

Name	The Garn Confederation (with Felids & Taurans)	By:	Robert Avery	Tech Level:	G:3, F:2 T: 1
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Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
Garn Infantry	Assault	8	Heavy	Elite	1	2	3	4, 5	6, 7, 8	Tech 3 Shields Hand Flamers
Felid Light B'Circle	Leg	10	Light	Regular	1, 2, 3	4	5	6, 7, 8, 9	10	Tech 2 Armour
Felid Medium B'Circle	Leg	10	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10	Tech 2 Armour
Felid Heavy B'Circle	Leg	10	Heavy	Regular	1, 2, 3	4	5	6, 7, 8, 9	10	Tech 2 Armour
Felid Prideguard	Leg	10	Standard	Veteran	1, 2	3	4	5, 6, 7	8, 9, 10	Tech 2 Armour
Felid Scouts	Mobile	6	Heavy	Veteran	1, 2	3	4	5, 6	~	Tech 2 Armour Jetbikes (HOV)
Tauran Infantry	Assault	8	Heavy	Regular	1, 2, 3	4	5	6, 7, 8	~	

Support Weapons

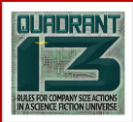
Support Weapon	Role	SV	TGT	Load	Expertise	Notes
Garn Flesheaters	Inf. Supp.	3	DF	Auto	Elite	
Felid Pounder PML	Inf. Supp.	3	IF	Boom	Regular	
Mako Heavy Field Mortar	Artillery	5	IF	Boom	Regular	
Mako Autocannon	AT/AA	4	DF	Bolt	Regular	Twin guns

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
Garn Crocodile SuperHeavy Tank	AFV	C/D/3G	HOV	Elite (5)	8	Centre turret: SV6 DF Bolt Side turrets: SV6 VF Boom	
Garn Alligator Assault Transport	APC	C/D/G	HOV	Elite (5)	7	Turret: SV6 DF Bolt & SV4 VF Boom	Can carry one squad of 8 Garn
Felid Lion Assault Vehicle	APC	C	WHL	Regular (3)	6	Top Gun: SV3 DF Both	Can carry one squad of 10 Felids
Felid Lynx Light Car	APC	C	WHL	Regular (3)	1	None	Can carry 4 Felids
Felid Puma Car	APC	C	WHL	Regular (3)	1	Top Gun: SV2 Autogun	Can carry 8 Felids
Felid Whiskers Drone	Scout	C (AI)	WHL	Regular (3)	1	None	Scanner
Felid Snaggletooth Drone	AFV	C (AI)	STP	Regular (3)	1	SV2 DF Both	
Mako Gun Tractor	SPG	C	TRK	Regular (3)	2	Any Mako Gun	May not move & fire in same turn

Specialists

Felid Drone Operator



Off-Table Support

Garn Distant Tooth Combat Satellites (10-man IF Boom)

Characteristic Cards

Garn	Rally; Flesheater Bonus Fire; Charge!
Felid	Rally; Recon (Scouts & Whiskers only); Dynamic Commander; Rapid Deployment
Tauran	Rally; Charge!; Heroic Commander

Chrome

Order of Battle

Garn Platoon	Felid Platoon (aka Household)	Garn "Ripper" Assault Company
Hegemon Big Man	Baron Big Man	Hegemon Big Man
3 x Infantry Squad (each 8 Garn)	2-5 x Infantry Squad (each 10 Felids)	1 x Flesheater Squad
1 x Flesheater Squad (3 Flesheater Teams)	Make mobile by adding 1 Lion/Squad	3 x Garn Infantry Platoon
Make mobile by adding 1 Alligator/Squad		
	Felid squads can be Light, Medium, Heavy or Prideguard, but there is no set ratio within a household:	Felid "Claw" Company
Garn Superheavy Tank Platoon		Baron Big Man
Hegemon Big Man	it depends on the wealth of the Baron.	1 x Scout Platoon
2 x Crocodile-class Superheavy Tanks		2-4 x Felid Household
Tauran Platoon	Felid Scout Platoon	Garn "Jaw & Claw" Company
Herdmaster Big Man	Possibly a Baron Big Man	Hegemon Big Man
2 x Infantry Squad (each 8 Taurans)	2-3 Scout Squads (each 6 Felids on Jetbikes)	1 x Garn Infantry Platoon
		2 x Felid Household
	Other Assets	
	Added to Households or Companies ad hoc	Tauran "Stormherd" Assault Company
		Herdmaster Big Man
	Felid Missile Squad: 1-3 x Pouncer PMLs	4 x Tauran Platoon
	Felid Scanning Squad: 1-3 x Whiskers drones (might have a Drone Operator)	Garn "Jaw & Gore" Assault Company
		Hegemon Big Man
		1 x Garn Infantry Platoon
	Felid Drone Squad: 1-3 x Snaggletooth drones (might have a Drone Operator)	3 x Tauran Platoon
		Garn Superheavy Tank Company
	Felid Mako Squad: 1-4 x Mako weapons (all or none mounted on Mako Gun Tractor)	HQ: 1 x Crocodile with Hegemon Big Man
		2 x Garn Superheavy Tank Platoon

