

# LEGionnaire

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## AUGUST, 1993: LOCK AND LOAD, SKYHAWK MARTIAL HOUSE, AND LAWNMOWER MAN

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Welcome to the fifth issue of LEGionnaire. As usual, we are going to present a little something from each of our product lines. For **Phoenix Command** we have a Scenario from **Lock and Load**, our Vietnam Scenario Pack. For **Living Steel** players we are including a history of the largest Martial House present on Rhoad, called Skyhawk. And from our lines of film-based games, we are highlighting the upcoming release of **The Lawnmower Man Virtual Reality Role Playing Game**, and we will update our upcoming releases for **Army of Darkness** and **Terminator 2: Judgment Day**. Most importantly, the **Froth On!** column covers a topic that has been on everyone's minds; Neemis Enterprises' Top Ten Disappointments of the Twentieth Century.

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### NEWS FROM THE EDGE

There have been numerous releases since our last issue, which was released in the distant past. In the Phoenix Command line we have released **Phoenix Command Expansion**, **Russian Roulette** and **Lock and Load** (a pair of **Phoenix Command Scenario Packs**), the **Phoenix Command Mechanized Combat System**, the **PC Mechanized Modern Light Vehicle** supplement, and two World War II Tank supplements; **Panzer**, for Medium Tanks, and **King Tiger**, for Heavy Tanks. We also released two sets of **Playing Aids**, one for Phoenix Command, and one for PC Mechanized; they each include over 500 counters that eliminate almost all record keeping from the games. For the **ALIENS** line, seven Boxed Sets of 25mm Miniatures were released. We have also released three new lines of products based on films; **The Lawnmower Man**, **Bram Stoker's DRACULA** and **Army of Darkness**. Two Boxed Sets of 25mm Miniatures have been released for **The Lawnmower Man**, a Board Game, five Boxed Sets of 25mm Miniatures and five 75mm Pewter Collectibles have been produced for **Bram Stoker's Dracula**, and for **Army of Darkness** there are currently four Miniatures Boxed Sets, a Board Game, and a line of Pins and Earrings.

It has been a busy time, but it looks like things are only going to get busier for the next few months. At present, we have more products under development than ever.

First up we will have **The Lawnmower Man Virtual Reality Role Playing Game** (Stock #40100, \$21.95). The game is set in the months after the conclusion of the film, when Jobe has transformed himself into CyberJobe™ and has escaped into the world's DataNet. This provides the players with a challenging post-modern world filled with corporate intrigue, government corruption, and dangerous new Virtual Reality technologies. The Characters find themselves in a race to gain power, technology, and mental abilities while governments, corporations, and CyberJobe's forces battle for control of the 21st century.

The **Lawnmower Man RPG** is fully compatible with the **ALIENS RPG** and with the **Bram Stoker's Dracula RPG** that will follow in September. The Chapter on Virtual Reality is especially interesting, since it allows Characters to enhance their Physical and Mental abilities with Virtual Reality, and take part in Virtual Reality Combat. Characters can also perform the full range of more "traditional" computer activities, including industrial espionage and other things associated with "cyberpunk" science fiction.

"You will kill ten of  
our men, and we will  
kill one of yours,  
and in the end it will  
be you who tire of it."

Ho Chi Minh  
Quoted in Lock and Load

"All right, you  
primitive screwheads,  
listen up."

Ash  
Army of Darkness

"You can't say that  
civilization don't  
advance, for in  
every war they kill  
you a new way."

Will Rogers  
Quoted in Panzer: World War II  
Medium Tank Supplement

We also have two more **Army of Darkness** products on the boards. First up, and due later this month, is the **Death Mobile** Boxed Set (Stock #61104, \$17.95), featuring Ash's modified Oldsmobile, including ramming prow, spikes, and Giant Propeller of Death. For those of you who like 3-D gaming, the five Miniatures Sets for Army of Darkness are specifically designed to give you all the Miniatures you need to play the Board Game; the **Mortal Warriors** in the recently-released **Good Ash / Bad Ash** Set even have their Attack Values etched into their bases. The last Army of Darkness release won't be until near the end of the year, when we are doing the **Army of Darkness Role Playing Game** (Stock #60200, \$24.95). The setting of the game will be very broad, so you can take a few friends up to a mountain cabin and spend about 6 hours of real time fighting Kandarian demons, or you can run a full campaign in the Middle Ages in an area under siege by the forces from the Book of the Dead.

By the way, in support of the Army of Darkness line we released our first jewelry. There are five items in all; a **Skull Logo Pin**, a regular **Logo Pin**, a **Chainsaw Pin**, an extremely cool looking **Book of the Dead Pin**, and even a pair of **Chainsaw and Shotgun Earrings**. Prices range from \$4.95 for the simple Pins up to \$10.95 for the Earrings; you might have some trouble finding them at your local stores, since many game retailers don't carry much jewelry. Three more items are on the way, including a "This is my BOOMSTICK" Pin, a "Groovy" Chainsaw Pin, and a Deadite Band Pin.

We have releases for all of our other lines in the next few months as well. For **ALIENS**, we are planning Boxed Sets of Miniatures for the **APC**, the **Dropship**, the **Sulaco**, and a third set of **Alien Warriors** (Stock #'s 20307 through 20310, \$19.95). Those won't be until fall and winter, however. We are already releasing all of the current ALIENS Miniatures in **Blister Pack** format, for those of you who want to pick and choose your Miniatures. Blister Packs usually contain 2 or 3 figures, and sell for \$5.95; the schedule has four Blister Packs being released every two weeks through the rest of the summer. For **Bram Stoker's DRACULA**, we will have the **Role Playing Game** out very soon. Like all of our film-based RPG's, this will use the same systems we used for ALIENS so everything stays compatible. (If you have always dreamed of having computer-literate Vampires use cybernetics to fight Aliens, you're in luck.)

