

RENEGADE LEGION™

CENTURION™



BETA 1.0

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I want to thank Josh, for having a brilliant idea and making a lifelong dream come true for me and to Jena, for accepting that I am now her Brother Wife. To Andrea and Harry for embracing this mad passion of mine and supporting me. To Dale, Jordan and John, you have all been amazing in the way you have embraced what we are doing, and working with you has been absolutely wonderful.

–Matt

I would like to thank everyone who made this product possible and hope that gamers enjoy the new sandbox they get to play in.

–Josh



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RENEGADES

In the 75th Century, the galaxy is at war.

The TOG (or Terran Empire) is a galaxy-spanning nation that rules almost half of the known Milky Way. Rising from a period of bloody internal strife and savage conflicts with alien species, the TOG is dedicated to the protection of humanity and human culture in a danger-filled galaxy. But in the centuries since its formation, the Empire's protection of humanity has transformed into a policy of galactic domination and the forced assimilation of state-sanctioned human culture for any world within its vast borders. The Empire believes that only once all of the galaxy is under its control will the human race truly be safe.

Opposing the TOG is the Union: a coalition of free human and alien nations, and the refugee alien species whose homelands have already been absorbed by the Empire. Together, the Union has managed to survive and even prosper in the face of continuous war and systemic losses against the TOG.

The weapon of choice for these alien worlds and alien battlefields—for TOG and Union armies alike—is the Grav Tank: swift anti-gravity armored vehicles protected by advanced armor and energy shields and outfitted with incredible weapons. These hovering weapons of mass destruction can unleash enough firepower to level entire cities.

However, as the armies of the TOG and Union once again clash in battle, the Empire's great invasion grinds to a halt and the front lines find themselves locked in a bloody standstill. Unaccustomed to either stalemate or failure, distention and fear grips the upper echelons of TOG Power, but it's the Empire's Legionnaires that are the ones suffering.

The galaxy stands on edge. And soon events will be set into motion that will tip the scales of war and whole worlds ablaze in the fires of war once more.

The Renegade Legions are at hand.



CENTURION

Welcome to the game of Centurion, the tactical combat game of Grav Tanks and Infantry set in the Renegade Legion Universe, where you lead formations of Grav Tanks, Jump Infantry, and other combat elements on the battlefields of the 75th Century.

These game rules components are all you will need to jump straight into the action of the wars between the galaxy spanning empire of the TOG, and the Renegade Legions themselves who, along with the Union, stand as the last bastion against the ever growing might of the Terran Empire.

Centurion is the first game in the reimagined Renegade Legion Universe and is designed to seamlessly integrate with

the Interceptor, Leviathan, Xenovita, and Legatus games through the Renegade Integrated Gaming System (RIGS).

RIGS allows players to use miniatures, cards, and other game parts interchangeably between releases, giving them the ability to to stage huge campaigns, or add levels of detail to each game that would not be possible with standalone releases. RIGS is also focused on supporting players in creating endless replayability via the card systems used to support game play. No mission will ever play the same and players are able to investigate the myriad tactical and operational possibilities of the 75th Century battlefield.

GLOSSARY OF TERMS

d#	"d" means die, or dice, and then the die to use is indicated by a number. For example, 2d6 means two, six-sided dice.
draw	Draw a card/s from a deck
expended	When playing a card, expending it means to use it and then return it to the deck; the card cannot be used again.
exhausted	When playing a card, exhausting it means to use it by turning it over. The card cannot be used for the rest of the Phase.
FPV	Force Point Value. The relative value of a unit or card.
LOS	Line-of-Sight, the line from one miniature to its target.
MV	Movement Value, this is expressed in inches ("). On the tabletop, MV is equivalent to 1", or 25mm, or 2 hexes if using hex maps. In universe, 1 MV is equal to 100 meters.
phase	Turns are broken into phases, including Initiative, Action, and End Phases
Renegade Legions	Former TOG Legions that now fight against the Terran Empire
round	Action Phases are broken into Action Rounds
TOG	Terran Empire
token	A counter used to denote game actions, results and events
turn	Each game consists of series of turns
Union	Union of Free Allied States, also known the 3rd Union.
unit	A single piece on the tabletop, consisting of a miniature, which has associated cards and sometimes tokens.

GAME PIECES

This is the Beta rulebook for Centurion; the following items are those that will potentially be included in the Centurion Introductory Box, allowing players to fight land battles in the 75th century.

DICE

CONTROL DICE

The Control Dice are two six-sided (d6) and two twelve-sided (d12) dice, with their values represented by chevrons [↖].

ACCURACY DICE

The ten Accuracy dice are used to determine if you are able to hit the target you are aiming at. These twelve-side dice (d12) have pips featuring double target lock (major success) [⊕⊕], target lock (success) [⊕], and [] blank (fail) faces.

PENETRATION DICE

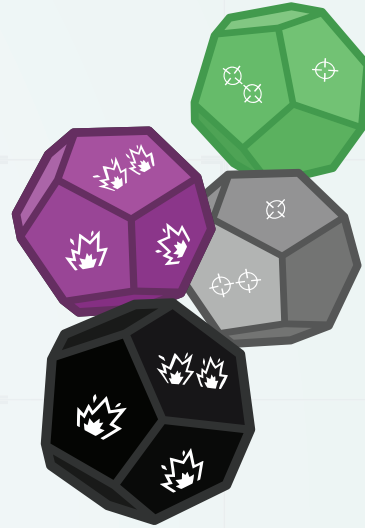
The ten Penetration dice are used to determine if you are able to penetrate a target that you have hit. These twelve-side dice (d12) have pips featuring double explosion (major success) [💣💣], explosion (success) [💣], and [] blank (fail) faces.

DICE COLORS

The Accuracy and Penetration dice in Centurion are modified d12s, with each color having a different chance of success.

For players who may have difficulty with colored dice, the table below also provides a conversion chart for using regular d12.

Centurion dice rank from least chance to most chance according to the dice color conversion table below.