Tabletop Stats

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4
Garn Infantry	Assault	8	Heavy	Elite	1	2	3	4,5	6,7,8
Felid Light B'Circle	Leg	10	Light	Regular	1, 2, 3	4	5	6, 7, 8, 9	10
Felid Medium B'Circle	Leg	10	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10
Felid Heavy B'Circle	Leg	10	Heavy	Regular	1, 2, 3	4	5	6, 7, 8, 9	10
Felid Prideguard	Leg	10	Standard	Veteran	1, 2	3	4	5, 6, 7	8, 9, 10
Felid Scouts	Mobile	6	Heavy	Veteran	1, 2	3	4	5, 6	~
Tauran Infantry	Assault	8	Heavy	Regular	1, 2, 3	4	5	6, 7, 8	~

Firing
+1D6+6
-1D6+4
+4
+1D6+4
+4
+1D6+4
+1D6+2

Infantry Squad	Miss	Shock	Dead	Save
Garn Infantry	1,2,3,4	5	6	2 to 6
Felid Light B'Circle	1,2,3	4,5	6	~
Felid Medium B'Circle	1,2,3	4,5	6	~
Felid Heavy B'Circle	1,2,3	4,5	6	~
Felid Prideguard	1,2,3	4,5	6	~
Felid Scouts	1,2,3	4,5	6	~
Tauran Infantry	1,2	3,4	5,6	~

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
~	-1/D6	-2/D6	-4/D6

AT: 0-4"	4-8"	8-12"
4	4	2
4	2	~
4	2	~
4	2	~
4	2	~
4	2	~
2	~	~

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
Garn Flesheaters	3	DF	3D6+6 & Pin	DF 2
Felid Pounder PML	3	IF	3D6+6 & Pin, miss on two 1s	Indirect Fire only
Mako Heavy Field Mortar	5	IF	5D6+6 & Pin, miss on three 1s	Indirect fire only
Mako Autocannon	4	DF	Pin; one hit on a double on 2D6	8
Distant Tooth Satellite	10	IF	10D6+6 & Pin, miss on five 1s	Indirect Fire only

Vehicles

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	CI Cmbt
Crocodile	x3	Elt (5)	8	Centre	DF: Pin; one hit on a double on 2D6	DF 12
				Right	6D6+6 & Pin, miss on three 1s	DF 6
				Left	6D6+6 & Pin, miss on three 1s	DF 6
Alligator	x1	Elt (5)	7	Main	DF: Pin; one hit on a double on 2D6	DF 12
				2ndary	4D6+6 & Pin, miss on two 1s	DF 4
Felid Lion Assault Vehicle	0	Reg (3)	6	Top	DF: 3D6+4 & Pin, miss on two 1s	DF 6
Felid Lynx Light Car	0	Reg (3)	1	~	~	No
Felid Puma Car	0	Reg (3)	1	Top	DF: 2D6+4 & Pin	DF 1
Felid Whiskers Drone	0	Reg (3)	1	Scanner	~	No
Felid Snaggletooth Drone	0	Reg (3)	1	Main	DF: 2D6+4 & Pin	DF 4
Mako Gun Tractor	0	Reg (3)	2			No

