Drake), and the other with six Aliens. These two Sets are already in production, and should be out shortly.

NEWS FROM THE EDGE

"Don't think of it
as dying. Of course,
that's what it is,
but try not to
think about it."

Dragoncrest
2nd Tier
PC High-Tech WDS

"It isn't cannibalism
if they don't know
what they're eating."

Chef Yomo D'Arco
Kiwan Catering: Subcon 99
Rhand:2349

"Daddy, tell me the
story about Upward
Mobility again."

A child asking to hear a popular
Bondsmen fairy tale.
HEAVY METAL

Two more Boxed Sets will follow, with the remaining eight movie characters in one (led by Apone, Vasquez, and Hudson), and the Alien Queen, some Sentries, and a few Facehuggers and Eggs in the other. The Boxed Sets will be shipped in our own Figure Case, so you will have someplace to store the figures once you get them home. The figures are slightly oversized 25mm's and will fit on the ALIENS Board Game maps. Each Set will retail for \$17.95.

Other products due in the near future are the **Phoenix Command Mechanized Combat System** and the **PC Light Vehicles Supplement**. **Mechanized** is planned as a softbound book, about 100 pages long, and it will give the basic rules for combat and movement for tanks as well as a squad-level combat system for infantry units. Also included are status sheets for 16 tanks used in recent decades, including United States vehicles from the M-48 Patton through the M-1A, Soviet tanks from the T-55 through the T-80, and tanks from other nations including the British Chieftain and the German Leopard. Each status sheet gives full information about weapon systems and armor, and contains the vehicle's unique Hit Location and Damage Table. **Mechanized** should sell for \$14.95 or so.

Light Vehicles has individual Status Sheets for ten of the most common APC's and similar Vehicles in twenty different configurations; M-2 Bradleys, Humvees, BMP's, BMD's, even Limousines and normal Sedans. It will be 48 pages and will sell for \$9.95. We have also started the art and data process for a series of **World War II Mechanized Vehicle Supplements**, which will feature the most prominent tanks of that war.

Also on the agenda is a series of Scenario Packs for Phoenix Command. The first is **Russian Roulette: The Breakup of the Soviet Union**. It will be 40 pages long and will feature eight scenarios that spotlight recent events in the Soviet Union, from the operations of elite Black Berets in the Baltic to ethnic strife in Azerbaijan and the desperate stand of the Russian people during August's failed Coup. It will retail for \$9.95.

The next is called **Lock and Load**; it will contain about a dozen scenarios set in Vietnam in the years 1965 to 1973, is 48 pages long, and should list for \$9.95. The actions are mostly Squad-sized and are based on actual firefights, which means the action is intense and desperate. Various periods and situations are covered; ambushes, trench assaults, Pleiku, the battle for Hue, and so forth. Maps and orders of battle are provided, as well as rules for special situations and unusual equipment like the Chinese Claymore and the Bangalore Torpedo. Standardized stats and equipment lists are given for many of the different forces involved, including US Army, LRRPs, and Marines, ARVN regulars, Regional Force / Popular Force, and of course the NVA and Viet Cong. We will preview one of the scenarios in the next issue of LEGionnaire.

Following **Lock and Load** will be **In The Name Of God: Conflict in the Middle East**. It will include 8 scenarios covering recent activity in that troubled area; the focus will be on the Palestinian Intifada and other Arab - Israeli strife, but there are also scenarios involving Syria and Lebanon. It will be 40 pages long, and will sell for \$9.95.

One interesting point about these Scenario Packs is that they are being written by people outside the usual design group. Nadir Elfarra, who has done some of our graphics (including the maps in the ALIENS Board Game and Rhand:2349) is doing **Lock and Load**, and Roman Andron wrote **Russian Roulette** and **In The Name Of God**. We say a few words about Roman in **And So Forth**.

Work is also underway on a pair of **Living Steel** supplements. One is the **Living Steel Grav Vehicle Supplement**, which will be a 64 page supplement that should sell for \$9.95. It will have full data for the most common Grav Vehicles used in **Living Steel**, including the Grav Carrier and Grav APC, as well as several different configurations for the Grav Gunship. The **Awakening** will be a 48 page supplement with seven fast-paced role-playing and combat scenarios, and will retail for \$9.95.

As a final word, it is time to resubscribe to LEGionnaire. It's the same deal; 4 issues for \$5, with the cost refunded to you on your first mail order of \$10 or more. In addition, members of LEGionnaire do not have to pay shipping and handling. We think it's a pretty good deal, and we hope you agree. We have enclosed a resubscription form; it should be self-explanatory.

PHOENIX COMMAND

So let's catch up; PC Artillery, the High Tech WDS, the Civilian WDS, and the Advanced Damage Tables are out; we'll touch on all of them below. Additionally, PC Expansion and a reprint of Hand-to-Hand are on the way, and will be followed by the PC Mechanized System, the Light Vehicles Supplement, and a series of Scenario Packs.