DICE COLOR CONVERSION TABLE

COLOR	LEVEL	SUCCESS	MAJOR SUCCESS	FAIL
Black	10	1-8	9-11	12
Purple	9	1-8	9-10	11-12
Blue	8	1-7	8-9	10-12
Green	7	1-6	7-8	9-12
Yellow	6	1-6	7	8-12
Orange	5	1-5	6	7-12
Red	4	1-4	5	6-12
Grey	3	1-3	4	5-12
White	2	1-2	3	4-12
Clear	1	1	2	3-12

MINIATURES // // // //

COMBAT UNIT MINIATURES

The Centurion Box Set will come with the following miniatures (or comparable), which allow players to fight small actions with armored, mechanized and command elements. Each force consists of:

- 1 Heavy Grav Tank.
- 6 Main Battle Grav Tanks.
- 2 Medium Grav Tanks.
- 2 Light Grav Tanks.
- 1 Command Grav Tank.
- 4 Armored Infantry Transports (AITs), and
- 4 Infantry squads.

The base of each miniature also has slots that allow players to attach tokens to the miniature.

Each miniature has three altitude settings: ground, 1 and 2. By pulling or pushing down, a miniature can be moved up and down altitude levels.



THE GRAV DRIVE

The most important advance in ground propulsion was the development of the antigravity drive – or Grav Drive – in 2398. For military purposes, Grav Drive vehicles serve the same functions as main battle tanks, troop transports, and all the other functions of armored warfare. Via complex computer controls, Grav Drives both provide lift and thrust, enabling grav vehicles to move independent of the underlying terrain. The military immediately saw the value of this technology and began to build what has become the modern Grav Tank.

Grav Tanks, however, have some disadvantages stemming from their advanced technology. First, they cannot operate farther than 10 kilometers from the surface of a Terra-like planet, and they are not combat capable above 150 meters due to the power requirements of staying aloft. Additionally, Grav Drives do not negate a vehicle's inertia, and what little friction exists is only due to the density of the surrounding atmosphere. With no way to natively decrease inertia, a Grav vehicle much make much wider turns than a traditional ground vehicle, using fins and small wings to manipulate the field to turn. The faster a Grav Tank travels, the wider it turns.

However, despite these disadvantages, the Grav Tank has changed the nature of ground combat. Its speed allows a Grav-equipped formation to travel between destinations rapidly, giving them the ability to attack or defend large swathes of territory. The firepower available to a Grav Tank force is enough to defeat almost any army, with the possible exception of another Grav Tank-equipped force.

CARDS

Cards are utilized in Centurion to detail overall mission parameters, special unit and commander abilities, major actions, and the chaos of battle. Additional cards are used in General and Detailed Play.

UNIT CARDS

Unit Cards represent the tactical combat abilities of individual miniatures such as movement, weapons, and armor. Each unit on the table has a unit card. One side has information for Rapid Play, the other side for General and Detailed Play. (Only the Rapid Play side is utilized in a Rapid Play game.)

MARTEL HEAVY TANK

	Union
2	tech
31	FPV
6"	movement
1	free turns

weapon & notes	PB		CL		ME		LO		EX		D
	A	P	A	P	A	P	A	P	A	P	
magnetic-pulse accelerator 20 <i>turret mounted</i>			3	6	3	6	2	6			4
ammo 20 plasma charges											
ammo 20 plasma charges											
AMF AISS <i>hull mounted</i>	5	4									2
5mm laser-particle lance <i>coaxial turret mount</i>			6	9	6	8					2

RAPID PLAY

- technology level
- force point value
- movement information
- range bracket
- accuracy & penetration die used in bracket
- damage value

MISSION CARDS

Mission Cards set the overall objective for the battle. i.e. an Ambush card would outline the parameters for the defender setting the ambush. Only 1 Mission Card is used per game.

ENGAGE & DESTROY

ATTACKER ROLE ████████████████████
destroy the enemy force

DEFENDER ROLE ████████████████████
destroy the enemy force

FPV RATIO [A:D] ████████████████████
1:1

MISSION NOTES ████████████████████
Both sides must inflict maximum damage on the opposition before their morale is broken.
Each destroyed unit is worth its FPV.

- mission basics
- attacker to defender force point value ratio
- mission parameters and victory conditions

TOKENS

Tokens are used in Centurion to denote certain battlefield effects and actions, as well as assist in identifying units on the field. Additional tokens are used in General and Detailed Play.



POINT OF INTEREST TOKENS

Point of Interest Tokens are used to indicate mission objectives and some events on the table top.



NUMBERED TOKENS

The two sets of Numbered Tokens allow player to track which card relates to what miniature on the table. Place the numbered token on a Unit Card and attach the corresponding Numbered Token to which the Miniature the Unit Card relates.



CRIPPLED/DESTROYED TOKENS

Crippled / Destroyed Tokens are used to indicate units that have been crippled or destroyed in combat. One side of the token is for crippled units, the other for destroyed units.



OUT-OF-CONTROL TOKENS

Point When a Grav unit has failed a control roll when Maxis Out, an Out of Control Token is attached to the unit.

PLAYING THE GAME

These rules are all a new player will need to play Centurion on their tabletop. The Rapid Play rules are designed to introduce players to the fastest play rules of the Centurion system. As players gain familiarity, they can then add additional detail if all players agree. There are three primary rule levels: Rapid, General and Detailed.

Please Note: Rule levels in Centurion are designed to be built one upon the next. For instance, you cannot play the General Play Rules without first understanding the Rapid Play Rules.

General Play and Detailed Play also introduce elements that are not present in the preceding levels.

All cards in the game are designed to be used at all three levels, however, for the Rapid Play and General Play, some elements of Cards, and some Cards and Tokens, are not used at all, or used in a simplified manner.

RULE LEVELS

The Renegade Integrated Gaming System (RIGS) is designed to allow players to play the way they want to, either with large numbers of miniatures in a rapid fashion or with fewer miniatures in an immersive experience. These rules are designed for fun, so if a player wants lots of miniatures and Detailed Play, there is nothing stopping them.

For players who want to take parts of each type of play and mix them up, then that's great too, as it's your game, and you play it the way that makes you happy. These rules are not designed to limit your imagination; they are a tool to help you experience the Renegade Legion Universe in the ways that you most enjoy.

RAPID PLAY RULES

Fast and easy to play, Rapid Play gets you right into the Renegade Legion Universe. Put a company down on each side and be done in an hour of pop-goes-the-Grav-Tank fun. These rules are ideal for the new or younger player, for those with limited time to play, or who wish to play with large numbers of miniatures.

