

DOWNLOAD PDF THE FIRE EAGLES (RENEGADE LEGION INTERCEPTOR)

Chapter 1 : Fire Eagles | TOG ACADEMY: the Renegade Legion Wiki | FANDOM powered by Wikia

The Fire Eagles are a squadron of the 1st Interceptor Wing, the Blood Eagles, commanded by Tiberius Mannius, son of Overlord Mannius of the Terran Overlord Government. Their mission is to hunt down and kill all members of the Renegade Legion, and to terrorize its sympathizers.

Each [RL and CAF] is obliged to follow the orders of the other when necessary, although the Renegade Legions interpret "necessary" much more independently. The Renegade Legions actively recruit on Commonwealth planets, and there is still a flow of trained soldiers coming in from the TOG. Young Commonwealth men and women consider it a great honor to be asked to be a legionnaire. They [Baurfrin] stand about one meter tall, weigh about 60 kilos, and have three pairs of legs extending from the center of their segmented bodies. Baurfrin physical stuff Among the Renegades, the Legions are surface fighting units while the Navy fights in space and within the atmosphere. Aquatic navies, or units used for ship-to-ship actions, are considered special divisions of the branches. Structure of Renegade Forces. About half of the Commonwealth Legions are modeled after the typical Renegade Legion. The rest are a variety of organizational forms representing the different civilizations that have gone into making up the Commonwealth. They are highly mobile, lightly armored and equal in size to Legions. They are manned mostly by humans and Naram-humans. They are heavily armored and highly potent, but rather slow, and smaller than Legions. Units designated "Baurfrin" are modeled after the organization favored by the Baurfrin. Medium armor, medium potency, average speed. They too are smaller than the average Legion. They are smaller than Legions. Units designated "Air Mobile" are basically the same as light infantry units, but they move about the battlefield by air rather than on the ground. Units designated "Armored" or "tank" have the use of weapons vehicles, either ground effect, tracked, or anti-grav, depending on whether they are classified "Light", "Medium" or "heavy". They usually have heavy artillery support. They are usually supported by small infantry units and tanks. They are designated "Mobile" if the weapons are mounted on anti-grav or tracked vehicles or packed into aircraft. The Legions and smaller units of the Royal Marine Corps handle boarding actions between ships. They are also trained to deal with certain types of ground action, such as seizing and holding spaceports. Action by all fighters based on planets are the responsibility of the Royal Aerospace force. Antiterrorist squads, combat engineers, and commando units make up the Special Forces. They also act as reserves, and provide special terrain advisors to Royal Army and Royal Marine Corps units on their planets. It is not known here whether the Planetary Militias are part of the Legion counts provided before or are separate. In this dimension, which lies at right angles to our own, the absolute minimum speed of any particle is the speed of light. When a ship reaches its entry speed for T-space, its drive sends it neither right nor left, up nor down, nor forward nor backward, nor any combination of these normal directions. It instantaneously reaches a velocity above the speed of light in proportion to its speed of entry. The nature and elements of Tachyon space and T-space travel. The minimum speed for entering T-space is 2. Maximum entry speed is. Alternately, it may require special vehicles or technologies or ship designs to take advantage of. And even if it did, it would be hideously more detectable than the speeds given in latter supplements anyhow. To accelerate the ship forward, the I-K Drive uses an anti-gravity compression chamber that super-heats hydrogen and helium atoms to near-relativistic energies before they exit the chamber. Although the effect may have some technobabble elements to it using AG for example This also means that power generation can be estimated if we know mass and accelerations. We do, but the masses given in latter supplements for starships are rather low though for capital ships. In T-space, where stars are black objects radiating streams of Tachyons of all possible colors and speeds, ships could not communicate with other ships or planets, fire their weapons, or maneuver in that alternate reality. The energy necessary was several grades beyond impossible. Though scientists experimented with a number of solutions, the results were disastrous. The engines either dissolved into puddles of molten metal or whole vessels exploded into Tachyon particles. These failures led to