PC Artillery is pretty much what we said it would be last time; 72 pages of field pieces, mortars, and rockets from World War II to the present, and full rules for Indirect Fire, Forward Observers, and the rest. Work is continuing on the **PC Artillery Direct Fire WDS**, but it is taking a distant second place to the Mechanized products.



The new **PC High-Tech** is a major revision of the old High-Tech. First, we pulled out all the Power Armor material, since we have put that into HEAVY METAL. Next, we added a bunch of new weapons, expanded the tables to include full PC and Living Steel information, and included the Tech Level 16 and 17 data as well. Quite a bit of material from **Dragonstar Rising** also worked its way in here, including a full Chapter on General Equipment; Medical Equipment, Starguild Installations, Barricade Mines, and so forth.

The new **Civilian**, on the other hand, has not changed too much. We changed the way we lay out our Weapon Data Table pages a while back (they read from the top to the bottom now, but some of them used to be sideways), so that gave us extra room. We added a bunch of chamberings for the rifles, and we also put in a few weapons we have had requests for; the Casull 454 (previewed in LEGionnaire 2), the Desert Eagle 44, the Glock, and so on. We also included the Knock Down values. Two of the new guns are below.

The new **Advanced Damage Tables** have not changed very much either. A whole new cover and a whole new graphic look inside (the tables are much prettier), but the substance is pretty much the same. We added in Shock Damage, to simulate the pain of broken bones and similar injuries that are highly unpleasant but not especially life-threatening.

The LAR Grizzly and the Bren 10

The features this time are the Canister Round for the M79 Grenade Launcher (on the next page), and a pair of pistols from the new Civilian; the LAR Grizzly Win Mag 45 and the Bren 10. The data for the pistols is below; the writeup is on the following page.

CIVILIAN WDS PISTOLS – THE LAR GRIZZLY WIN MAG 45 AND THE BREN 10mm														
Automatic Pistols	Physical Data		Aim Time AC Mod	Ballistic Data		Range in 2 yard hexes								
						10	20	40	70	100	200	300	400	
LAR Grizzly Mk 1 – 45 Winchester Magnum	L	10	1 -18	FMJ	PEN	4.6	4.3	3.8	3.1	2.6	1.4	.7	.4	
	W	3.3	2 -11 3 -10		DC	7	6	6	6	6	3	1	1	
	RT	4	4 -9	JHP	PEN	4.4	4.1	3.6	3.0	2.5	1.3	.7	.4	
	ROF	•	5 -8 6 -7		DC	8	8	8	8	7	3	1	1	
	Cap	7		AP	PEN	6.4	6.0	5.3	4.4	3.7	1.9	1.0	.6	
	AW	.75			DC	6	6	6	6	6	3	1	1	
	Mag													
	KD	8			BA	46	38	30	22	17	8	2	.1	
SAB	7			TOF	0	1	2	3	5	10	17	25		
Bren 10mm – 10mm Auto	L	8	1 -17	FMJ	PEN	2.9	2.8	2.4	2.0	1.6	.9	.4	.2	
	W	2.8	2 -11 3 -10		DC	4	4	4	3	2	1	1	1	
	RT	4	4 -9	JHP	PEN	2.8	2.6	2.3	1.9	1.6	.8	.4	.2	
	ROF	•	5 -8 6 -7		DC	6	6	6	4	3	1	1	1	
	Cap	11		AP	PEN	4.1	3.9	3.4	2.8	2.3	1.2	.6	.3	
	AW	.75			DC	4	4	4	3	2	1	1	1	
	Mag													
	KD	5			BA	48	40	32	25	20	11	5	2	
SAB	6			TOF	1	1	2	4	6	13	22	31		

"There is no such thing as Overkill."

Corley Norris
PC High Tech WDS

The **LAR Grizzly Win Mag Mark 1** fires the 45 Winchester Magnum cartridge, and is obviously an extremely powerful handgun. It is a single action automatic patterned after the Government 45, and has a blued steel frame, an ambidextrous safety, and adjustable sights. Like other magnum automatics it is a little heavy for a standard duty sidearm, but makes an excellent hunting handgun. It is also available in 9mm Winchester Magnum.

The **Bren 10** is a prominent 10mm automatic pistol which has gone in and out of style, and which has been reviewed by many law enforcement groups as a more powerful alternative to the traditional 9mm and 45 caliber pistols. The data given is for a hot commercial load, rather than the load considered by law enforcement.

40mm Grenade Launcher Canister Round

The **M576 Multiple Projectile Round** transforms a 40mm Grenade Launcher into a shotgun, and was commonly used by troops equipped with M79 Grenade Launchers in the thick brush and elephant grass of Vietnam. The round contains 27 pellets of #4 Buckshot, which is the standard load for a 12 gauge shotgun. Ballistic data is as follows.