In our core product lines, for **Phoenix Command** we have two more releases for the World War II Mechanized series. We are currently releasing **Pak Front: WW II Anti-Tank Guns** (Stock #10244, \$9.95), and in September or October we will have the **The God of War: WW II Artillery Supplement** (Stock #10245, \$11.95). Both of these products are designed to allow the easy addition of these weapons to the PC Mechanized System, using a new, simpler method for tracking Artillery fire. For the much-neglected Living Steel line, we will be releasing Miniatures starting in late August or September. First up is the **Seven Swords Heavy Power Armor** Boxed Set, with six Heavy Living Steel warriors (Stock #11301, \$17.95). That will be followed by the **Starguild Heavy Power Armor** Boxed Set (Stock #11331, \$17.95), and the **Visseriown** Boxed Set (Stock #11361, \$17.95), which features some of the major Characters from KVISR Rocks!, including Brandy Charlatan. We will be returning to the Living Steel story line later this year; see Section 5.3 for details. There will also be **Living Steel Legion Logo Pins** for each of the Seven Legions. Like our other jewelry these will probably be a little harder to find, but they are very sharp and retail for \$5.95. The most important item for the Living Steel line is the release near year-end of a Miniatures Combat game set in the First Seven Worlds - Starguild War. We will have more on that for you in the near future.

But even with all of the above, the really big news is that we have added another movie license to our line. It is the top-grossing science fiction film of all time, **Terminator 2: Judgement Day**. As usual, we will be producing a full line of board games, RPG's, miniatures, and accessories, with the first items coming out in the next couple of weeks.

We have already started with some miniatures and jewelry; the **Hasta La Vista** Boxed Set (Stock #71100, \$19.95), featuring the major characters from the film including the Terminator, the T-1000, and Sarah Connor, and the **Endoskeleton** Boxed Set (Stock #71101, \$19.95), with eight Endoskeletons. We will also have a **T2 Logo Pin** (Stock #73100, \$4.95), and an **Endoskeleton Pin** with bright red eyes (Stock #73101, \$7.95).

As we go through September, we will release the **T2: Judgment Day Board Game** (Stock #70100, \$24.95), which puts players in the roles of Sarah and John Connor and the T-800 (Amie) as they try to prevent the destruction of humanity while battling the T-1000. This is a very fast paced game that allows players to experience most of the scenes in the movie. We will also have the **Future Soldiers Boxed Set** (Stock #71102, \$19.95), with the adult John Connor and seven of his soldiers, as well as the **Terminators Boxed Set** (Stock #71103, \$19.95), with 8 Terminators of various generations, from the early, primitive models up to the T-800. There will also be **Endoskeleton Earrings** (Stock #73103, \$10.95), a **T-800 Pin** (Stock #73104, \$7.95), and a **75mm Endoskeleton Pewter Collectible** (Stock #72103, \$34.95).

In October we will have the **T2: Year of Darkness Board Game** (Stock #70110, \$24.95). This is a miniatures-based game that allows players to recreate the battles between John Connor's armies and Skynet's forces. Also due is the **Hunter Killer Miniatures Boxed Set** (Stock #71104, \$19.95) and a **T-800 75mm Pewter Collectible** (Stock #72100, \$34.95).

And in November, if we are on schedule (yeah, right,) we will release the **TERMINATOR 2 Role Playing Game** (Stock #70200, \$21.95). It is set in the future and lets Players run guerrillas and soldiers during the War Against the Machines. Again, it uses the same system as ALIENS and the other film-based RPG's, so now you can add Terminators to your big Vampire / Alien war.

For anyone interested in ordering the upcoming releases, we have included a current Mail Order Form. Remember, we refund your \$5.00 subscription charge on your first order of \$10.00 or more, and there is no shipping charge for LEGionnaires.

"Hasta la vista, Baby."

T-800

Terminator 2: Judgment Day

## 5.2

Last issue we promised a preview of the **Lock and Load Scenario Pack**, and here it is. The Map on the following page should be enlarged using a photocopier; enlarge the page to 150% on an 11" x 17" sheet of paper, turn it 90 degrees, and then enlarge each half of it by 150% again. You will need to go through this process 4 times, and you will end up with a 42" x 32" Map with a scale of 1" = 6 feet (2 Hexes.)

Basic data for each combatant has been taken from the Pregenerated Characters provided in Lock and Load. In addition to the equipment mentioned, each soldier is assumed to be carrying a certain amount of basic equipment and supplies, which are detailed in Lock and Load. There is one NVA soldier who is carrying an RPG 2; the data for this is in Lock and Load, but you can use the data for the RPG 7V to simulate it. (The SA within the combat data line refers to Shot Accuracy.)