The following rule levels will be available in future Beta releases; here's a quick overview of what to expect:

GENERAL PLAY RULES

The General Play Rules add some complexity, though remaining quick and easy to play, allowing players to explore greater depth in gameplay with more flexibility in their forces. It is recommended players be comfortable using the Rapid Play Rules before adding General Play Rules to their game.

DETAILED PLAY RULES

The Detailed Play Rules take the tabletop game to the in universe "real" of the fiction and sourcebooks of the Renegade Legion Universe. The added depth of the Detailed Play Rules maximizes the options available to players and demonstrates the full capabilities of the forces under their command. The Detailed Play Rules are also those used for some aspects of Tournament Play. It is recommended players be comfortable using the Introductory and General Play Rules before adding Detailed Play Rules to their game.

CAMPAIGN RULES

These optional rules will be part of later Renegade Legion releases and will allow players to fully immerse themselves in the wider Renegade Legion Universe via increased detail and customization of units. Campaign Rules are not generally used for Tournament Play.

RULE LEVEL OVERVIEW

level	speed of play	# of miniatures*	complexity
1	very fast	20-40 per side	very easy
2	fast	10-20 per side	easy
3	moderate	6-12 per side	moderate

*per two-hour game

GAME SETUP

GAME TYPES

PICKUP GAMES

For Pickup Games, players balance force strengths through equal Force Point Values (FPVs) and agree on a playing area. These are straight up battles with limited nuance, which allow players to start games quickly.

FPV's are the total point values of each side, that players agree to before a game. A 300 FPV game would involve a company of troops, with commanders and several Major Actions available.

FPVs are determined by adding together the FPV's of all the Unit, Commander, Formation and Major Action Cards selected.

Example: Both players agree to a 50 FPV game using the General Play Rules. Both players would choose up to fifty points of Unit, Commander and Formation Cards using the point value on each card.

CHALLENGE GAMES

Players agree upon or draw a Mission, agree on a playing area, and then build and deploy forces as determined by the Mission Card.

SCENARIOS

Players use the Mission Card dictated by the Scenario, or the unique Scenario Mission, and use the playing area, forces and deployment locations as dictated by the Scenario.

MAPS & THE TABLETOP

Centurion is designed for hexless tabletop gaming using 1" as the basic unit of measurement; however, this does not mean that the game must be played on hexless boards or tabletops. Players can use hex maps or terrain with hexes and simply convert distances using the table below:

DISTANCE CONVERSION

measurement used	measurement value (MV)
inch	1"
mm	25mm
hex	2 hexes
in-universe	100 meters

TYPE OF FORCES

There are several unit types in Centurion and the following explanations will provide new players with a basic introduction to each type.

GRAV UNITS

The main combat element of the armies of the Renegade Legion Universe, Grav Units come in several types: Light, Medium, Main Battle, and Heavy. Based on these general categories, other sub-types of Grav units like Tanks, AITs, Cavalry Tanks and others are available to players.

GRAV TANKS

Grav Tanks combine a main gun and automated Anti-Infantry Suppression Suites (AISS) as their standard weaponry. At times, Grav Tanks also carry secondary anti-tank or anti-air missile systems, and advanced weapons batteries. These weapon suites are combined with powerful armor, sophisticated shields and powerful engines/Grav Generator combinations to make a mobile, survivable, and powerful battlefield vehicle.

ARMORED INFANTRY TRANSPORTS

Lightly armed and armored compared to main battle tanks, the AITs support the Grav Tanks by carrying and supporting Jump and Heavy Infantry Troopers.

HEAVY INFANTRY TROOPERS

The infantry of the 75th Century are protected by advanced battle armor and carry rapid fire, high energy weapons, or Anti-Tank Weapons. Platoons are transported into the thick of the action by AITs. HITs are not jump capable, though they make up for their lack of mobility through extra firepower and armor. At close range, even heavy tanks fear HITs.

JUMP INFANTRY TROOPERS

JITs trade away firepower and armor for speed and flexibility, bounding across the battlefield in ways heavy infantry cannot.

TAKING THE JUMP

Jump Infantry Troopers, JITs in the slang of the Empire, have shorter life expectancies than even light Interceptor pilots. Surviving your twenty-five with all of your original limbs and digits via the infantry is no small accomplishment. Nevertheless, the Jump Infantry are the heart of the Legions and without them the Sovereign would be powerless.

Amongst tank crews, being swarmed at close range by JITs is something to be avoided. At close range, the JITs are deadly and can overwhelm even heavy tanks rapidly, either disabling or destroying the tank, and often its crew.

Tankers from the Seridian Free State in the armies of the Union call these attacks "Getting the JITers". The Seridian Army is notable only for its inherent chaos and poor leadership, brought on by democracy and individual freedoms run amok. Getting the JITers from a platoon of TOG infantry is usually a death sentence for Seridian Tankers. Seridian tanks rarely leave the open field when facing experienced TOG units and never pursue them into the warrens of cities, where JITs are at their most dangerous.



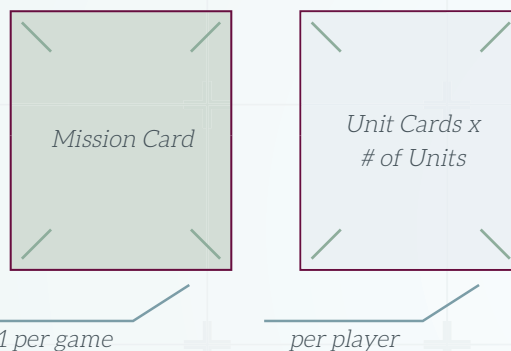
CARDS & FORCES

CHOOSING CARDS & FORCES

Choosing Cards and Forces is conducted prior to placing forces on the map and should be done in the following order:

1. Draw a Mission Card, unless the Mission Card is dictated when playing a Scenario or superseded by Scenario Mission Parameters.
 - The card is placed face up where all players can see and review it.
 - Ignore for Pickup Games.
2. Each player selects cards from the following categories, up to the number of FPV for the game:
 - Unit Cards - One (1) for each Unit deployed
3. Players gather the miniatures and tokens that correspond to their Unit Cards and Rules Level.