Vehicle	Type	Open	Light	Heavy	Imp
Crocodile	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Alligator	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Lion	WHL	x2	-2/D6	NO	NO
Lynx	WHL	x2	-2/D6	NO	NO
Puma	WHL	x2	-2/D6	NO	NO
Whiskers	TRK	+1/D6	~	-2/D6	NO
Snaggletooth	HOV	x1	2(-1/D6)	2(-2/D6)	2(-4/D6)
Mako Gun Tractor	TRK	+1/D6	~	-2/D6	NO

Points

BM: Lvl x 30/20

EWSO: 60/40

Sniper: 45/30

Medic: 15/10

Drone Op or FO: 30/20

Infantry Squad	Points
Garn Infantry	68
Felid Light B'Circle	34
Felid Medium B'Circle	40
Felid Heavy B'Circle	46
Felid Prideguard	50
Felid Scouts	28
Tauran Infantry	

Support Weapons	Points
Garn Flesheaters	23
Felid Pounder PML	14
Mako Heavy Field Mortar	20
Mako Autocannon	26
Distant Tooth Satellite	28

Vehicles	Points
Crocodile	88
Alligator	60
Lion	30
Lynx	8
Puma	12
Whiskers	10
Snaggletooth	32
Mako Tractor	10

Cards & Chrome	Points
G: Rally	60
G: Flshtr Bonus	60
G: Charge	60
F: Rally	40
F: Recon (Scts,Whsk)	40
F: Dyn Cmmdr	40
F: Rapid Dep	40

Figures from:

All figures from *Khurasan Miniatures*; except for *Whiskers drone from GZG*; *Snaggletooth drone from Spartan Games*; *Felid Lynx & Puma cars from Antinocci's Workshop*

Background

The Garn

These are a sentient Reptilian species that evolved from a race similar to the great Tyrannosaurs of old Earth. Hulking and powerful, the exclusively carnivorous Garn are driven by two hearts and a relentless appetite for flesh and booty. These warriors need little protection other than their own thick, scaly skin as each wears an advanced technology force field on its back, and they carry large weapons of considerable power. In short, the normal Garn warrior is easily a match for the elite power armoured terran soldier, and is possessed of an irresistible will to conquer.

Hulking aliens, evolved from a species similar to the great predatory dinosaurs of Earth's distant past, Garn Warriors are a dour and aggressive race. Their merchant-war vessels seek out alien civilizations far and wide, attacking, plundering and consuming those too weak to resist, trading with more powerful peoples. They are also willing to serve as mercenaries in any army for suitable compensation, on the sole condition that they will not fight against other Garn mercenaries, or the Garn Confederation. They will happily consume the flesh of any life form, their huge jaws crunching the thickest bones, ripping the toughest hides.

Garn come from a warm world and eschew clothing and body covering equipment. Having two hearts and an immense frame, not to mention their awesome jaws (the most powerful by far of any known sentinents), they do not need much enhancement of their physical strength. For defence, to supplement their very thick, scaly hides they prefer advanced technology field defences to crude forms of protection such as body armour. The FFP-15 Force Field Projector/Artificial Environment Generator, worn on their back, grants the Garn protection equivalent to that of human power armour, and generates a sustainable environment immediately under the field which will sustain the warrior for days.

As for equipment, Garn warriors employ a series of weapons to suit the galaxy of different foes they have met and overcome. A squad of eight consists of a commander; one LSW specialist armed with either a laser cannon, missile launcher or plasma cannon; two weapon specialists armed with a flamethrower and a plasma gun; and four troopers armed with assault cannons firing an armour-piercing 20mm round which detonates upon penetration. The commander also has an arm-mounted, rapid-fire assault gun firing a small calibre version of the assault cannon round, targeted via the laserscope permanently attached to the Garn commander's left eye. All Garn additionally carry a pair of plasma grenades for close encounters with superior foes, or for suicide, which the Garn consider the only honourable option when bested in battle.

Garn weapons all use advanced-technology rounds which do not require propellant and so do not have a recoil, making the weapons deadly accurate even when fired from the hip. It also allows unparalleled standardization, all types of ammo being carried in a single type of ammo drum, worn on the left hip of the Garn, the ammo fed into the weapon by means of an ammo tube. All Garn are left handed and right-handed Garn infants are ritually fed to the mighty Drangs of the valleys.

For communication the Garn have implanted into the scales of their lower left jaw a communication device allowing them to communicate with any member of their squad or with their merchant-war vessel.