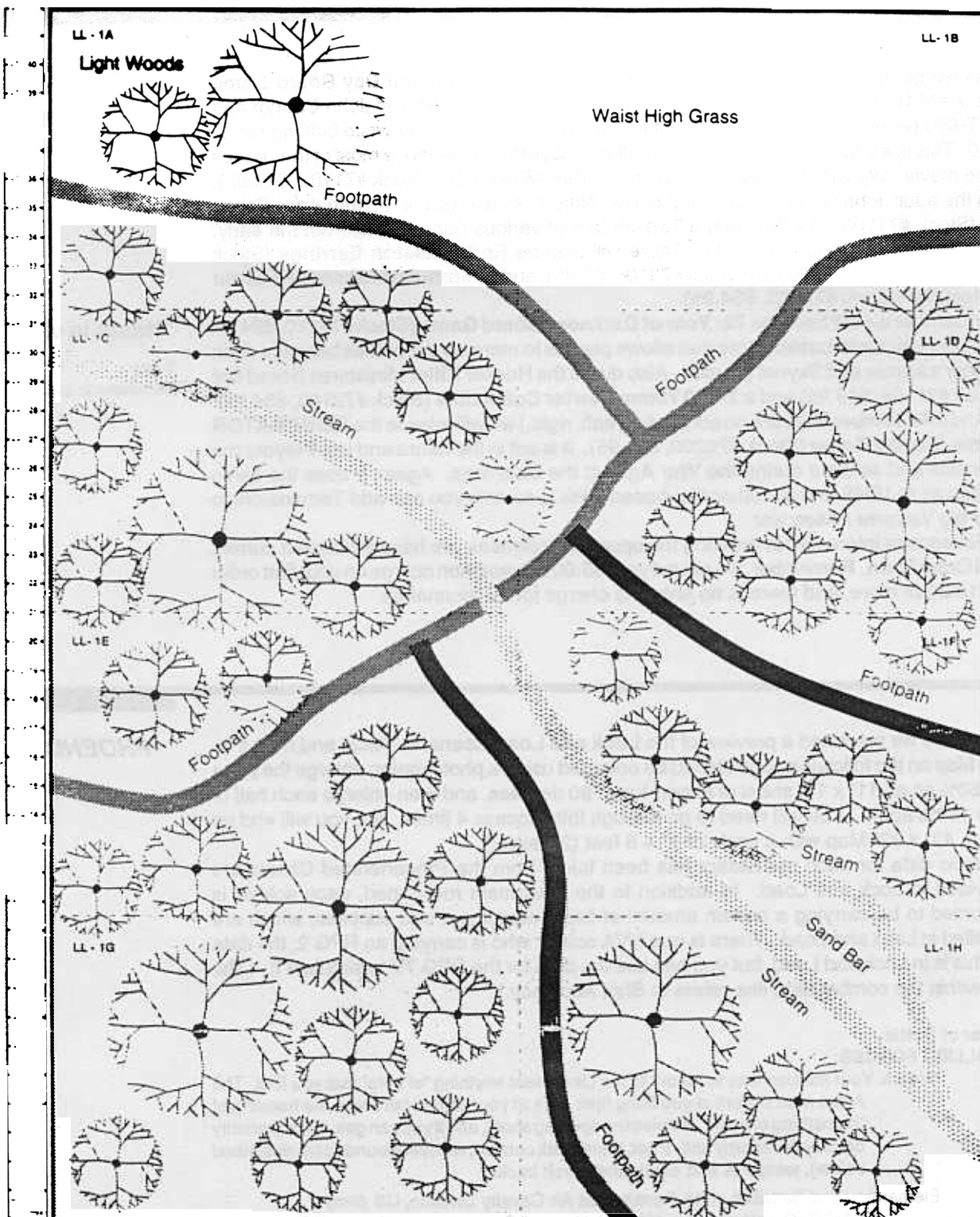
### Order of Battle:

#### ALLIED FORCES:

Orders: Your mission was to report to the Lieutenant anything "of note" that you find. The Asian men in front of you firing their AK's at your Squad fall under the heading of "something of note". Survive the opening shots, and if you can gain fire superiority destroy the enemy unit. If not, then break contact, recover wounded (as described below), weapons and dead, and report back.

Elements: 2nd Battalion, 12th Cavalry, 1st Air Cavalry Division, US Army  
 1 NCO (Crack) carrying M16, 20 Mags, 4 Grenades and Helmet (PF6)  
 SL:5, CA:3, KV:35, SA at Aim Time 1:-11, 2:-1, 3:2, 4:4, 6:6, 11:11  
 1 RTO (Line) carrying M16, 8 Mags, 2 Smk. Gren., Helmet and Radio  
 SL:4, CA:3, KV:20, SA at Aim Time 1:-12, 2:-2, 3:1, 4:3, 6:5, 11:10  
 1 M-60 Gunner (Line) carrying M60, 2 Belts, 2 Grenades, Helmet  
 SL:4, CA:3, KV:20, SA at Aim Time 1:-20, 2:-10, 3:-4, 4:0, 6:4, 12:10  
 1 Ammo Bearer (Line) with M16, 8 Mags, 2 Smk. Gren., Helmet and 3 M-60 Belts  
 SL:4, CA:3, KV:20, SA at Aim Time 1:-12, 2:-2, 3:1, 4:3, 6:5, 11:10  
 1 Grenadier (Line) carrying M79, 20 40mm Grenades, 4 40mm Flares,  
 M1911 Pistol, 2 Mags, Helmet, Flak Vest (PF5)  
 SL:4, CA:3, KV:20, SA at Aim Time 1:-11, 2:-1, 3:2, 4:3, 6:6, 7:7

## PHOENIX COMMAND



## Jungle Patrol

Date: February 1968 (Afternoon)

Location: West of Hue City, Republic of South Vietnam

**Background:** Brought in to seal off further NVA reinforcement of Hue City during the Tet Offensive, these 1st Cav Division troops are trying to take the heat off of the US Marines and ARVN's fighting house to house inside the city.

**Scenario Outline:** Opposing military units have been likened to two men in a darkened room trying to fight each other. Each puts his fingers out in an attempt to find the other, and when found, uses his fingers to hold the opponent in place while he swings his other fist. In war, those "fingers" are patrols like this one.

As in all wars, information about one's enemy can be gathered by sending out patrols around one's position to see what they turn up. Inevitably, patrols of both sides unexpectedly meet - and the results can be the most frightening moments in a soldier's life.

3 Privates (Line) carrying M16, 20 Mags, 4 Grenades, Helmet  
SL:4, CA:3, KV:20, SA at Aim Time 1:-12, 2:-2, 3:1, 4:3, 6:5, 11:10

#### NORTH VIETNAMESE FORCES:

Orders: Your mission was to report to the Lieutenant anything "of note" that you find. The American men in front of you firing their M-16's at your Squad fall under the heading of "something of note". Survive the opening shots, break contact, recover wounded, weapons and dead, and report back.