Example: Rapid Play Game



PLACING FORCES

To place forces:

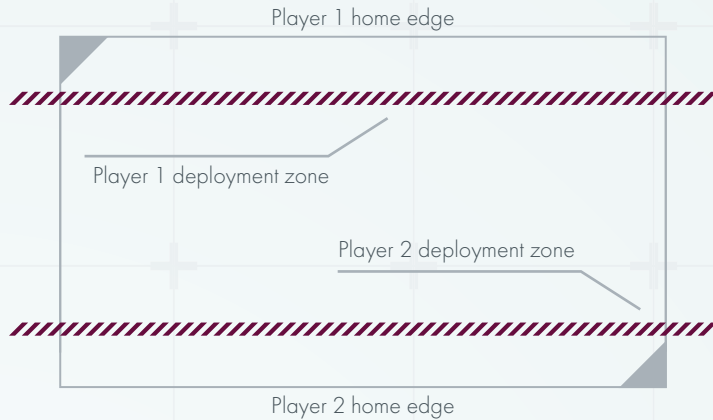
1. Follow the scenario or mission instructions to place units.
2. If no instructions are provided, the player with the most units places 4 units on their edge of the map within 8 inches of their home edge, followed by the other player.
3. This continues until all forces are placed.
4. If the number of Units is equal, roll 2d6 and the player with the highest total places their forces first.

For fast games with quick engagements a 4-foot x 4-foot table is recommended, while a 6-foot x 6-foot table provides time to maneuver prior to fighting. (These are merely suggested sizes; use whatever table size you have access to that works for you; remember, the aim is to have fun!)

Large 8-foot x 8-foot tables make for longer pre-battle movements and it is recommended that on large tables, players pre-plan their movements on paper, and all movements are made simultaneously until enemy contact is imminent. This speeds up play considerably.

TABLE SETUP

Place cards, tokens, and undeployed units on the home edge of the playing area.



PLATOONS & CENTURIA

Each military in the Renegade Legion Universe has its own way of organizing its forces. However, some general similarities apply and are used within the rules as follows:

FORCE DESIGNATIONS

formation	contains	miniatures
Unit	1 Grav Tank or Infantry Squad	1
Platoon / Centuria	2-5 Units	2-5
Company / Maniple	2-6 Platoons / Centuria	4-30
Battalion / Manus	2-5 Companies / Maniples	8-150

GAME PHASES

The game is broken into Turns, which last for 20 seconds in game time, and consist of a series of Phases. Phases are followed in a set sequence as detailed below. For each turn:

1. Command Initiative Phase
2. Action Phase (with alternating Action Rounds)
3. End Phase

COMMAND INITIATIVE PHASE

Initiative guides the order of actions for the round and involves a dice roll to determine order of play.

ACTION PHASE

Players take turns, based on the Command Initiative Phase, in moving Units and then firing, or firing then moving Units. The Action Phase is broken down into Action Rounds as each player moves 1 or more Units and fires at a target.

END PHASE

Exhausted cards are returned to play, effects that end that round are removed from the board and collection of tokens, such as Command Chevrons, is made.

COMMAND INITIATIVE

Initiative is determined by a 2d6 Command Dice roll. The player with the highest score can choose to move/fire first or second. If both players roll the same result, roll again.

ACTION

CHOOSE UNITS & ORDER OF ACTION

Players move/shoot with the number of units determined by the scale of the game, with the Action Phase broke into alternating Action Rounds between the players.

Each player undertakes a series of alternating Action Rounds during the Action Phase, using the number of Units outlined in the table below. Players move/fire until all of their Units have moved and fired or been destroyed/disabled or retreated.

ACTION ROUNDS

total forces in game	# units in each Action Round
1 – 20 Units on each side	1
21 – 60 Units on each side	4
61+ Units on each side	12

MOVING

Players move their Unit/s based on the Movement Value (MV), which is expressed in the inches (") value on the Unit Card. Units can move, or change facing, up to the total of their MPs converted into inches on the tabletop.

Measurements for movement are made from the center of the front face of a miniature's base.

BASIC MOVEMENT VALUE (MV) COSTS

movement type	MV cost
moving forward or reverse	1
turning up to 60°	1

FREE TURN VALUE

Due to the lack of friction experienced by Grav Units, they are able to maneuver very easily. Under the MV value on the Unit Card is the Free Turn (FT) value. This is the number of facing changes a Unit can make without using any MV up.

MOVING INFANTRY

When moving infantry, they can be moved on foot or by

jumping and use different Movement Point values to reflect this as shown on their Unit Card. These are the W/R/J values and stand for Walk, Run and Jump.

DEPLOYING INFANTRY FROM TRANSPORTS

Infantry that are mounted in an AIT need to dismount before they can engage in combat.

Jump Infantry mounted in AITs without a Jump Infantry Deployment System (JIDS) and all Heavy Infantry must spend 1 MV to dismount the AIT and when doing so exit the AIT with a facing opposite to that of the AIT. The AIT is required to stop to dismount infantry if not equipped with a JIDS.

Infantry dismounting with a JIDS spend no initial MV and can choose the facing most suitable to them. An AIT with JIDS-equipped infantry does not need to halt in order to disembark infantry.

ALTITUDE

A unit may climb an altitude level for every 2 MV it spends and descend one altitude levels for every 1 MV spent. When gaining altitude, pull the miniature up its stand one click for each level gained, up to a maximum of two.

TERRAIN

Terrain affects any unit at ground level and reduces movement points when traveling through it. When MV is reduced, it cannot be reduced below zero, so that a unit will always be able to move at least 1". The table below outlines how many MV's per inch are required to move through different terrain.

TERRAIN MOVEMENT

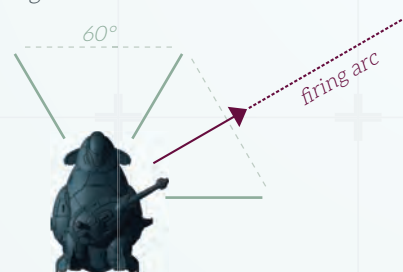
terrain	grav MV	foot MV*	jump MV*
flat, open, paved	1	1	1
rough ground	1	2	1
scattered woods	2	0	0
dense woods	3	1	0
thick woods	4	2	0
swamp	0	2	0
light suburban (if going through structures)	2	2	0
heavy suburban (if going through structures)	3	3	0
swamp	0	2	0
shallow water	0	1	0
deep water	0	2	0
move up a hill/slope	2	2	1
move down a hill/slope	0.5	1	1
increase altitude 1 level	2	N/A	N/A
decrease altitude 1 level	1	N/A	N/A
turn 60° after all free turns have been used	1	N/A	N/A

*relates to infantry movement

TURRETS

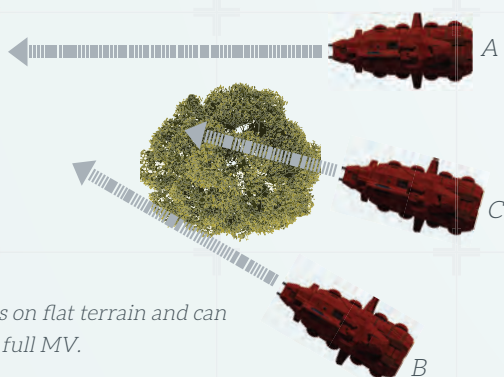
Once a unit finishes its movement, if it possesses a turret, it may turn the turret to face any direction.