BALLISTIC DATA FOR THE M576 40MM CANISTER ROUND												
		Range in 2 yard hexes										
		1	2	4	6	8	10	15	20	30	40	80
Shot (#4)	PEN	1.2	1.1	1.1	1.0	.9	.9	.8	.7	.6	.4	.2
	DC	3	3	2	2	2	2	2	2	1	1	1
	SALM	-9	-4	1	4	6	8	11	13	16	18	23
27	BPHC	*25	*22	*13	*7	*4	*2	*1	55	24	13	1
	PR	.0	.0	.1	.1	.2	.2	.3	.4	.7	.9	1.9

Normal shotgun rules are used for this data.

4.3

LIVING STEEL

There have been two Living Steel releases since the last time, and one Phoenix Command product designed for use with Living Steel. To bring you up to date, here are the basics.

The PC release was the **High Tech WDS**, which we described in the last Section. It is 50% bigger than it used to be, and much of what was added is Living Steel related; new Dragoncrest and Neemis Enterprises weapons, assorted historical details, and so forth.

A while back we released **Rhand:2349**, which is subtitled "The Atlas of the Apocalypse". It is 64 pages, includes a full color, 17" x 22" map of Rhand, and sells for \$11.95. It has descriptions of every major site on Rhand, from Space Ports and Communities to Subcons, Landcaste Prisons, and Remote Ranching Operations. It also has rules for determining the effects of the Apocalypse on a given Site, for creating the current rulers, and even running out large-scale battles between hostile groups. Most places are just filled with Gangs (Visser or normal) and the occasional Organization, but there are a few spots that might have budding Civilizations. These are obviously the places that are most important to protect and develop. The Gang and Organization rules are designed for keeping track of large groups of people, but they are completely compatible with the ones in KViSR Rocks!; put the two together, and you can create an Organization in complete detail, from top to bottom. If you really need to know all the details about hundreds of Vissers or people, and have that kind of free time.

After that came **HEAVY METAL**, the Power Armor Sourcebook. It is an 80 page softbound book (\$11.95) and is compatible with both PC and Living Steel. The **Dragonstar Rising** Hit Location and Damage system is repeated and expanded here, with 11 different Power Armor types having their own Status Sheets and Hit Location and Damage Tables. For those of you not familiar with the Dragonstar Rising system, it gives

much more detail about the suit and its functions, and greatly increases the survivability of the suit's wearer. Each of the Power Armor types in HEAVY METAL is also given for all of its time periods, from the first development of Power Armor up to the time of Living Steel. Plus more than two dozen weapons, including new ones like the Dragoncrest Scythe (which is sort of the late version of a shotgun.) And there is even a special type of Power Armor called the Templar, which is produced by Neemis Enterprises.

That brings you up to date on the products we have already put out. As we mentioned earlier, next for Living Steel is the **Grav Vehicle System**. After that, it should be **The Awakening**, which is designed to make it easier to start and run campaigns, and **Know Only Battle**, the sequel to Trident/RMBK. And for this issue of LEGionnaire, we have the Eighth Legion of the Seven Worlds; the Dream Legion.

Dream Legion

Each member of the Dream Legion is a volunteer soldier whose body was irreparably damaged in battle, but whose brain, primary sensory apparatus, and upper spinal chord were unharmed. The soldier's central nervous system is transferred to an extensively modified suit of Power Armor and put through months of training and rehabilitation. In order to preserve the soldier's mental stability, most of his time is spent in a state of extremely deep sleep; hence the name Dream Legion.

Dream Legion Power Armor is a variant Living Steel suit equipped with life support for the central nervous system, a special oversized BiComp to translate the wearer's mental commands into suit movement, and an increased payload of armor and weaponry. The increase in payload is made possible by the reduction of the wearer's body mass, and by reducing the area covered by the armor; it only has to protect the hydraulics and servos, and no longer has to extend all the way around the wearer's limbs.

A member of the Dream Legion has a life that is utterly different from other people, of course. He is cut off from normal human relationships and most sensory input, including the sense of touch. To reduce the mental suffering of this state, the leaders of the Seven Worlds equipped each member of the Dream Legion with special **Golem Encryptor Circuits** (Living Steel, Section 1.9) linked directly to a White Sword. During the extended periods of sleep, a steady flow of subconscious impulses from the White Sword is fed to the brain of the Dream Legion soldier. This provides him with a strong and extremely sane set of human experiences, and gives him the emotional stability necessary to remain rational through the long dream periods, and during the traumatic process of awakening. It does not make the life of a Dream Legion soldier easy, but it does make it possible.

Capabilities

A normal Dream Legion suit weighs 600 pounds, which is standard for Medium Power Armor. Included in this weight is a total of 65 pounds for the wearer's central nervous system and life support. Because of the reduced area the armor has to cover and the lighter mass for the wearer himself, the armor protection is much better than a normal Medium Suit. Although the armor area is reduced, the outside of the suit is built up with a dense plastic framework to exactly resemble Medium Configuration Living Steel; this greatly reduces the chance that opponents will realize they are facing a Dream Legion suit.