Elements: 5th NVA Regiment

- 1 NCO (Crack) carrying AK47, 3 Mags, 2 Grenades  
SL:5, CA:5, KV:35, SA at Aim Time 1:-12, 2:-1, 3:2, 4:4, 6:7, 11:10
- 1 RPD Gunner (Line) carrying RPD, 1 Drum, 2 Grenades  
SL:4, CA:3, KV:20, SA at Aim Time 1:-18, 2:-8, 3:-1, 4:1, 6:4, 12:10
- 1 Ammo Bearer (Line) carrying AK47, 6 Mags, 4 Grenades, 6 RPD Drums  
SL:4, CA:2, KV:20, SA at Aim Time 1:-14, 2:-4, 3:1, 4:3, 6:5, 9:8
- 1 Grenadier (Line) carrying RPG 2, 3 Reloads  
SL:4, CA:4, KV:20, SA at Aim Time 1:-14, 2:-4, 3:1, 4:3, 6:5, 9:8
- 1 Ammo Bearer (Line) carrying AK47, 6 Mags, 4 Grenades, 10 RPG Rounds  
SL:4, CA:2, KV:20, SA at Aim Time 1:-14, 2:-4, 3:1, 4:3, 6:5, 9:8
- 3 Privates (Line) carrying AK47, 3 Mags, 2 Grenades  
SL:4, CA:4, KV:20, SA at Aim Time 1:-14, 2:-4, 3:1, 4:3, 6:5, 9:8

**Set-Up:** Before play begins, each Player chooses a route for his patrol. The two patrols start out on opposite sides of the Map, and their intended routes must take them on Footpaths from one side of the Map to the other. Each Squad is walking in column along the Footpath, with one empty hex between each combatant. The two Players then move their patrols at the same speed along these routes until they spot each other. Once the opposing patrol has been encountered, all movement restrictions are removed.

**"Vietnam is what we had instead of happy childhoods."**

Michael Herr  
Quoted in Lock and Load

## 5.3

The Living Steel Update is like this. In the course of doing all of these licensed products, we have not been able to dedicate enough time to the Living Steel line to keep releasing products; Living Steel has always been the most time-consuming line for us. So it has been a long dry spell. The good news is that we are nearly done with our contractual obligations, and plan to return to extensive work on Living Steel in the fall. When we do, we are going to pursue two threads. For Living Steel itself, we will continue to release scenario and rules supplements; the **Grav Vehicle Supplement** and **The Awakening**, a Scenario Pack, will be the first two. At the same time, we are going to begin a series of releases that will focus on Miniatures Combat. These releases will focus on larger-scale combats and major historical events, and they will allow us to cover the various eras in the storyline and bring them to life in a way that pure role-playing releases could never do.

For now, we have the story of the Skyhawk Martial House. With its unique history and mysterious purpose, Skyhawk deserves some further detail beyond that which is provided in Rhand 2349.

#### The Origins of Skyhawk Martial House

During the Second Corporate Wars in 2094, Startech was hard pressed for manpower and accepted the formation of a military unit made up of New Eden volunteers. This unit was the brainchild of Rodrigo Vasker, a career officer in Startech's military and a man of considerable charisma and presence. Vasker recruited a Battalion of troops from New Eden, which included as officers and NCOs many survivors of the Colonial Wars. With Startech's promise to elevate all who served under Vasker to the ranks of the Starcaste, his fledgling unit grew rapidly. Before Starguild officials were aware of what was going on, Vasker had assembled his unit and prepared them for battle. A hardpressed Startech immediately sent Vasker's unit into action without the customary Starguild approval.

Vasker's unit served Startech faithfully throughout the remainder of the Second Corporate Wars, but there were rumors of considerable tension. At the end of the war, Startech balked at the elevation of Vasker's unit to Starguild status, stating that the unit

## LIVING STEEL

**"The Seven Worlds system was discovered using stolen Starguild craft, and colonized by Starguild citizens in flight from Imperial justice. This obviously gives the Imperium clear and present title to the Seven Worlds. They are rebels, and nothing more."**

Matt Heisson  
Dragonstar Rising

**"After Imperial forces bombed the civilian targets on Alpha, our unit refused to be stationed within the premises of Starguild Holdings. We felt the Seven Worlds would surely use its Dragonstars to retaliate in kind. When their raids continued delivering tactical teams, we finally understood the nature of the 'enemy.' It was then we began our exodus to the Seven Worlds."**

Tomas Vasker  
Skyhawk Martial House  
2185  
Dragonstar Rising

had never been given formal Starguild approval. Vasker's unit revolted, and in a remarkable campaign fought their way across the Starguild to Crestus Point, where they reorganized themselves as the Skyhawk Martial House and joined the Union of Crestus Point.

Because of the high quality of the individuals drawn to it by Vasker's leadership and the initial promise of social elevation, and because of its extensive combat experience during the Second Corporate Wars, Skyhawk's soldiers came to be considered among the best in the Starguild. Under most circumstances, such competence would have greatly worried the Starguild, especially given the Guild's part in Skyhawk's betrayal. In this case such fears were quickly put to rest, for Skyhawk established a policy of never permitting its units to operate in groups larger than a Platoon. Too small to be considered a threat, Skyhawk was permitted to scatter its elite units throughout the Starguild.

In time, Skyhawk created a unique position for itself, because its members were marked by an uncompromising code of honor. In an uncertain and unprincipled world, Skyhawk offered Starguild corporate heads troops they could trust to guard their loved ones. Soon highly ranked families on all planets were protected around the clock by Skyhawk bodyguards. This trust and intimate contact enabled most Skyhawk bodyguards to speak freely with those under their protection, to a degree seldom permitted in the Starguild.

This freedom was in part due to the exceptional quality of Skyhawk's leadership from the period of 2130 to 2186. At this time Marcella Tagrun, who would have been a White Sword if she had lived in the Seven Worlds, was in charge of Skyhawk. Her power and presence made her a type of living saint within the Starguild and helped to secure Skyhawk's position. She was against any form of war, and the Starguild felt that there was little to fear from Skyhawk with him in charge.