Example: Turning Turrets



Above: a tank that has moved forward over flat terrain, and then trained its turret 60° to the right.

Example: Terrain Movement



Tank A is on flat terrain and can move its full MV.

Tank B must move through Light Woods for part of its movement and each 1" traveled costs 2MV, or 2".

Tank C is moving directly through the light woods for all of its movement and each 1" moved costs 2 MV.

RESISTING THE TOG: THE UNION & THE RENEGADE LEGIONS

For centuries the TOG has been conquering and assimilating all who stood before it. Even the might of the militant Viseru and Atina species was unable to halt them for long, and human states like that of the Tyre Republikah, which had stood for millennia, collapsed like a house of cards when the TOG invaded.

However, there have been notable attempts in recent years to stop what often appears to be the inevitable TOG conquest of half the galaxy. Three times the Union of Free States has been brought together. The first two attempts were abject failures and did little to halt the TOG advance. Lately the third Union has managed to slow the TOG war machine, strengthened by the Tolin-Olin Alliance at its heart.

The most recent development in the fighting against the TOG has been the defection of the best part of 30 TOG field armies: over 22,000 Legions, consisting of 300 million Legionnaires and their equipment. This revolt, allying swiftly with the Union, has shaken the TOG to its core. Now, the enormous military resources of the Sovereign are being mustered to end the rebellion and the Union.

COLLISIONS

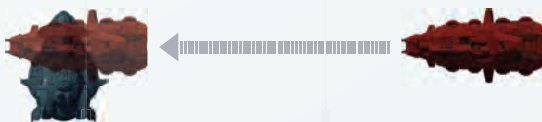
A grav unit colliding with another unit or the ground must roll for damage on a Penetration Die as per the Penetration rules.

Collisions only happen to Unit's at the same altitude. If two Units try to occupy the same space, the Unit in the space has the right to that space. The later arriving unit finishes its movement by touching bases with the first Unit.

If another unit is rammed intentionally, the unit rammed will suffer a Penetration Roll on the size and speed of the unit ramming it, and the ramming unit suffers a Penetration Roll based on its speed and the size of the unit it is ramming. Ramming must be declared before movement.

After any collision, the moving unit displaces the non-moving unit 1" in the direction of the moving Unit's travel. The moving unit remains in the place occupied by the Unit it rammed.

Example: Colliding Units



Above: The red tank has moved through the blue tank and caused a collision.

COLLISIONS: PENETRATION

distance traveled* + Unit size if ramming another Unit	dice used to determine penetration
1-2	clear
3-4	white
5-6	red
7-8	orange
9-10	yellow
11+	green

*each elevation level change is the equivalent of 4 MV

COLLISIONS: RAMMING

Unit size	score for ramming
small	1
medium	2
large	3
huge	4

WEAPONS FOR THE MASSES

The Weapons of the 75th Century Battlefield deployed by the TOG are many and varied, but for those interested in the fighting on a planetary surface, there are some of particular note.

Mag-Grav Rifle (MGR) // The MGR is a magnetic accelerator that accelerates a "shell." The shell generates, on impact, a super-intense micro-gravity anomaly, the implosion of which (and the bounce back) is highly energetic and rather spectacular. Each shell requires huge energy supply, so to keep the shell to a manageable size, each tank has a reservoir for the plasma charges. Plasma is injected just prior to acceleration down the barrel and keeps the grav generator charged, though the power requirements decrease the weapons efficiency over longer ranges. A hit on the plasma reservoir results in the explosive loss of the tank hit.

Pulse Accelerator Cannon (PAC) // The PAC is the Union's answer to the MGR of the TOG. The PAC was developed by the Tolin centuries ago and then abandoned due to inefficiencies in the design. Recent integration of Sylhet technologies has breathed new life into this old weapon. The PAC uses a magnetic coil barrel to accelerate a plasma "round" at high velocity. The round is a high energy plasma held together due to the "magnetic spin" imparted as it travels down the barrel. It looks like two entwined blazing ropes with a fat leading end. The PAC generates its own plasma, but a hit on the generator results in a large explosion.

Laser Lance (LL) // The "basic laser" of the 75th Century, the Laser Lance uses a twin beam approach to hammer a target. The first beam is weaker and superheats the target, while the second beam, fired a moment later is stronger, and the overload effect of the bigger second pulse is the hammer that creates the penetration through already weakened armor.

Si'erria Splinter Pair (SSA) // Essentially a chain gun that links multiple pairs of lasers and particle accelerators, the SSA is designed to cut and blast a target. A not overly powerful particle charge is fired, linking the weapon and target, like lightning, and this gouges a weak point in the armor. The SSA then fires the laser to exploit the damage. The blow of the laser also super heats the particle cloud remnants, making for a large glow effect around the penetration.

Electrophotonic Beam Laser (EBL) // An advanced fusion powered laser, its single beam effect is outdated and ineffective against modern defenses.

Quantum-Effect Cannon (QEC) // Though an older and less effective technology, its discharge is both spectacular and intimidating, which is why the TOG uses the QEC so prolifically. The QEC has a reservoir of large bucky-balls that have been quantum entangled with each other. When fired, the gun uses a very small, but highly unstable Hyperspace Generator. This generator can't jump a brick over a puddle in hyperspace, but it can jump a quantum particle. The first particle is fired in a spectacular discharge, and appears down range close to the target, where it reappears and over the still open bridge, from one entangled particle to another, a charge is fired. This results in a grand and intimidating light show at the other end, like fire crackers appearing out of nowhere. Not overly effective against modern defenses, it is still massively intimidating to face unarmored and is why the TOG continues to use it.