Leading Garn Forces into battle are the noble **Hegemons**, who are powerfully armed for war and lead their forces with reptilian cunning and cruelty.

Largest, fiercest and strongest of all the Garn are the Flesh Eaters. Of course, all Garn are ravenous meat eaters, but this title is only used for these huge creatures. They bow to no one, other than the mighty Garn Hegemon warlords (who are often almost as large as Flesh Eaters anyway), and even then, the Hegemons are known to consult with the Flesh Eaters under their command as a human officer might respect the opinion of veteran sergeants in his command.

The Garn admire strength and power, and so they enjoy watching these huge champions slug it out in battle. Indeed some of the most exciting of the ad hoc gladiatorial combats during the oppressive occupation of Sepulveda were the duels between a Garn Flesh Eater and a Sponk, the battles often going on for hours. Now and then the Flesh Eater would actually win (an amazing achievement indeed), and hoarse would be the throats of the Garn in attendance from bellowing their roars of approval.

Flesh Eaters wander Garn space looking for the most intense combat to be had, and are permitted to join any combat team they wish -- indeed this is seen as an honour by the unit they choose to join.

Carrying the Garn into battle are their gigantic anti-grav low-riding tanks, the **Alligator assault transport** and the formidably armed **Crocodile three-turreted superheavy tank**. As is the case with the warriors, the vehicles carry force field projectors that safeguard them from projectile and energy weapons.

Felids

Felids originated on a planet on which mammalian predators, long of tooth and claw, came to sentience, a planet wracked by war and conquest, but which languished in early tech -- spears and hide armour -- until attacked and overwhelmed by the Garn. Because the Garn did not especially enjoy the taste of Felid flesh, and because they were impressed by the martial virtue of these noble savages, they raised the Felids to high tech, under their domination. The Garn frequently "sub-contract" mercenary work out to the Felids, whose relentless attacks, natural cunning and stealth, and great physical strength and dexterity make them truly fearsome foes. The Felids, normally not creatures to be dominated, respect the Garn the way a lion in the water might a twenty foot Nile Crocodile.

The Felids eagerly employ the tech that the Garn provide: battle armour that is less sophisticated than the Garn force field defenses, but which is still good protection; heavy blasters which suit the Felid temperament, for once they strike they like to do so fast and loud, and cause extreme damage when they hit; and Lion Assault Vehicles which, again, are of lower tech than Garn vehicles but are very heavily armoured and armed, simple and very easy to maintain.

With a temperament suited for nothing but war, the Felids are happy to fulfill this special niche in the Garn Confederation, and can be seen on countless battlefields fighting to the death for causes that are not theirs.

ORGANIZATION

Felid society is more feudal than tribal in terms of mechanics -- their magnates, called **Barons**, dominating the structure of society, and equipping their forces with armour, weapons, and vehicles out of their own estates. Though the size of a Baron's force will depend on his success in battle (and thus wealth), most Barons possess sufficient assets to purchase armour, weapons and vehicles for a company of Felids -- five trucks and fifty sets of body armour and weapons, including his own command/battle dress, which only Barons are permitted to possess.

The basic unit of ten Felids is called a **battle circle** and is dominated by the circle's **alpha warrior**, a veteran favoured of his Baron who wears comm gear to communicate with the circle's Lion transport, with the other circles, and with his Baron. The alpha warrior is armed with a smart missile launcher specially designed by the Garn to give a measure of unit-level indirect fire support to these impetuous warriors. If the alpha is killed, the next senior member of the circle immediately adopts his place and his weapons.

In addition to the alpha, the other nine warriors might either all be armed with blasters (a **light circle**); or with seven blasters, a grenade launcher and a heavy plasma gun (a **medium circle**); or finally with five blasters, two grenade launchers, and two plasma guns (a **heavy circle**). A Baron generally has either a heavy circle as his household circle, or, if he can sustain the cost, a unit of the elite **Prideguard**, who wear helmets and have served in previous campaigns as Alpha Warriors. Occasionally some warriors in normal circles will be awarded the Prideguard helmet for exceptional battlefield service, which marks that warrior as one who will rise to greatness.

PRIDEGUARD

When a Felid baron leads his circles to war, he generally has a household bodyguard of veteran warriors which rides in his Lion transport and fights by his side. This is the baron's **Prideguard**, promoted from the best of the Alpha Warriors in his circles.