#### **Skyhawk's Exodus and the Home Fleet's Quest**

Skyhawk served the Starguild faithfully throughout the Starguild until 2185. It was that year that the Imperium bombed the Seven Worlds' planet Alpha with great loss of life. Not even the Starguild could keep an atrocity of this magnitude quiet, and slowly word of the truth began to circulate throughout the upper levels of the Starcaste. Added to this were the ever-present Dragonstar raids and the resignation of Gralen Hawkland, the Chairman of the Imperial Special Commission on the Seven Worlds; the Starguild was shaken to its core.

When Skyhawk units throughout the Starguild received word of the Alpha massacre they were deeply affected. They had seen the Seven Worlds as a society which represented their commitment to Humanity and honor, and it was now in danger of extinction. Most units decided that their first loyalty was to this dream, and attempted an exodus to the Seven Worlds. Very few of them succeeded, but their attempt signaled a major rift in the Starguild and more and more Starguild units, individuals, and Martial Houses began their own exodus.

It is significant that Gralen Hawkland's defection to the Seven Worlds was due in part to his long association with his personal detachment of Skyhawk bodyguards. In 2185, his guards informed him that they were going to the Seven Worlds. Hawkland watched them go, certain that they would never get off the planet, let alone to the Seven Worlds. He did not raise an alarm and returned to his quarters for a sleepless night. By the end of that week five of the six had been captured, like most who attempted the exodus throughout the Starguild.

Hawkland interceded on the behalf of the captured Skyhawk soldiers, as did many other high born Starcaste; as a result, all captured Skyhawk members were sent to the Imperial detention facilities on Monitor 4 to await sentencing. Monitor was a top security system, and only the Imperium and top officials within the Starguild knew its coordinates. Located far away from the Seven Worlds' area of operation, it was believed to be immune to Dragonstar raids. Gralen Hawkland was one of the people who had access to Monitor's coordinates, and when he defected he delivered those coordinates to the Seven Worlds. His thoughts never left the fate of his guards, and it is clear that had he not been rescued

by the Seven Worlds he would have attempted the rescue of these prisoners himself. As it was, Monitor was raided by Seven Worlds forces led by Gregor, the Black Sword Dragon, and almost all Skyhawk personnel were rescued. They were taken to the Seven Worlds, where most were accepted into the Seven Legions.

At the same time that Skyhawk members throughout the Starguild were attempting to make it to the Seven Worlds, Skyhawk's Headquarters with its small civilian population and Home Fleet began their exodus from Crestus Prime. They were unable to reach the Seven Worlds, but they did survive in the fringes of the Imperium. With the destruction of the Seven Worlds in 2194, Skyhawk remained an independent rebel fleet. Considerable Starguild resources were spent in the years that followed in attempts to bring Skyhawk into line, for it was felt it represented one of the few remaining threats to the Starguild.

### **Skyhawk's Reestablishment**

All efforts to capture the Skyhawk fleet failed. By 2210 the Starguild had given up on its pursuit, and in 2232, after more than two decades of peace, Skyhawk petitioned to be readmitted to the Starguild as a Martial House, and they were accepted. The Starguild's desire for unity due to growing Dragoncrest pressure and fear of a full Dragoncrest invasion was a major factor in their acceptance.

Skyhawk resumed its policy of offering small units for hire. Again they served as bodyguards for non-military and non-political targets. From the time the Seven Worlds began to be reborn in 2223 through the eventual battle with the Starguild, Skyhawk remained neutral. The quick defeat and destruction of the Seven Worlds by Starguild forces in 2294 following the Dragoncrest withdrawal did not shake Skyhawk's position.

Skyhawk's top levels of leadership had decided to fight their war for the ideals of the Seven Worlds within the Starguild; not with guns and fleets, but in the homes of the wealthy and the privileged. Skyhawk's soldiers were specially trained in combat and security, of course, but they also studied the arts, science, and human psychology, and became a blend of warriors and men of peace. Their unique position within the Starguild gave them access to Starguild youth and dependents, many whom responded favorably to Skyhawk's view of Humanity and the universe. In this way, Skyhawk represented a fifth column within the Starguild. They survived in this precarious position from 2232 to 2294 with little problem.

### **Surgical Strike Teams**

As time went on, a split in attitudes developed between the Home Fleet and the Skyhawk units spread throughout the Starguild. Most of Skyhawk's members lived within the Starguild and few had ever even seen the Home Fleet. Their attachment to Skyhawk was one of heritage and loyalty, but most eventually became mixed with Starguild bloodlines from dozens of worlds. The Skyhawk Home Fleet's population had been getting smaller and smaller over the decades, and in the early 2300's only numbered about twenty thousand.

Within the Home Fleet, Skyhawk's culture and independence were maintained, and the original martial focus of Skyhawk was best preserved. While the teachings of AAA were also embraced, the Home Fleet population began to yearn to take a more active role in the development of the Starguild. By 2314, Skyhawk's Home Fleet offered a new type of service to the Starguild, called Surgical Strike Teams.

These teams were quite different from the traditional Skyhawk role and the Starguild was slow to accept them. Many felt that they were a threat to the Starguild, but their performance and record eventually gained them widespread use. By 2324 Skyhawk Strike Teams were considered the best in the Starguild. As usual, Skyhawk retained the option of which jobs to take. They became a relatively independent political force within the Starguild, and corporations with complaints began to call upon Skyhawk as a defender and protector. By 2328, Skyhawk was so prominent that they had developed into a serious threat to the status quo, and the Imperium began to consider taking action.

**"The Government  
says you can't have it.  
We say you can.  
We're Neemis  
Enterprises."**

Popular and long-running ad  
campaign from Neemis Enterprises  
HEAVY METAL

### The Home Fleet's Retreat to Rhand

Fortunately, Skyhawk had anticipated the Imperium's response to their increased power, and had begun to prepare for exodus and possible war. In 2328 they left the Starguild once again, migrating out of known space the same way that Hryken did in 2110. The Starguild sent major forces in pursuit, fearing the creation of another long-term foe like the Seven Worlds. The chase extended far outside the Human space, but ended abruptly in 2333 when Starguild forces heard about the Dragoncrest invasion of the Seven Worlds. Skyhawk was of little concern compared to the disasters that followed and the Imperium lost track of Skyhawk's movements.