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the discovery of a new inviolable universeal law: More details on T-space, and limitations on T-space travel. To navigate in T-space, a ship must aim precisely towards its destination as it accelerates to entry speed. The further the destination, the longer the distance the ship must travel before entering T-space. To put the ship on a precise enough path required the development of highly precise navigational computers. These computers are rated at the acceleration in Gs at which they can calculate an accurate course. For example, it takes a 5 G navigation computer hours to calculate a course through T-space toward a destination , light years from the entry point. During these hours spent calculating, the ship must be accelerating up to. For a computer rated at 20 G, it would take only 50 hours to navigate a safe course over the same distance of , light years. In a crisis, a captain might choose to override the computer and take his ship directly into T-space before computer calculations are complete. He knows, of course, that he risks becoming permanantly lost in doing so. Like with SW hyperdrive, T-space travel relies on precise coordinates before the jump. What is interesting here is that the existence of "20 G" navigation computers suggests that some ships including T-space capable ones are capable of double digit gee acceelerations. This may be a design consideration or it may be a power allocation one. By game standards, ships tend to operate with power evenly distributed between all major systems - wepaons, engines nd shields , so again in theory accels could be boosted by re--allocating power at the expense of other systems. Tracking ships using T-space travel and its influence on tactics. Because normal matter is slightly out of synchronization with the energies of T-spacec, when the two come into contact, it creates a kind of disharmony, or friction. The phenomenon is known as Shimmer heat, and shows as a brilliant flash of light as T-space vessels reenter normal space. The bodies of the passengers also continue to shimmer slightly upon reentry. Over time, this disharmony results in serious overheating. The time limit that vessels or people can remain in T-space is about 30 days. After that time, Tacyhon Meltdown - and death- occur. First the ship and its passengers melt into a pool of metals and assorted organic smears, and then the whole mass explodes into a shower of Tachyons, with the atoms of the victims converting into base Tachyon energy. To disperse the effects of Shimmer Heat, people and things must spend an equal amount of time in normal space as they have just spent in T-space. Someone who has spent 29 days in T-space, for example, must then spend another 29 days in normal space to totally rid himself of Shimmer heat. Explanation of and reasons for the necessity of "bleeding off" the shimmer heat accumulated in T-space. The basic principle behind the P-comm system is relatively simple. When an electromagnetic wave is passed through a wave grate generator, polarization occurs. Those portions of the electromagnetic wave not lined up with the wave grate being generated are filtered out. If two waves grates wer eoperating with their wave directions at right angles to one another, they would effectively block the electromagnetic wave from passing beyond the second wave grate. What no one understood was what happened to the energy present in the thwarted wave. It remained a mystery until the scientists of Delta Alphecca passed a Tachyon detector behind two workign wave grates and discovered that an extremely energetic system wave of Tacyhons was being emitted. The beauty of the P-comm system is its simple technology. Indeed, it is so simple that almost anyone can construct a P-comm system to listen in to what the galaxy is saying. THE P-comm system also compacts easily into a group of circuit tubes, and so is suitable for use by even the smalest ship. The evolution and principles behind P-comms. Its also a relatively well understood, developed and diverse technology like SW subspace, only far more so, given how utterly compact it can be. A ship cannot transmit or receive using a P-comm while traveling in T-spacee, which could be inconvenient.

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Chapter 2 : [TMP] "Ex-FASA Renegade Legion games - who has the IP now?" Topic

The Fire Eagles is an expansion for the Renegade Legion Interceptor game published by FASA. It describes some of the deadly space battles in which the Fire Eagles have taken part. Included are dossiers on the members of the Fire Eagles, with briefing on their personalities, skills and personal backgrounds.