The PF is 100 (exactly like Heavy Living Steel), except around the wearer and his life support; in those areas, the PF is 316. A PF of 316 will stop any weapon in Dragonstar Rising except for Lase Machine Guns and Lase Battlepacks on Single Shot, all of which have top line penetration. For Living Steel and Phoenix Command use, the Penetration Table on the next page gives Penetration data according to the rules given in HEAVY METAL.

Sometimes extra protection is needed, or it is unnecessary to hide the fact that it is a Dream Legion suit instead of a person in Living Steel. If so, the plastic framework can be removed and replaced with armor panels. The suit looks very different from any normal Living Steel configuration if this is done and is immediately recognizable as a Dream Legion suit. The extra armor raises the PF of the overall suit to 204; the areas with PF 316 are unchanged. The penetration data is in the Penetration Table on the next page.

"That wound looks really serious. But look on the bright side; you probably have a few more hours before you die."

Crestus Throle
Bondsmen Community 40
"Vissertown"
Rhand:2349

"The good news is you're not dead. The bad news is you're still burning."

Killer Keith MacMyer
Valard Corporation: Subcon 10
Rhand:2349

"Oh look, the Dionical is doing tricks! He must be tame. I wish we had some food we could give him. Gosh, he's just walking right up to us..."

Tweets Madison
Last words
Wing Fat Encore Productions:
Subcon 103
Rhand:2349

In the normal configuration, if the wearer carries a Heavy Battlepack, the suit can also be equipped with 3 Aux Packs. With two Light Battlepacks, a full load of 20 Aux Packs can be carried. If the weapons from HEAVY METAL are being used, two Medium Battlepacks can be carried with 15 Aux Packs. In the configuration with extra armor, no Aux Packs can be carried with a Heavy Battlepack or with two Mediums, and with two Light Battlepacks only 5 Aux Packs can be accommodated.

In addition to the above modifications, a Dream Legion suit has an extra set of Servos, giving all areas 3 to 1 redundancy, instead of 2 to 1. It also has 4 Hydraulics Systems instead of 2. The suit's Power Supply will last for 32 hours, and the internal Life Support will keep the wearer alive for 5 days before it needs to be recharged. There are also three Bifocal Units in the suit's Helmet. (For players using HEAVY METAL, an X3BP-LSG Scythe is also placed in the Helmet after 2309.)

When doing damage to a Dream Legion suit, use the normal Power Armor Hit Location and Damage Table (or the Living Steel Table from HEAVY METAL). The locations of the additional Servos and other equipment are given below; in all cases, just add the new equipment to the old Hit Location in addition to any other equipment that is supposed to be there. The additional Bifocal Units are placed in the Helm Traverse 2 location and the Head Glance location that normally does a 7 PD Light Wound, and a third Helm Traverse is placed in the normal Bifocal/Ultrasonic location. Add a third Servo to each Arm and Leg in the location for Servo 1 (in HEAVY METAL, this includes all limb Servos; both Shoulder and Upper Arm for each Arm, for example). Assume that Servo 1 is destroyed the first time the location is penetrated, but that a second hit is necessary to destroy Servo 3. Hydraulic System 3 is placed in the Physical Damage column for the Chest hits at 33, 34, and 35 (in HEAVY METAL, this is the Inner Suit Layer for rolls of 272 through 307.) Hydraulic System 4 is in the same column for the Spine hits at 40, 41, and 42 (in HEAVY METAL, rolls 326 through 361.)

Lastly, when doing damage ignore all PD except for the Critical hits to the Forehead and Eye-Nose, and remember that the Hit Locations for those Head hits and for the two Life Support Systems have a PF of 316. The right side of the table refers to Starguild Dead Heads; they are described on the following page.

Pen Line	OP Roll	Dream Legion			Starguild Dead Heads		
		Normal	Heavy	Vitals	Light	Medium	Heavy
1		101	205	317	125	299	351
2		132	267	413	163	389	457
3		171	347	537	212	506	594
4	*9	223	451	698	275	658	773
5	*6	289	587	907	358	856	1005
5	*3	376	763	1180	465	1113	1306
5	*0	489	992	1534	605	1446	1699

Only the first three Pen Lines are used in Dragonstar Rising; the numbers for Pen Lines 4 and 5 are for HEAVY METAL.

Background

The Dream Legion was created during the Seven Worlds - Starguild Border Wars. Its first members were soldiers of the Seven Legions who had been so severely wounded that the medical care of the time could not restore them to normal functioning. For those who had the proper psychological makeup, an experimental program was created to allow them to continue life with mechanical assistance. Although the program was briefly considered for civilian use, social attitudes in the Seven Worlds resulted in its discontinuation; death was an accepted part of life in the Seven Worlds, and clinging to a cold, unnatural life held little attraction. In the Seven Legions, however, there were many people who had an extremely powerful drive to continue fighting the Starguild. Within a few years, a standard consent form was created for soldiers who had the right mental and emotional structure. Those who wanted to volunteer simply signed up, and in the unfortunate event

that they were irreparably damaged, the doctors of the Seven Legions transplanted them into a Dream Legion suit.