Grav Slug System (GSG) // The GSG is a fairly short range Gravity Distortion generator. Not as powerful as a Mag-Grav Rifle, it is more portable and used by TOG infantry and lighter vehicles. It fires a distortion beam at the target, using a focused beam of gravity. Something of a power hog, the BSG is nevertheless devastating to unarmored targets.

Shirak // The Shirak pre-dated the PAC and was replaced by it, however, the integration of Sylhet technology again provided a new lease of life for an Olin system. The Shirak is a two-stage weapon. First, a low power laser is fired a fraction of a second before a bolt of high energy particles are released. The particles move along the beam as a wave, and require the beam to maintain lock until contact, much like wire-guided missiles. Though not as effective as a PAC, the Shirak has found use on lighter and second line vehicles and for use by the infantry. This weapon looks like a glowing rope running down a length of fishing wire.

COMBAT FIRING

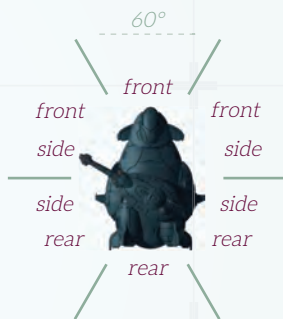
Each unit may fire one type of weapon in a single Action Round at a single target OR, multiple weapons if they are mounted in the same housing (such as a turret) as indicated on the Unit Card.

Anti-Infantry Suppression Suites (AISS) are not counted for this purpose. AISS are autonomous systems designed to defend the area immediately around an armored vehicle from infantry assault and engage any infantry unit attacking the tank.

FIRING ARCS

A targeted unit must be within its firing arc in order to hit its target. Weapon arcs are found on the Unit Card and display into which arc weapons can fire. Weapons in a turret can fire into any arc if turned into that arc.

Example: Firing Arcs



Above: This diagram shows where weapon mount locations can fire. A turret-mounted weapon can fire into the 60° arc that it is aimed into during movement.

RANGE

Range is determined via measuring the straight-line distance from the base of one miniature to the other. The distance measured breaks down into five range bands, which determine what Accuracy and Penetration Dice, if any, are used to fire the weapon. If no dice are indicated, the weapons cannot fire in that range bracket.

RANGE BRACKETS

range	inches	mm	hexes	distance
point blank (PB)	less than 1"	less than 25mm	1	100m
close (CL)	1-10"	25-250mm	2-20	1km
medium (ME)	10-20"	250-500mm	21-40	2km
long (LO)	20-40"	500-1000mm	41-80	4km
extreme (EX)	40-60"	1,000-1,500mm	81-120	6km

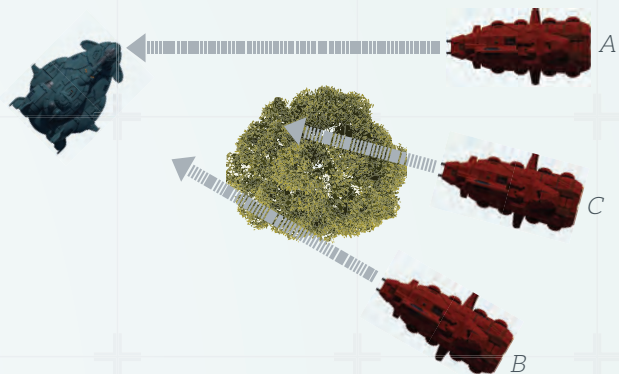
LINE OF SIGHT

Line of Sight (LOS) is determined by looking along the table from one unit to another. Line of sight is disrupted by terrain only in the Rapid Play Rules. If a unit is more than 50% visible, no penalty is observed. If a unit is more than half obscured by terrain, the Unit cannot be attacked.

When a unit is at Level 1 altitude or higher, ground-level LOS obstructions are not observed.

Units do not block LOS in the Rapid Play Rules.

Example: Line of Sight



Tank A has a valid LOS.

Tank B's LOS is partially blocked.

Tank C's LOS is totally blocked.

ROLLING TO ATTACK

If a target is within a firing arc of a weapon, within range, and not completely obscured by terrain, it can be fired at. Two dice are rolled, which correspond to the weapon and the range band in question from the Unit Card:

- One Accuracy Die
- One Penetration Die

If the accuracy roll is successful, the penetration roll is examined; if the accuracy roll fails, no penetration roll is used, as the attack has missed.

ACCURACY

Accuracy depends on range. Accuracy is shown on the unit card by a series of 10 colored squares after the weapon name. A colored square with a number in it means you can fire in that range bracket, and its color tells you the Accuracy Die to use.

The relevant die color is rolled and if a blank is rolled, there is no effect. A Success [⊕] means that penetration is determined. A Major Success [⊕⊕] means penetration is attempted twice for the attack, as a reroll, if penetration fails on the first roll.

PENETRATION

Penetration works in a similar manner to rolling for accuracy. Penetration Die for each weapon match the colored squares on a Unit's weapon data table.

A Unit attacking another Unit's rear arc uses a Penetration Die one level higher.

DAMAGE

If a Penetration Roll is a Success, [🎲] the target is Crippled, meaning it cannot move, though it can fire. Place a crippled token next to the Unit's miniature.

A Major Success means the Unit is Destroyed [🎲🎲]. Place a Destroyed Token next to the miniature.

A second Penetration Success [🎲] shot destroys a Crippled Unit. A Destroyed Token replaces the Crippled Token.

Damage to infantry kills troopers, and each squad can take up to four [🎲]. Infantry are not crippled when hit.

EXAMPLE

weapon & notes	PB		CL		ME		LO		EX		D
	A	P	A	P	A	P	A	P	A	P	
magnetic-pulse accelerator 20 turret mounted			3	6	3	6	2	6			4
ammo 20 plasma charges											
ammo 20 plasma charges											
AMF AISS hull mounted	5	4									2
5mm laser-particle lance coaxial turret mount			6	9	6	8					2

weapons data from a Unit Card

END

END PHASE

The Rapid Play game does not have any specific requirements for the end phase.

However, if ending a game without fighting the entire battle, it is advised that players finish play in the End Phase.

WINNING THE GAME

Determining the victor in a game of Centurion depends on the type of game being played.

WINNING GAME TYPES

PICKUP GAMES

The victor in a pickup game is the player who has destroyed the most FPV of the enemy's force. This is calculated by adding up the value of all of the destroyed Units in the opposing player's force.

