

## Information Index

Demonstration Scenario information can be obtained for the following:

### Victory Conditions

Describes what must be done to win

### Unit Classes

Provides information on each unit class

### Strategies

What each side should accomplish to win

### Victory Conditions

The TERRAN forces must destroy the KROLL unit to achieve victory.

The TIOR'ON forces must protect the KROLL unit to achieve victory.

## Unit Classes

The following types of unit class equipment can be found in use within the Night on Rangor Scenario.  
Select a class to receive additional information about a class.

### TERRAN Forces

[Mobil Infantry](#)  
[Gauven Transport](#)  
[Gauven Escort](#)

### TIOR'ON Forces

[Shuttle](#)  
[Patrol](#)  
[Tracker](#)  
[Mobil Infantry](#)

## Strategies

The moon of Rangor is a desolate and rugged place to fight in. The mountain ranges are high and numerous, with many caverns and canyons which make for great ambushes.

The dust plains on Rangor offer little concealment, yet provide for the best means of getting around quickly.

### The Terran Strategy

The Terrans have only one mission, to destroy the bug, Kroll. Therefore, all energies should be applied toward that end.

As the Terran Strike Force Commander, you have fewer resources than the enemy you face, however, your forces have a range advantage in firepower, you should use it. There are two Tior'on facilities on Rangor, the main command center, where you will find ol'e bug-face; and the remote communications station in the north. If the remote site is ignored completely, you run the risk of an early arrival of the Tior'on shuttle.

Attack with force on the main command center, unloading the mobile infantry quickly to bring their firepower to bear. Remember, the mobile infantry units are the only units you have which can maneuver effectively within the command center. When their transported units have unloaded, the Gauven Transports should be withdrawn into support roles until needed for the pickup of remaining Mobile Infantry units after Kroll has been destroyed.

The Tior'on Shuttle will arrive, early or late depending on what the battle brings. When it does arrive, be advised that you have NO weaponry capable of downing it, and that the only part of the moon that is safe from it is a canyon in the southeast corner of the moon.

### The Tior'on Strategy

The Imperial Commander must be protected at all costs! It alone must survive above all others of the Tior'on Wave.

The Patrols must seek out and engage the Terrans before they can threaten our glorious Kroll, while all Guards must maintain defensive positions within the command center. The Trackers should split and provide both a second wave of engagement to the oncoming Terran forces, and additional support to the defense of the command center.

When the Shuttle arrives, the Terrans will be destroyed!

## Mobile Infantry



The Mobile Infantry unit is a Terran Trooper in one of the Mark VII MI Power Suits. The Mark VII is armored and protected by standard shields from most energy and projectile impacts. The main weapon is a short range laser cannon which is great for frying bugs. Also, the Mark VII sports a medium range anti-mech missile system and an anti-air missile system.

The Trooper is afforded protection from the hostile atmosphere and environment by the Mark VII. Movement, although complete and terrain independent, is slow due to the power required to overcome Rangor's heavy gravity.

## Gauven Transport



The Gauven series of anti-gravity vehicles provides the Terrans with an effective means of transportation and assault in a variety of gravity well environments.

The transport model is the largest model constructed to date. It can carry two fully equipped mobile infantry units, as well as its crew of two. This model is capable of high speeds across most terrain types, however, due to the power requirements of some gravity wells, higher altitude terrain has proven difficult to traverse.

The transport is armored and shielded better than most Mobile Infantry Power Suits, so the transport can be used to position the units it carries, close to the point of attack. The weapon systems of the transport include the medium range laser cannon and the low power anti-air missile system.

## Gauven Escort



The Gauven series of anti-gravity vehicles provides the Terrans with an effective means of transportation and assault in a variety of gravity well environments.

The escort model is the smallest of the series and serves in both assault and escort roles. Crewed by a single pilot, the escort is as fast as its cousin transport model, yet slightly better armored, shielded and armed.

The weapon systems are completely missile based, offering longer range and heavier impact at the point of delivery. Both long range anti-mech and anti-air systems are available to the pilot/gunner.

In the assault role, the escort can stand-off from a defensive target position and pound away, suppressing and reducing enemy units. As an escort, this model serves as a pathfinder by travelling in front of the escorted units and clearing opposing units before they can get into threatening range.

## Tior'on Space Shuttle



The Shuttle is an airspace vehicle used by the Tior'on Wave for providing interorbit transfer of bugs and equipment from interstellar craft and planetoids. This craft is often found on board a heavy crusier or battlecruiser class star ship.

The Shuttle is fast, heavily armored and shielded by ground unit standards, and is armed with the Tior'on version of the laser projection systems used by Terran forces. These lasers are believed to be of medium to long range in power, and quite devastating when on target.

## Tior'on Patrol Skimmer



The Patrol Skimmer is a ground vehicle with airborne capabilities. Using a technology believed to be similar to the breathing process of the Tior'on Wave themselves, this vehicle imports gases from the atmosphere and expels the gases in a manner to provide a cushion of gas on which to travel. Thus, the performance of the vehicle is enhanced on those planetoids which have some atmosphere (such as Ranger), and is downgraded in vacuums (although the vehicle does have a limited ground only mode of movement).

The Patrol Skimmer is not as heavily armored and shielded as most Terran ground vehicles, but is a little faster. The weapon systems include a short range version of the Tior'on laser system, and a medium range missile system which can be quite deadly.

## Tior'on Tracker



The Tracker is the standard Tior'on ground vehicle found with Tior'on Wave military forces outside of their home world.

The vehicle is slow, lightly armored and shielded, and incapable of absorbing much punishment (a single Mobile Infantry can often take one out). However, the bugs have alot of these vehicles and they can do damage themselves.

The Tracker is armed with short range Tior'on lasers and missiles.

## Tior'on Mobile Infantry



The Tior'on Wave captured several Mark V power suits during an engagement many worlds ago, and as a result, developed their version of the Mobile Infantry Power Suit.

The Tior'on Power Suit has been modified to accomodate their multiple appendages, and provide for their unique biological functions as well as serve as armor and shielding.

While not quite as strong as the power suits used by Terrans, the exoskelton of the Tior'on themselves seems to assist their suits in a way which compensates for the lack of technology, in such a way that a Tior'on Mobile Infantry Unit becomes a forminalbe opponent in a one-on-one engagement with a Terran.

The Tior'on Mobile Infantry Power Suit is armed with the Tior'on laser system and medium range missiles and should be approached with overwhelming firepower.