The other source of "recruits" for the Dream Legion was RQ Services (Dragonstar Rising, Section 7.11). RQ Services entered Humanity's battlefields during the First Corporate War, before the Starguild had been created. It was a medical corporation which focussed its efforts on providing care to those in emergency situations, and was especially valuable on battlefields. The impartiality, reasonable rates, and medical efficiency of RQ Services earned the corporation an excellent reputation, and RQ personnel were present at every major engagement from the dawn of the Starguild until early in the 24th Century.

While RQ performed the visible task of tending to the wounded soldiers of the Starguild (and later, the Seven Worlds), it was conducting a secret operation as well. As explained in **Living Steel**, when great warriors or other important people were too severely injured to be saved, RQ operatives placed them in stasis and reported them dead. The origin of the stasis devices used by RQ is unknown; that technology is still not available to the Starguild. When medical technology had advanced enough to save the person's life, he or she was taken out of stasis and healed. Many of these people are the Swords of Living Steel, and many others joined the ranks of the Seven Swords Special Service.

There were some injuries which were too severe to be healed by any available technology, however, either due to the wound itself or the condition of the victim by the time he or she reached RQ. When the body could not be saved, it was still possible sometimes to save the central nervous system and place it in stasis. When RQ Services linked up with the Seven Worlds, these people were transferred and were given the opportunity to join the Dream Legion.

Dream Legion units have always been used sparingly, as the number of people who have qualified for (and accepted) membership is small. Because of their unique nature and the impressive abilities of Dream Legion armor, however, these units have had a disproportionate effect on the battlefields of history, and on the imaginations of their fellow soldiers, their opponents, and civilians on both sides.

Dead Heads

Although the Seven Worlds originated the Dream Legion concept, in 2273 the Imperium applied the same technologies to create their own version of these units. As an affront to the Seven Worlds, and to emphasize the nature of these units, they were originally called **Dead Steel**. After the Second Seven Worlds - Starguild War in 2291, the simpler nickname of **Dead Heads** was applied.

The people in these units are all volunteers, and have undergone even more extensive modification than the people in the Dream Legion. Where the Dream Legion soldiers retain their primary sensory apparatus where possible, all Dead Heads have their eyes and ears removed. The brain is placed in the torso instead of the head, and is surrounded by a heavily reinforced armored casing. This placement allows additional Bifocal units to be placed in the armor's head, and means that a Dead Head is incredibly durable when firing from behind cover; as long as the chest is protected, the armor will continue to function. There are also three different Dead Head suits, matching the normal Light, Medium, and Heavy Starguild configuration weights. Combat specifics are as follows.

Like Dream Legion suits, Dead Heads have four Hydraulics Systems and three Servos for each area. The brain is placed in the center of the torso; locations 40 through 48 on the table, with location 40 through 42 causing 300 PD, and 43 and 44 causing 3000 PD, and 45 through 48 causing 2000 PD. In HEAVY METAL, use the Starguild Power Armor Hit Location and Damage Table; locations 434 to 440 do 200 PD, 441 to 444 do 3000 PD, and 445 to 501 do 2000 PD. Dead Heads carry normal Starguild weapons, and their Pen Line values are given on the Penetration Table on the preceding page.

Because little effort has been made to screen soldiers before they become Dead Heads, and because even less effort has been expended to provide them with a bearable emotional environment and rehabilitation, the psyches of Dead Heads are extremely brutal and destructive. They have lost all their humanity and all contact with normal human society, and their only compensation is that they have been transplanted into powerful

**"Think of them as
Future Sausages.
Because they are
going to die like pigs."**

Winston Blakemore
Visser Boss
Creighton
Rhand:2349

killing machines. Commanders of Dead Head units administer special psychoactive drugs to their troops, to motivate them and to provoke them into killing frenzies. Dead Head units are not used on normal battlefields against regular Starguild units

Only the Imperium uses Dead Heads, and there are rumors that the Imperial Bodyguard includes a platoon of Dead Heads.

4.4

DRAGONSTAR RISING

"How To Get Promotions That Others Deserve."

From Axly Suregrip's
Combat Command Series of
Officer Training Manuals
HEAVY METAL

"How To Blame Others For Your Mistakes."

From Axly Suregrip's
Combat Command Series of
Officer Training Manuals
HEAVY METAL

"How To Get Medals That Should Have Gone To Dead Guys."

From Axly Suregrip's
Combat Command Series of
Officer Training Manuals
HEAVY METAL

One of the most important units of the Dragonstar Rising period was **Phoenix Strike**, an elite force which included several S-4 agents and which was originally led by Duncan, a White Sword. They were a legend to the people of the Seven Worlds and remain an inspiration through the Living Steel period, for many reasons.