CHALLENGE GAMES

The Mission Card outlines the requirements for victory and scoring, with certain actions, targets, or timings affecting how the final FPV score for each side is determined.

SCENARIOS

The Scenario Parameters outline the requirements for victory and scoring, with certain actions, targets, or timings affecting how the final FPV score for each side is determined.

COMING SOON

TO THE RENEGADE LEGION UNIVERSE

INTERCEPTOR™

LEVIATHAN™

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GIVE US FEEDBACK



We'd love to hear from you! Your feedback will help us continue to shape this amazing gaming experience. Tell us what you think about Centurion Beta 1.0: renegele legions.com/feedback

BETA 1.0 UNIT CARDS

MARTEL HEAVY TANK



Union

2 tech

31 FPV


6" movement

1 free turns


weapon & notes

	PB	CL	ME	LO	EX	D
	A	P	A	P	A	P
magnetic-pulse accelerator turret mounted		3	6	3	6	2
ammo						4
20 plasma charges						
ammo						
20 plasma charges						
AMF AISS hull mounted	5	4				2
5mm laser-particle lance coaxial turret mount		6	9	6	8	2

RAPID PLAY



SURIKKIAN MAIN BATTLE TANK



Union

2 tech

23 FPV


6" movement

1 free turns


weapon & notes

	PB	CL	ME	LO	EX	D
	A	P	A	P	A	P
magnetic-pulse accelerator turret mounted		4	5	4	5	3
ammo						3
20 plasma charges						
ammo						
20 plasma charges						
AMF AISS hull mounted	5	4				2
1.5mm laser-particle lance turret spoonoon		6	6			1

RAPID PLAY



XIAL LIGHT TANK



Union

2 tech

22 FPV


12" movement

2 free turns

weapon & notes

	PB	CL	ME	LO	EX	D
	A	P	A	P	A	P
20q quantum-effect cannon turret mounted		5	4			1
ammo						
100 AC rounds						
basic recon package mk. 1						

RAPID PLAY



BETA 1.0 UNIT CARDS

TIGRIS HEAVY TANK



	TOG
1	tech
26	FPV
6"	movement
1	free turns

weapon & notes	PB		CL		ME		IO		EX		D
	A	P	A	P	A	P	A	P	A	P	
150mm mag-grov rifle turret mounted			3	6	2	6	2	6			4
ammo											
25 MDR rounds											
ammo											
25 MDR rounds											
TOG AISS hull mounted		5	4								2
1.5mm dual pulse laser coaxial turret mount				6	5	6	5				1

RAPID PLAY



LUPUS MAIN BATTLE TANK



	TOG
1	tech
19	FPV
6"	movement
1	free turns

weapon & notes	PB		CL		ME		IO		EX		D
	A	P	A	P	A	P	A	P	A	P	
125mm mag-grov rifle turret mounted			3	6	3	6	2	5			3
ammo											
25 MDR rounds											
ammo											
25 MDR rounds											
TOG AISS hull mounted		5	4								2

RAPID PLAY



LEPUS LIGHT TANK



	TOG
1	tech
19	FPV
12"	movement
2	free turns

weapon & notes	PB		CL		ME		IO		EX		D
	A	P	A	P	A	P	A	P	A	P	
20q quantum-effect cannon turret mounted				5	4						1
ammo											
100 AC rounds											
basic recon package mk. 1											
25 MDR rounds											

RAPID PLAY



BETA 1.0 MISSION CARDS & GRAV TANKS



TOG Grav Tank

ENGAGE & DESTROY

ATTACKER ROLE destroy the enemy force
DEFENDER ROLE destroy the enemy force
FPV RATIO [A:D] 1:1
MISSION NOTES Both sides must inflict maximum damage on the opposition before their morale is broken. Each destroyed unit is worth its FPV.

DESTROY HQ

ATTACKER ROLE destroy objective
DEFENDER ROLE protect the objective
FPV RATIO [A:D] 1:1
MISSION NOTES Enemy HQ has been identified. Destroy the HQ. HQ has yellow armor and can absorb 12 damage. HQ must be located between 6" and 2" from defender's map edge. HQ is worth 100% of defender total PV. If HQ is destroyed, attacker gains its PV; otherwise, defender gains its PV. Game lasts 12 rounds.

PIN IN PLACE

ATTACKER ROLE prevent defender escaping
DEFENDER ROLE escape from map
FPV RATIO [A:D] 1:1
MISSION NOTES Map must be twice as long as it is wide. Attacker deploys forces in middle of map. Defender must escape from opposite map edge to home edge. Each defender that survives is worth 150% of its FPV to the defender.



TOG Grav Tank

HAMMER & ANVIL

ATTACKER ROLE crush enemy force
DEFENDER ROLE survive the assault
FPV RATIO [A:D] 1:1
MISSION NOTES Attacker splits forces into one-third and two-thirds. Smaller force is deployed on the map in round one, and the larger force 1d6 rounds later. Defender must destroy the smaller force and then withdraw. Attacker must destroy the larger force. Smaller attacker force units destroyed are worth 200% FPV. Defender units destroyed are worth 150% FPV. Larger attacker force units destroyed are worth 100% FPV.

AMBUSH

ATTACKER ROLE ambush enemy force
DEFENDER ROLE survive ambush
FPV RATIO [A:D] 1:1
MISSION NOTES Attacker may hide entire force, by Platoon. For each Platoon you hide, place 3 Point of Interest Tokens, only one of which is the real location of the platoon. Defender must move from one end of the map to the other and exit on the opposite edge. Hidden platoons cannot be closer than 6" to the defender's table edge. For each unit that survives the Ambush, defender gains 50% PV of each unit. Each destroyed unit is worth its FPV.

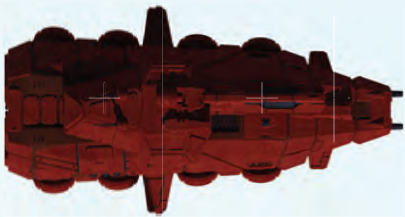
CRUSH THE BROKEN

ATTACKER ROLE prevent defender from escaping
DEFENDER ROLE escape from map
FPV RATIO [A:D] 1:1
MISSION NOTES Attacker is trying to destroy/fleeing enemy troops. Map must be twice as long as it is wide. Attacker deploys forces in middle of map. Defender must escape from opposite map edge to home edge. All defenders are considered to have a morale value of 4. Each defender that survives is worth 150% of its FPV to the defender.