The Skyhawk Home Fleet continued its slow journey, arcing around the Starguild towards Rhand. At the same time its military, working with Seven Worlds S-4, began to pick up a number of alien personnel for transport to Rhand. The personnel chosen were very interesting. They included the following: a number of Third and Fourth Tier Dragoncrests and their Human Honor Guards, many of whom were distant relatives of Skyhawk personnel from Alpha in the 2180's; Deck 'lask-tal, a Larden chieftain from the time of the Larden Rebellion; and Chevok, a Slozek Leader from before the Spectral enslavement of his race. Skyhawk transported this cargo to Rhand shortly before the Spectral invasion and left it, as well as its entire civilian population, in what it thought would be one of the most remote and safest places in the Starguild.

Skyhawk's population on Rhand is largely made up of civilians and retired military personnel. They have only a Company of troops, but twenty percent of the population is available to take up arms. This represents retired military personnel, instructors, and so on. Currently they are guarding their alien cargo for the OSS team.

### Game Ideas

Throughout its history, Skyhawk has been very interested in the Seven Worlds, and they have held themselves true to ideals very similar to those cherished by the Players' Swords. Obviously, having the Characters meet up with Skyhawk would be interesting. For once, the Swords would be in a situation where they were not starting from scratch, trying to educate a group about the ideals of the Seven Worlds. On the other hand, due to fears of infiltration by the Imperial Secret Service, the Swords will have to prove themselves to Skyhawk before the defenders of that society will completely accept them. Remember that Skyhawk has everything on the line, and will initially be very wary of opening up to strangers.

Once the Swords are accepted by Skyhawk, they will find themselves with a group of dedicated friends. Skyhawk will be happy to provide food and shelter to the Swords. It may even become an excellent base of operations for the Swords, as long as they do not draw too much heat. Remember that Skyhawk's chief concern is protecting its civilian population and their special guests. They have only a small military force and cannot afford to take any losses. This provides the GM with an excellent opportunity to have the Swords assist Skyhawk by providing reconnaissance and small unit strikes in a situation where the Players will not feel overshadowed by a larger military force.

With time, the alien guests of Skyhawk should prove to be a great asset. They would be very useful in leading their peoples towards the ideals of the Seven Worlds. The Players must be very careful to not introduce them to society prematurely however, since once they are discovered, the Spectrals will make their destruction a top priority.

Skyhawk's history will be much more interesting to the Players if their Characters actually get a chance to contact the renegade mercenaries. To facilitate this the GM can introduce Riley Williams to the Swords. He is a young member of the Starguild who was protected throughout his life by a team of Skyhawk bodyguards led by a team leader named Maxwell Starst. Over the years, Starst's secret tales of Skyhawk and its quest for the Seven Worlds served to entertain his charge. Shortly after the Williams family moved to Rhand for an extended business vacation, the Skyhawk Home Fleet arrived and dropped off their passengers. This created quite a stir, which Riley overheard his father discussing. Shortly afterwards the Apocalypse began. Riley lost contact with his parents and the bulk of the Skyhawk team, who were on the far side of the planet attending a corporate function. Only Starst remained with Riley.

**"It looked like we were all going to freeze to death, but then we voted one guy 'Most Flammable Refugee'."**

Clement Uxmal  
Belden  
Rhand:2349

Stranded on a strange planet in the middle of an alien invasion, Riley and his Skyhawk friend have decided that now is the time for them to perform their own exodus. Instead of traveling to the Seven Worlds, they are going to seek out those closest in spirit to that civilization, the people of Skyhawk. The last they heard, Skyhawk had set up its camp at the south west corner of Aquila, south of the Trident community of Victoria. Where Riley and Starst have started their journey is up the GM; the main consideration is to place them so that they will run into the Characters and to arrange for a link to develop between these NPC's and the Team. The main drive for these two is to reach Victoria, and although they will stay with the Team for a few weeks, they will eventually move on with or without the Characters. If one or more Characters go with them, the GM has the opportunity to take a small group of people on an adventure that will lead them across broad areas of Rhand.

Once they make it to Victoria, they may or may not find Skyhawk. Skyhawk is in the middle of a move to the eastern side of the Inner Sea of Elandia, near Bondsmen Community 48. They are travelling there using a fleet of boats travelling along the northern coast of Aquila. If the Riley and Starst take too long in their journey, they will have to race the fleet to catch up to it as it stops for water along the coast. This would make a challenging Scenario for the Characters if they choose to assist the duo in their quest. It is possible that the Swords have ORCA coordinates within Aquila that will be useful in the chase.

## 5.4

This issue we are highlighting the release of our **Lawnmower Man Virtual Reality Role-Playing Game**. The game allows players to battle Cyberjobe and the Company, a shadowy government organization, in the war to control Virtual Reality.

In this section, we describe a new concept inspired by the ideas in the movie, which is the use of a Psychic Vortex to animate objects so that they can perform actions without the conscious direction of their creator.

### Psychic Animation

In the movie, Jobe's Lawnmower Big Red chases Peter's father through his house. It is possible that Jobe, using his telekinetic powers within his personal Psychic Vortex, was mentally controlling every action of Big Red as it chased, attacked and eventually shredded Peter's father. This action would be similar to when Jobe directed the gas pump hoses to tie up Jake.

A more interesting explanation is that Jobe used a portion of his subconscious to actually animate the Lawnmower so that it could operate without his constant attention. If that is the case, Characters with abilities in the Psychic Vortex would be able to animate objects of their choice as well. They would give the object instructions to follow, and then provide it with sufficient telekinetic abilities to allow it to operate its own mechanisms.