Phoenix Strike was given the most difficult missions ever assigned to a Strike Team, including the legendary rescue of Imperial Commissioner Gralen Hawkland, and never failed. The personalities of Phoenix Strike were also exceptional, and their leader, Duncan, was one of the top-ranking White Swords and a beloved public figure. The combination of their ability, the dramatic missions they performed, and their natural leadership skills made them folk heroes for generations of Seven Worlds residents.

Later versions of Phoenix Strike upheld the unit's reputation, but it was the first seven members of the group that established it as the premiere unit in the Seven Worlds. Their descriptions are given in **Dragonstar Rising**, but updated summaries are reprinted here. Their skills for use with **Living Steel** are given in the table on the next page. An asterisk after the date of death indicates the person was taken by RQ and is on Rhand in 2349.

Duncan: Power Armor-equipped White Sword. 2145 - 2185*.

Duncan was the founder and original leader of Phoenix Strike. A brilliant strategist and commander, Duncan manifested the best in a Seven Worlds warrior. His will and vision were ideal examples of the dream which created the Seven Worlds, and helped to mold his unit into a team of legendary status. He was "killed" in 2185, during the defection of Imperial Commissioner Gralen Hawkland. On Rhand in 2349, he caused the surrender of Scan's RA2 Facility and continues to lead a major part of the Operation.

Marcel: Power Armor-equipped Blue Targa. 2148 - 2194*.

Duncan's First Officer. A gifted and exceptional man, Marcel's quiet presence and dedication to duty epitomize the Blue Legion. After Duncan's death, Marcel declined promotion and was transferred to Alpha, where he served as Jason's First Officer. Critically injured as part of the Alpha Rearguard, he was taken into RQ custody. On Rhand, he is still serving as Jason's First Officer.

Nina: Power Armor-equipped Silver Dragon. 2159 - 2256.

A quiet, rather shy individual, Nina was slender and somewhat short. None of these qualities are significant in Power Armor, however, and her powerful will and extreme skill made her one of the most effective warriors in the Seven Legions. She and Wolf bore the brunt of the fighting for Phoenix Strike. When Duncan died, she accepted promotion and transfer to Alpha. She commanded her own Company on Alpha, which consisted entirely of Silver Legion personnel. When the Dragoncrests retreated from Alpha in 2193, several hundred people who had lived in Dragoncrest territory went with them voluntarily, in hopes of securing future peace between the races. Nina and her Company were selected to go with them as an Honor Guard. When the Second Seven Worlds - Dragoncrest War began, Nina and the surviving members of her Company were returned to Alpha and lived out their lives as revered heroes of an earlier age.

Wolf: Power Armor-equipped Gold Targa. 2158 - 2194.

Wolf was Nina's battle partner during the early days of Phoenix Strike. Critically injured in the raid to save Gralen Hawkland, he was classified Black Legion following Duncan's death. Recovering and reclassified Gold Legion, Wolf went on to assume command of Phoenix Strike. He led the unit until the Fall of Hryken in 2194, where he was killed.