The Prideguard can be concentrated around its lord, or it can be spread throughout the Baron's circles, acting as elite *cadres* to bolster the rest in combat.

The most distinctive feature of these household soldiers is their helmets, which provide the Guards enhanced visual and aural perception, an independent air supply, and closer communications with their baron, just as he is linked to the Alpha Warriors commanding his other circles.

These helmets are expensive for cash-strapped Felid baronies, but the wealthier barons have the financial means to also offer the Prideguard helmet as a reward, granting them in a brief ceremony after battle to one common warrior who showed conspicuous bravery. Being granted such an honorific helmet generally creates a fast track to promotion to a coveted position of Alpha Warrior in the circle. Not all Felid warriors see the honorific helmets as purely a blessing, however, as such a reward generally invites the rivalry of the established Alpha Warrior in the circle. Furthermore, most Felids initially dislike wearing these rather form-fitting helmets, for it is against their nature to wear anything on their faces or heads, and they perceive enclosure within the helmet as an impingement on their own keen senses (although they soon learn that the helmet actually improves their senses).

Whatever its perception within the circles, the Prideguard helmet is a clear sign to the foe that they are facing the most formidable of the Felid warriors, endowed with the greatest situational awareness.

The Taurans

One of the warrior races in the Carnivoran Hegemony, as the Garn euphemistically refer to their imperial possessions outside the Confederation. There are eight poses of these huge, powerful flesh eaters -- five with Stogg Gun, Two with Stogg Cannon, and a Herdmaster.

The Taurans are feared predators on Tauros, usually loners but sometimes congregating to share massed prey, as crocodiles will on Earth when a herd of wildebeest is crossing a river. As such, they may not be cunning unit strategists. but at least they do not attack each other in the battle line.

may not be coming with strategies, but at least they do not attack each other in the same way.

These dim-witted, ferocious creatures want nothing more than to fly at the closest prey species and tear it to pieces with their bare hands, which creates something of a dilemma for their Garn masters, but with their normal cold-blooded efficiency the Garn have found a way to get the Taurans to shoot themselves into combat. Normal weapons felt puny in the hands of the Taurans, who tossed them aside and ran straight into the enemy's waiting guns. So the Garn developed the Stogg Gun, an energy weapon that does not require fussy reloading, and, more importantly, is made immensely heavy by bars of solid lead attached on either edge of the weapon. As a result, the Stogg Gun is so heavy that it slows even the titanically powerful Taurans -- the weight feels substantial enough in their hands that they will hold onto it as they close to combat, for the Taurans never refuse a challenge to their physical strength. In order to support the formidable weight of the lead bars, the Stogg Gun's frame has to be manufactured of stabilised osmium, making it quite expensive, especially as stores of osmium are more readily found in Federation space.

The Taurans love their Stogg Guns, because no one else can pick them up, they make a satisfyingly loud blast as they are discharged (a sound effect added by some clever Garn engineer rather than caused by the action of the weapon), and they function as amazing clubs at close range, cracking the thickest carapace armour with ease. The Stogg Cannon was then developed to increase the stormherd's firepower, an even larger and heavier weapon which has two settings for either a high rate of fire or slower rate with increased armour penetration. Much to the surprise of the Garn, the Taurans turned out to be fair shots, although their first preference remains hand to hand combat. In addition to smashing opponents flat with their Stogg Guns, the Taurans carry a carving knife, a weapon the size of a broadsword to human eyes, so they can cut hunks of flesh off of their enemies and devour them right in the midst of battle.

The Garn created complete carapace armour for the Taurans but the Taurans immediately tear most of it off and discard it as too constricting. The average Tauran in the field usually has only one or two bits of armour remaining from his original full suit.

The Garn use Taurans both as cannon fodder and terror troops, a unique combination in one warrior race. They salute the bravery and battle lust of the Taurans, if occasionally rolling their eyes at the predicaments the Taurans frequently bring on themselves as a result of their bull-headedness. The Felids, the most common line troopers of Hegemonic armies, hate serving alongside Taurans, as they detest the crude stupidity and lack of honour of the Taurans as well as their indiscriminating carnivory, and because Tauran impetuosity is the antithesis of the Felid way of systematically stalking and isolating the foe.