Union Grav Tank

BETA 1.0 MISSION CARDS & GRAY TANKS



TOG Gray Tank

ENGAGE & DESTROY

ATTACKER ROLE destroy the enemy force

DEFENDER ROLE destroy the enemy force

FPV RATIO [A:D]

MISSION NOTES

Both sides must inflict maximum damage on the opposition before their morale is broken.
Each destroyed unit is worth its FPV.

DESTROY HQ

ATTACKER ROLE destroy objective

DEFENDER ROLE protect the objective

FPV RATIO [A:D]

MISSION NOTES

Enemy HQ has been identified. Destroy the HQ.
HQ has yellow armor and can absorb 12 damage.
HQ must be located between 6" and 2" from defender's map edge.
HQ is worth 100% of defender total PV.
If HQ is destroyed, attacker gains its PV, otherwise, defender gains its PV.
Game lasts 12 rounds.

PIN IN PLACE

ATTACKER ROLE prevent defender escaping

DEFENDER ROLE escape from map

FPV RATIO [A:D]

MISSION NOTES

Map must be twice as long as it is wide.
Attacker deploys forces in middle of map.
Defender must escape from opposite map edge to home edge.
Each defender that survives is worth 150% of its FPV to the defender.



TOG Gray Tank

HAMMER & ANVIL

ATTACKER ROLE crush enemy force

DEFENDER ROLE survive the assault

FPV RATIO [A:D]

MISSION NOTES

Attacker splits forces into one-third and two-thirds. Smaller force is deployed on the map in round one, and the larger force 1d6 rounds later.
Defender must destroy the smaller force and then withdraw.
Attacker must destroy the larger force.
Smaller attacker force units destroyed are worth 200% FPV.
Defender units destroyed are worth 150% FPV.
Larger attacker force units destroyed are worth 100% FPV.

AMBUSH

ATTACKER ROLE ambush enemy force

DEFENDER ROLE survive ambush

FPV RATIO [A:D]

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DEFENDER ROLE escape from map

FPV RATIO [A:D]

MISSION NOTES

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Map must be twice as long as it is wide.
Attacker deploys forces in middle of map.
Defender must escape from opposite map edge to home edge.
All defenders are considered to have a morale value of 4.
Each defender that survives is worth 150% of its FPV to the defender.



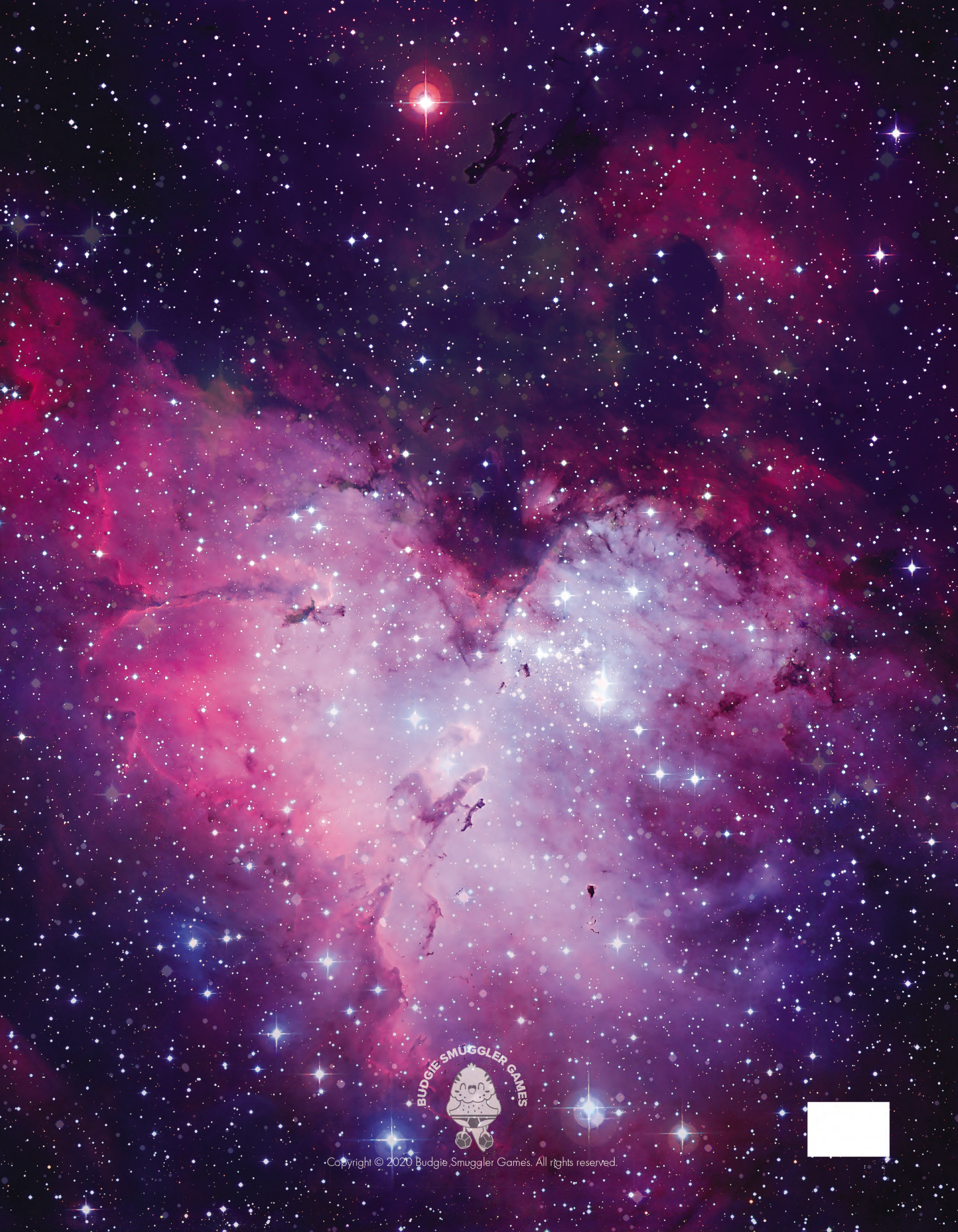
Union Gray Tank



Union Gray Tank

BETA 1.0 TOKENS





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