Attack Vector pilots must actually invest in some seat belts and airbags, as their game manages to replicate High School Physics in this respect. But any old tank can do that. No, the really important bit is that your traction is zero. Mathematically, it would be easiest to calculate a degree turn because the vectors would be orthogonal. Twist and Shout Or rather turn and burn. At the start of the test, the ship begins to apply thrust in the direction its nose is pointing, and continues this for some time. The following picture shows the position of the ship at the end of each turn. Results Well, Interceptor is clearly in a class of its own. Which, incidentally, is pretty much what Babylon 5 space combat actually looks like. Another interesting thing is what happens to Attack Vector. After spending many painful moments plotting drifts and calculating vector changes, the hex grid granularity actually pries the Attack Vector apart from the real one. Full Thrust actually handles pretty well. The velocity vector is correct, but the faulty displacement handling makes the turn tighter than it should be. Finally, it should be noted that all of the tested rules exaggerate the turning ability. Pure coincidence or cutting corners to improve playability? Unfortunately, for Attack Vector it would mean a boatload of tedious counting of hexes. The extended numbers can be downloaded as an Excel sheet. Turning and Acceleration "Hey, you said three tests! Let me explain why there is no fourth test. The logical progression here would be to apply thrust and turning the same time. But solving these cases would require differential equations, which I believe is slightly out of the realm of High School Physics. I loved these games. The thing that made them fun was that they were based on a simple Newtonian movement model. Goes to show all vectors are not created equal, though. They demonstrate the basic principles so clearly and intuitively. Lunar Lander In Lunar Lander, your job is to apply thrust gently to ease the lunar module down without making a new crater in the pock-marked lunar surface. Then why is your lunar module going up instead of down? You apply thrust until you see the module slowing down to a crawl. But the problem is that your perception of speed is based on the distance you saw the module travel on screen. As we saw earlier, the distance traveled under constant acceleration does not match the change in velocity. So, when you apply enough thrust to cancel out the accumulated downward velocity, you are actually turning the velocity vector degrees, to straight up! The gravity is actually the only thing that saves your bacon from being flung to outer space. Asteroids Spin to correct heading, apply correct thrust, repeat. While not Pac-Man, Asteroids was a raving success. And no small wonder, the game is a blast. Why is it fun, even more fun than Lunar Lander? Because you never have enough time to do things neatly. The ship turns so painfully slowly when an asteroid is zooming in on you. There is a very good game design reason the teleport button kills your inertia too. Asteroids shows you in very clear terms how hard it is to change your course in space and what sheer madness turning and thrusting at the same time results in. If the game claims realism, these are the benchmarks I measure it against. And, for the most part, they fail to do even what a simple computer game from early eighties did, nevermind even skimming the more advanced stuff. Conclusion The results are pretty clear. Attack Vector is the only game of the three presented here that has any claim to presenting realistic space movement. Does that mean I like it? It is far too complex for my current tastes. I gave up phased movement with Car Fleet Battles. However, when something is touted as realistic and I can poke holes in using only my vague recollection of High School Physics, I feel my intelligence has been insulted. These systems are not realistic, so the question turns to are they fun. In my humble opinion, they do not bring anything to the games besides additional complexity. If you really want realism, go with something like Attack Vector. If you just want to play, use the Hollywood movement systems. Incidentally, the new Car Wars is much simpler than what I used to play.

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Chapter 3 : Renegade Legion - Wikipedia

The Fire Eagles is a scenario pack for Renegade Legion blog.quintoapp.com describes some of the deadly deep-space battles in which the Fire Eagles have taken part in Shannadam County, the most hotly contested area of space in the current TOG/Renegade war.