### Local Tasking

There are different levels of difficulty involved in attempts to animate objects. The simplest is when the object is to perform relatively simple actions and make basic decisions within its creator's personal Psychic Vortex. To accomplish this, the Character need only create a mental "program" to instruct the object, and then assign, or task, a certain portion of his consciousness to control the object. While the object carries out its instructions, the Character is free to perform other, unrelated actions, with a slight penalty due to the subconscious distraction resulting from this tasking.

In game terms, the GM should have the Character write out the specific mental instructions that are being given to the object. The easiest method is to use a series of "if / then" statements, such as: "If Peter's father changes position, move directly towards him as fast as possible." While this is being done, the Character should also make a list of what telekinetic abilities are being given to the object. This list can quickly become quite large as each possible movement by the object requires a separate telekinetic ability. For

## LICENSED GAMES

**"The lab boys tell me that somebody chased Parkette through the house with a power lawnmower."**

Lt. Goodwin

**"Well, accidents happen, that's all there is to it."**

Lt. Goodwin

**"Nothing we've been doing is new. We haven't been tapping into new areas of the brain, we've just been awakening the most ancient. This technology is simply a route to powers that conjurers and alchemists used centuries ago. The human race lost that knowledge, and now I'm reclaiming it through Virtual Reality."**

Jobe

example, in the case of Big Red, one ability could allow the Lawnmower to increase or decrease its throttle, while another could control steering. The specific level of detail required is up to the Players and the GM.

Once the mental "program" is written, the GM can make a judgement of its complexity and assign a temporary penalty of one or more Ratings to the Character's Psychic Vortex Skill Rating, for as long as the object remains operating within range of the Character's Psychic Vortex. The Character is free to cancel the tasking whenever he wants, at which point the penalty is immediately cancelled. Since the creator is not directly controlling the animated objects, he is free to animate as many objects as desired. Since the penalties are cumulative, the only limit is the number of Skill Levels available.

#### **Remote Tasking**

An extension of this ability is for the object to be able to operate beyond the range of the Character's personal Psychic Vortex. To do this, the Character is forced to temporarily give up more than just a portion of his consciousness. Part of the Character's identity is also assigned to the object so that it can operate on its own.

To model this, the GM should have the Player detail the Character's mental "program" as above. The difference is that the Character who chooses to animate an object in this fashion also temporarily loses two points of Intelligence, Willpower, Motivation, Leadership and Charisma for each Skill Rating penalized. This sacrifice results from the creator detaching a small portion of his identity and anchoring it to the object within the Psychic Vortex.

The GM can decide to not assign a Difficulty Level to the animation until it has actually been attempted. In this way the Character runs the risk of accidentally lowering a Characteristic to 0. If this happens the Character falls into a coma, from which he will not recover until enough objects complete their missions to raise the Characteristic above 0. As long as the creator is not in a coma, he is free to cancel the tasking at any point.

#### **Creating an Artificial Identity**

If the Character desires, he can strive for even greater levels of animation. When Remote Tasking an object, only enough consciousness and identity is allocated to permit the object to operate its very specific mental "program". If the creator wishes to provide the object with the ability to make limited decisions on its own, a limited form of actual identity must be provided to the object.

In doing so, the Player can now be much more vague in detailing the Character's instructions to the object. For example, simply telling Big Red to "kill Peter's father" would be a sufficient command for an object with an Artificial Identity. This level of sophistication obviously requires a greater sacrifice from the creator. For each level of difficulty, one Rating should be subtracted from the Psychic Vortex Skill Rating, and 3 points from each of the five mental characteristics.

Furthermore, since the object has now been provided with a limited identity of its own, its creator no longer has absolute control over it. It will religiously follow its original instructions, but it will not willingly give up control of itself until these instructions are completed. To cancel the animation before this occurs, the Character must move close enough to the object to include it within his Psychic Vortex range. At this point, he is free to reclaim his allocated identity. Due to the Psychic link between the creator and his animation, he will always know the approximate direction and distance to his creation.

An added risk of a creator providing an object with a significant portion of his identity is that damage to the object may harm his allocated identity. The amount of the permanent penalty is up to the GM, who should base it on the level of the object's damage, as well as whether the identity is being damaged directly through an attack within the Psychic Vortex, or whether it is merely the object it is anchored to that is being damaged.

#### **Self Awareness**

The ultimate form of animation is to provide an object with an identity so sophisticated that it possesses a sense of self awareness. This allows the object to write its own

instructions as it goes. The level of intelligence that the new object possesses is up to its creator. For every two points of the creator's Intelligence, Willpower, Motivation, Leadership and Charisma and each Psychich Vortex Skill Rating temporarily sacrificed, the creation receives one point in its own similar Characteristics. In addition, the creator must give up an additional 0 to 5 points (determined randomly when the item is created) to provide the base on which to build the object's new awareness.

The stakes involved in such a creation are even higher than this might indicate. Once an object has Self Awareness, it is no longer under the control of its creator. While the creator is free to initially provide the object with a short list of basic laws it is supposed to follow, once the new identity is created the Character can no longer directly control it.

For this reason, one of the more important initial instructions is a detailing of the conditions upon which the object will return its identity to its creator. One dilemma is that if the object is permitted to operate for a lengthy amount of time, the impact of its initial instructions will diminish as it develops its own history and refines its own personality and identity. This may lead to a situation where the object develops a strong sense of self preservation and decides to permanently keep its identity.

If the creator attempts to reclaim his identity before the object is ready to voluntarily return it, the object will resist. The resolution of this should be handled as a combat between the creator and his creation within the Psychic Vortex, using the normal Virtual Reality combat rules. A potentially important factor is that the creator can no longer automatically sense the object's location and may have to physically track it down before this struggle can begin. Remember that since the creator has given up much of himself to the object, the struggle to regain his lost identity could be very difficult.