PHOENIX STRIKE PERSONNEL 2182 - 2185

Name Values	Primary Characteristics		Secondary Characteristics		Primary Equipment	General Skills		General Skills		General Skills	
Duncan	Strength	10	Charisma	16	Living Steel	Gun Combat	9	Climbing	5	Espionage	4
	Intellig.	18	LDR	18	Power Armor	Balance	6	Scouting	7	Infiltration	3
CA 12	Will	18	Motivation	17	Heavy Config.	Fall Rec.	5	Survival	8	Con/Acting	3
KV 81	Health	10	Size	10	7SFMP and	Hand-Hand	5	Traps & Spot	10	Diplomacy	12
LR 40	Agility	15	TS	16	7SLAR	Unarm. Cmbt	5	Demolitions	3	Medical Aid	4
Marcel	Strength	12	Charisma	15	Living Steel	Gun Combat	10	Climbing	5	Espionage	6
	Intellig.	14	LDR	16	Power Armor	Balance	6	Scouting	7	Infiltration	6
CA 11	Will	14	Motivation	14	Heavy Config.	Fall Rec.	5	Survival	7	Con/Acting	3
KV 70	Health	12	Size	12	7SLR7	Hand-Hand	5	Traps & Spot	8	Diplomacy	4
LR 28	Agility	15	TS	14		Unarm. Cmbt	5	Demolitions	3	Medical Aid	3
Nina	Strength	9	Charisma	14	Living Steel	Gun Combat	10	Climbing	2	Espionage	3
	Intellig.	16	LDR	17	Power Armor	Balance	4	Scouting	6	Infiltration	3
CA 12	Will	16	Motivation	14	Heavy Config.	Fall Rec.	4	Survival	6	Con/Acting	3
KV 80	Health	14	Size	6	7SFMP and	Hand-Hand	4	Traps & Spot	6	Diplomacy	3
LR 28	Agility	15	TS	9	7SLAR	Unarm. Cmbt	4	Demolitions	3	Medical Aid	3
Wolf	Strength	7	Charisma	14	Living Steel	Gun Combat	8	Climbing	4	Espionage	6
	Intellig.	17	LDR	16	Power Armor	Balance	5	Scouting	7	Infiltration	7
CA 11	Will	14	Motivation	15	Heavy Config.	Fall Rec.	4	Survival	6	Con/Acting	3
KV 56	Health	10	Size	14	7SFMP and	Hand-Hand	5	Traps & Spot	8	Diplomacy	3
LR 28	Agility	14	TS	11	7SLAR	Unarm. Cmbt	4	Demolitions	3	Medical Aid	3
Niki	Strength	9	Charisma	12	Combat Suit	Gun Combat	10	Climbing	4	Espionage	6
	Intellig.	17	LDR	15	FMP6 (8 Mag)	Balance	6	Scouting	7	Infiltration	6
CA 10	Will	16	Motivation	17	Ultrasonics	Fall Rec.	4	Survival	4	Con/Acting	5
KV 96	Health	14	Size	8	Explosive Brch	Hand-Hand	12	Traps & Spot	5	Diplomacy	5
LR 46	Agility	17	TS	21	Flashlight	Unarm. Cmbt	7	Demolitions	3	Medical Aid	3
Sol	Strength	18	Charisma	11	Combat Suit	Gun Combat	10	Climbing	4	Espionage	2
	Intellig.	15	LDR	9	2 FMP6 (8 Mag)	Balance	4	Scouting	3	Infiltration	5
CA 12	Will	14	Motivation	13	Ultrasonics	Fall Rec.	4	Survival	3	Con/Acting	2
KV 84	Health	10	Size	18	Smoke Lnchr	Hand-Hand	12	Traps & Spot	7	Diplomacy	2
LR 34	Agility	17	TS	21	Flashlight	Unarm. Cmbt	12	Demolitions	6	Medical Aid	3
Darantz	Strength	9	Charisma	12	Combat Suit	Gun Combat	10	Climbing	4	Espionage	2
	Intellig.	16	LDR	8	2 FMP6	Balance	6	Scouting	6	Infiltration	5
CA 10	Will	16	Motivation	17	11 Magazines	Fall Rec.	3	Survival	4	Con/Acting	3
KV 96	Health	12	Size	8	Ultrasonics	Hand-Hand	12	Traps & Spot	5	Diplomacy	3
LR 46	Agility	17	TS	21	Flashlight	Unarm. Cmbt	7	Demolitions	2	Medical Aid	3

Niki: Non-Powered Blue Dragon. 21?? - Present.

Niki is a member of S-4, and her abilities are focussed on hand-to-hand combat, espionage, and security matters. She is the leader of the three S-4 members in Phoenix Strike. In later years, Niki was assigned to act as a bodyguard for Jason on Alpha. During the Alpha Rearguard and the Fall of Hryken, Niki and many other S-4 agents were taken aboard RQ vehicles or disappeared in some other way. Niki and her teammates have come out of stasis on several previous occasions to go on S-4 missions. On Rhand, Niki is again acting as Jason's bodyguard.

Sol: Non-Powered Blue Targa. 21?? - Present.

Another S-4 agent, Sol is an explosives, demolition, and hand-to-hand specialist. His powerful physique made him the Heavy Weapons and explosives bearer of the Non-Powered squad in Phoenix Strike. On Rhand he is currently pursuing the Avatar Project.

Darantz: Non-Powered Black Targa. 21?? - Present.

Darantz is the third of Phoenix Strike's S-4 trio. Specializing in hand-to-hand and close combat of all forms, he provides the S-4 team's firepower. He rarely speaks to anyone except his two teammates, and as neither of those two talk very much, little is known of him. On Rhand he is still with Sol, and is pursuing Avatar.

This is the last Dragonstar Rising Section, because of the release of HEAVY METAL and the expanding product line. From now on, all Dragonstar Rising period material will appear in the Living Steel section. In the future, this will be the Licenses section.

4.5

FROTH ON!

**"Look, I went off
duty 10 minutes ago.
You shoot him."**

Officer Eric
PC High Tech WDS

And now, a short, sharp froth about effective law enforcement. The responsible adults at LEG wish to point out that this is satire. After all, we are from Los Angeles.

Blue Knights and Red Helmets

To help the police keep order, everybody should be issued special Red Helmets that they have to wear at all times, and police should carry special microwave / sonar guns. This weapon broadcasts a narrow microwave beam, and sonar is used to determine the range to the target. When the weapon is pointed at a citizen's Helmet, the Helmet responds.