Grav vehicles[edit] One of the most common technologies of the setting are anti-gravity devices that allow planetary vehicles, starfighters, and other machines to fly. The largest vehicles are corvette class starships used as scouts, couriers, and landing craft. Gravity control is even used for nuclear devices in the form of a device known as a HELL bomb. The bomb instantaneously increases the local gravity to such an extent that nearby matter undergoes nuclear fusion and explodes. Because of the use of Grav vehicles, roads are not nearly as important to armies of the Renegade Legion setting. Rivers often become major routes of travel as they are clear of obstructions. Tank battles can also occur far out at sea, as grav tanks fly above the surface of the ocean, popping up from the troughs of large waves and exchanging fire with the enemy forces. However, the altitude limit of anti-gravity is usually several hundred feet, and the top speed is miles per hour at that altitude. Flying a few feet above the ground is safer as grav vehicles are vulnerable to hits from below, and this also slows their top speed as they avoid crashing into terrain. The visual art style of Renegade legion most often depicts grav vehicles as having a box shaped hull with two downward sloping prong bow section with upturned tips. Frequently a large cannon is fitted into the hull between the bow prongs, as well as a turret with secondary weapons on top of the box hull. Laser Weapons[edit] Another common weapon, but best known in the Renegade Legion setting for being a source of misery. The crystals used to make the lasers are mined on various planets, but the crystals are toxic and mining them is used as a form of punishment for slaves. Gauss Weapons[edit] Military forces in the Renegade Legion setting make extensive use of electromagnetic projectile weapons, variously referred to as "mass drivers" or "gauss cannons". These weapons range in size from infantry small arms to the main armament of starships. Military forces in the Renegade Legion setting also commonly use guided missiles of various types. High Energy Weapons Plasma, Particle, etc. Weapons of Mass Destruction[edit] Various weapons of mass destruction also exist including the THOR satellite system orbital kinetic-bombardment and the HELL bomb, which instantaneously increases the local gravity to such an extent that nearby matter undergoes nuclear fusion and explodes. HELL bombs are similar to 20th century nuclear weapons. Artillery, Ortilery and Other Weapons[edit] Ground combat in the Renegade Legion setting has a number of types of long-range fire support, including both indirect-fire artillery munitions and orbital kinetic-bombardment weapons referred to as Thor satellites. T-space[edit] Faster than light travel FTL is possible in Renegade legion by spaceships that enter Tachyon-space, also known as T-space. T-Space travel requires a ship to accelerate under computer control along a precise flight path before activating the T-space drive. Once inside T-space the ship cannot turn in any direction as T-space does not follow the normal laws of physics. In addition the energies involved will build up within the solid matter of the ship and crews, requiring no more than a month of travel in T-space before becoming dangerous. An equal amount of time must be spent in the real space to dissipate the energy, known as Shimmer Heat, so named for the visual shimmering effect crews can see when entering and leaving T-space. The ships of the Leviathan board game feature large fins on their hulls, and these are used to dissipate Shimmer Heat. Exceeding the recommended maximum of one month in T-space will result in the over-charged solid mater exploding. The range is limited, but it is possible to communicate with nearby star systems. The devices are small enough to fit onto small spaceships. However, the P-comm cannot be used while actually traveling in T-space. Only the TOG possesses this technology, which requires huge surface or orbital facilities. It can also be mounted on large, specialized starships. The arrays are large space stations and can transmit and receive over far greater distances than the P-comm devices, even across the entire Milky Way galaxy. However, they are quite large and must operate by line of sight to other known relay stations and cannot be fitted into starships. Shields[edit] Most military

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vehicles, ships, and fighters are equipped with invisible energy shields. They deflect incoming attacks, though their protection is based on their flicker rate. Shields cannot run continuously, so instead they cycle on and off many times a second. A fixed percentage of attacks are rendered harmless due to their flicker rates, and higher quality shields have a better ratio of on-cycles to off-cycles when compared to low quality shields. However, shields have limitations beyond this. Lasers, missiles, and infantry weapons are potentially stopped by shields, or hit with full impact depending if the shield was on or off at the moment of impact. Shields are also directional. A ship or tank can have very powerful shields in one direction, but weak or even no shields in another direction. Grav vehicles usually have weak shield below them to save weight, and simply fly very close to the ground to avoid being hit in this weak spot. Role-playing Game[edit] Legionnaire was the name of the role-playing game set in the Renegade Legion universe. While designed primarily as a stand-alone game, it could be integrated into the board games in the series, with stat conversions and guidelines for players who wished to do so. Video games[edit] In addition to the board games and the role-playing game, two computer games set in this universe were published by Strategic Simulations, Inc. Interceptor was a straight translation of the turned-based board game of the same name, and allowed two players to fight each other with a squadron of starfighters. The Interceptor computer game also contained a ship creation generator, providing players the ability to produce custom ships. The second game was called Renegade: This game deviated from the Interceptor game system by becoming a space dogfighting simulator, very similar to Wing Commander. A sequel to this game, titled Renegade II: Still, none of this is enough to keep Renegade 2 from being anything but a mediocre game at best.