### Personality

When an object is given life, it will necessarily possess a rudimentary personality. This personality is mostly based on the creator's own personality, which is present in the portions of his identity lent to the animation. An interesting factor to consider is the mental state of the creator at the moment of animation. These fleeting emotions are transferred to the animation as well as the creator's usual personality. To the creation, these emotions take on great weight, especially if the creator is in an excited state during the animation. For example, an object created in a fit of rage would adopt a very angry personality.

If the creator's emotions during the animation are in conflict with his general personality, the animation is likely to carry this internal conflict as well. With time, one side or the other will prevail. The determining factor in this struggle is the experiences of the animation during its short life. Like any other intelligent entity, its history will help to mold its personality. The longer the animation is allowed to live, the more distinct its personality will become from its creator's.

**"This technology is meant to expand human communication. But you're not even human anymore. What you've become terrifies me... You're a freak."**

**Angelo**

**5.5**

We really hate to steal a format from someone else, but this just bubbled up to the surface of our collective consciousness, so here it is.

**FROTH ON!**

### Neemis Enterprises' Top Ten Disappointments of the 20th Century

10. Had to wait 14 years for World War I to start.
9. That whole "Give Peace a Chance" thing.
8. Getting that little girl out of the well.
7. The deaths of Generalissimo Franco and the Ayatollah.
6. The Tonight Show was never the same after Johnny retired.
5. Nostradamus was wrong about everything.
4. The Russians didn't push the button when they had the chance.
3. Halley's Comet missed again.
2. Orai didn't get "called home."
1. The Godzilla movies aren't documentaries.

## 5.6

READERS'  
COMMENTS

"Frankly, I liked  
being a fat, happy  
Bondsman."

Big Dirk  
Rhand:2349

Here are some of the questions that we have received since the last LEGionnaire.

*Do you plan on making that Predator RPG?*

Charles Robinson III

LEG: Fair question. In the last issue of LEGionnaire we mentioned that we were eagerly awaiting the release of a Predator 2 RPG, which was true at the time. Quite a bit of time and money had been invested in the project, and the roleplaying game was ready to go to press. Unfortunately, we ran into serious trouble on art and character approvals and were looking at the possibility of another delay of several months getting even a rudimentary version of the product through approvals. Rather than torture ourselves and customers who were going to be waiting for the game, we terminated the project, so to speak. We are very sorry if you were looking forward to it; we wanted to do it more than you realize. Unfortunately, that's the (gigantic) downside of the licensing business.

*Will the production of movie related games result in a further slowdown of lines like your Living Steel?*

*Will more of the Living Steel universe be examined in order to play a Living Steel era game elsewhere than Rhand?*

Ray Yesler

LEG: Would you believe... Yes and Yes? In terms of the production slowdowns, the biggest problem we have is that the demand for our products heads off in several directions (Phoenix Command, PC Mechanized, Living Steel, ALIENS, and so on...) while the core design team and the number of hours in the day don't change. For example, this year we have produced 3 World War II PC Mech products, which has kept the WWI Mech people happy, while the rest of the PC line has been ignored. At the same time, the licensed products are high-profile work that we really can't turn down, from a business standpoint. We know that makes for long waits between products, and the only consolation we can give you is that we are releasing far more products than ever before, and the licensed products are what has given us the ability to do that.

As for the second question, as we mentioned earlier we are bringing out a wide range of games for the Living Steel storyline. We will cover every major time period, and sourcebooks will be produced for the most important groups and Corporations. While the focus of these games will probably be our new Miniatures Combat system (mostly because we can produce combat-based games much faster than RPG's,) they will remain compatible with our existing role-playing rules. The intent is to give you the option of role-playing in any time period on any world, and from moving from world to world (and time to time) as desired. It will take a while, but we have also placed a moratorium on new licenses until we get this new line up and running.

**Concerning the *Phoenix Command Small Arms Combat System*:**

*In what situations are the Bipod, Tripod and Turret Mounted Weapon ALM modifiers on Table 4B of PCCS used? Do the Aim Time Modifiers for machine guns and the like already take these into account, as is implied in Advanced Rules Section 6.4 (Effective Minimum Arc)?*

**Concerning the *Special Weapons Weapon Data Supplement*:**

*Do such skills as Archery, Throwing, and so on substitute for Hand to Hand or Gun Combat skills when figuring ISF, CA, KV, etc.?*

Harvey Chen

LEG: The Bipod, tripod, and turret mods were put in for general information for those who might want to mount their own weapons in such a fashion. All machine guns and the like which we give data for already have these modifiers included, which takes into account the specific mount shown in the illustration.

You may if you wish use the Archery or Throwing Skill Level to find the ISF and CA for those type of actions. We normally use the Combat or Hand to Hand for KV and general CA in combat, but obviously a high level archer should be able to reload and fire his bow based on a CA for his Archery skill even if he has no Combat or H/H skill. The Archery skill would not give him a higher KV or CA for combat however.

5.7

**AND SO FORTH**

Thanks for sticking around. We would promise to release LEGionnaire more often, because we enjoy putting it together, but because of all the work we have to do we probably can't keep the promise, and you are much too smart to believe it anyway.

As for conventions, on Labor Day weekend we will be at both the LA con and Pacificon in San Mateo, as usual. Hope you can make it; be sure to say hello if you do.

### **Contact List**

We are considering putting together a Contact List for people who are looking for other LEG players. If we get a decent number of people who are interested in this, we will include this list in the next issue of LEGionnaire and would make it a regular feature. If you would like to be on this list, drop us a line and be sure to mention which of our products you are most interested in.

### **Next Time**

The focus in the next issue will be the new Living Steel Miniatures Combat System. We will include a good briefing on the game, and a scenario or two to give you the feel for what is going on. Also, a bunch of material on the T2 games, including data for adding Terminators into our other RPG's. For PC... well, we aren't sure yet.

### **Credits**

Brace yourself. This section just keeps getting longer.

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