Each Helmet has a microwave pickup antenna, a flashing red light with an attached siren on top of the Helmet, and a shotgun shell in a special 2 inch barrel in the crown of the helmet, pointed down. When an officer aims his weapon at the Helmet, the light is activated and the siren sounds. If the target does not modify his behavior to suit the police officer, an additional pulse is sent to the helmet, which fires the shotgun round.

The narrow beam, assisted by the sonar, guarantees that only the intended citizen's Helmet is activated, and the flashing light and the siren eliminate the possibility of any confusion. This eliminates the risk of innocent bystanders being injured by police gunfire, and greatly increases the chance that the alleged criminal will pay attention to the officer.

4.6

READERS' COMMENTS

We've been gratified by the volume of mail we've gotten about the ALIENS Boardgame. Some very clever ideas have been included, and we thought we'd put a couple of them in here. There have been too many to print them all, but our thanks to everyone who wrote in. We cannot take either credit or blame for these, but we hope you like them.

From Eric Heisserer in Houston, TX;

"...When Gorman orders the ammunition to be rounded up, Apone picks Frost to carry the extra baggage. In the Reactor Room Scenario, I pick a Marine (sometimes Frost, sometimes another lucky winner) to take it. This serves two purposes in the game.

1) If the ammo-carrying Marine is jumped by an Alien, and an attempt is made to shoot it off him, an additional roll is made to see whether any stray bullets or flames come in contact with the ammo bag. This roll is made only if the Alien is hit, and is rolled after the Acid Spray. If the Alien is missed, then so is the Marine and the ammo. The test is rolled according to the type of weapon being used...

<u>Weapon</u>	<u>Ammunition is hit on</u>
Flame Unit	0, 1, 2, 3
Machine Gun or Shotgun	0, 1
Pulse Rifle	0
Pistol	-

If the ammo is hit, treat it as a Grenade explosion in the carrying Marine's square...

2) ...Once the bugs start dropping and bullets start flying, Marines can run to the ammo holder and demand their Pulse Rifle clips from him. This takes 4 uninterrupted Actions from both Marines standing still in order to use that weapon. Of course, this is usually when a bug drops on the ammo holder. If the ammo holder desires, he can stand still for 4 Actions by himself and load his own Pulse Rifle, but not while another Marine is demanding a clip. Hudson is usually guilty of loading his weapon on the first available Action, but the Sarge rarely picks him to carry the bag in the first place..."

And from Steven Reynard in Mexico, MO, the ALIENS Home Planet Attack;

"Use the Expansion set map for the adventure of a lifetime. Place all Marines, except Newt and Spunkmeyer (they are guarding the Dropship), on the map around Stairwell #8, breaking them into two squads of seven. Be sure to balance out the weaponry, because this is going to be one hell of a battle.

"The Marines are wearing Chemical Warfare clothing, because a thick blanket of CN-20 Nerve Gas has spread throughout the lair. This has no effect on the Aliens, but creates a +2 modifier on the die roll when firing at Aliens. The Turn Chart is not used for Reactor Damage, but for normal Turn count. After 20 Turns, the gas has dissipated enough to reduce the modifier to +1, and after 40 Turns the gas has completely dissipated and everything returns to normal. The overall mission is to kill all the Aliens in the lair; this can be done by killing each Alien four times over, which means once an Alien is killed it can come back three times in the waves before the counter is considered dead. Each Turn, 10 Aliens appear in waves on top of a doubled wave chart roll; roll the Stairwell they appear from. Because of the numbers of the horde, no ammo restrictions should be used, unless the players don't like any chance of winning..."

Steven points out that the scenario is not designed for beginning players. Fair enough.

Brian Barrow in Nebraska sent in an ALIENS - Predator crossover; we'll save that for when the Predator II RPG is released.

"There is a time and place for everything, except peace."

Corley Norris
HEAVY METAL

4.7

There isn't too much coming up on the calendar. In February there is Orcon in L.A., and in April there is the GAMA show in Las Vegas for retailers and distributors; sorry, it's not for real people. Keep in touch.

AND SO FORTH

Staff

As we mentioned back in Section 4.1, we have a new writer / designer helping us out.

Roman Andron: The first time we heard of Roman, he was in Different Worlds magazine. He reviewed Phoenix Command for them, and he started the article by saying "Impressive. That is the first word that comes to mind... Compared to this, all other combat systems are nothing." We liked those words enough to put them on the back cover of the next edition of PC. Months after the article, a guy in Canada contacted us; he was writing material for a Weather and Wilderness Survival supplement for Living Steel. He was intelligent and articulate, and we decided that we definitely wanted to take a look at his work. He turned out to be Roman Andron. So we had to ask ourselves, did Roman write that review way back when just so we'd like him, and publish his work when he sent it to us? Nah. Roman just appreciates talent. And we appreciate Roman.

Credits

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All mail should be sent to LEGionnaire, Leading Edge Games, P.O. Box 70669, Pasadena, CA 91117. See you next time.