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Chapter 4 : Storm Eagle | Warhammer 40k | FANDOM powered by Wikia

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Death generally transfers rights to heirs, who may be very difficult to locate. Everybody sues everybody else. PST Not to be snarky, but I have an idea. I would be willing to bet you a fair amount of money that if someone, anyone, was to take the name Renegade Legion and make a PDF supplement sell it online and wait. If anyone out there actually still lays claim to the IP they will pipe up. PM if really interested. PST 28mmMan has the right of it, though i agree the technique might stink. Sorry, I loved the flow chart idea for damage. For our group, that was half the fun of the game -- especially on the rare occasion you had some lucky sod just shot full of holes surrounded by exploding systems like he was on the bridge of the Enterprise, and yet still in the game. PST Sorry, I loved the flow chart idea for damage. Myself, I thought it was fairly clever, and no slower than the "shaped template" damage system Centurion and Crimson Skies used " which I also liked, for the record. At the time it seemed like a good idea and I DID need both the money and the space , but even if I never got the chance to play them again, it would be sweet to still have them. I did keep Prefect. Seriously -- short of reissuing and, I assume, updating all the various titles, what would you do with this property? It seems, especially with the recent explosion in starship fleet games, a miniature version of Leviathan would be a given as long as the utterly broken missile rules are fixed , and both sci-fi skirmish and large unit action have never gone out of style. However, would that be enough to justify a relaunch? Tried emailing him to ask who but I got a bounce the first couple of times. As for wider interest, I did stumble across an RL yahoo group awhile back that was trying utilize the new 3-D printers in creating a line of Leviathan ships for their own use. But putting my own excitement aside, and having worked in the game industry at different times, I have to ask. FASA got out of the game business for a reason. The last decade is filled with the debris of many space combat titles including several versions of B5. A new Renegade Legion might make it as a very narrow boutique line, especially with direct internet sales what do you call the long tail stuff now, "superniche"? Maybe that will be enough to keep both of us, and a small group of fans happy. Or, everyone just waits for the fire sale to pick up some nice minis cheap. The Ravenstar announcement-of-sorts was over here:

Chapter 5 : renegade legion | eBay

The Fire Eagles is a scenario pack supplement for the Renegade Legion Interceptor game, published by FASA in It describes some of the deadly space battles in which the Fire Eagles have taken part.

Chapter 6 : Renegade Legion: Interceptor () DOS review - MobyGames

The fire Eagles is an expansion for the Renegade Legion Interceptor game published by Fasa in It describes some of the deadly space battles in which the fire It describes some of the deadly space battles in which the fire.

Chapter 7 : Renegade Legion: Interceptor analysis thread - blog.quintoapp.com BBS

Interceptor was the first game of the Renegade Legion series, and was based on single- or two-crewmember starfighter combat. A second Edition of the game was announced but not published. A second Edition of the game was announced but not published.

Chapter 8 : Renegade Legion: Interceptor " The Fire Eagles | Board Game | BoardGameGeek

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Here is what I have for sale; feel free to ask for a more precise list, pictures and prices: Interceptor miniatures # of blisters: Spiculum (2 ea with stands) 1 Verutum (2 ea with stands) 1 Cheetah (2 ea with stands) 2 Guardian (2 ea with stands) 1 Fluttering Petal (1).

Chapter 9 : Delta Vector: Renegade Legion: Interceptor

How do series work? To create a series or add a work to it, go to a "work" page. The "Common Knowledge" section now includes a "Series" field. Enter the name of the series to add the book to it.