

The background of the cover is a composite of three vertical panels. The left panel shows a close-up of a character's face with a large, dark, pointed horn or crest. The middle panel depicts a character in a blue and white tactical suit, possibly a member of the Nemesis Squadron, in a dynamic pose. The right panel shows a character in a red and black tactical suit, also in a dynamic pose. The overall color palette is dominated by warm, reddish-orange and brown tones, suggesting a desert or battlefield environment. The title 'NEMESIS SQUADRON' is overlaid in a large, bold, dark red font across the center of the panels.

NEMESIS SQUADRON

**PART 1:
INTRODUCTION**

Q: What Is NEMESIS Squadron?

A: NEMESIS is the name given to the newly formed specialized unit of the Tophan Galactic Union's mercenary fighting force; The Legion. Far into the future the Siderium Galacticum, in the light of overpopulation of military stronghold worlds and several costly Legion campaigns, decreed that all military criminals sentenced to life imprisonment have their sentence upgraded to death. Once this decision had been implemented those who suddenly found themselves in this precarious position were granted somewhat of a reprieve. The criminals were given a choice: The immediate implementation of their death sentence or induction into NEMESIS Squadron.

Populated by mercenaries, smugglers, murderers, rapists, and the rest of the criminal dregs of the

Union, NEMESIS became a veritable gold mine for the Legion, filled as it was with the particular talents needed for a first strike cadre. Primarily a suicide squadron, NEMESIS was created to soften up the opposition in a battle situation or to handle circumstances too dangerous to risk regular Legion defense forces. This, the Galarcs believed, would cut down on the operation costs of the Legion while at the same time reduce the population strain on the Union's penitentiary planets. Occasionally you can hear a contemptuous song heralded from the taverns frequented by Legionnaire regulars describing NEMESIS:

"They die on the block, or a dark lonely rock, they're arses from too and fro. With grogh on their breath, their necks ringed with death, we'll follow them once they go. From safety we'll gaze, at their bodies ablaze, their blood leaving stains the snow. And once we arrive, for victory we'll strive, trampling their bodies below!"

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The game NEMESIS Squadron is an amalgamation of many great ideas originating from a plethora of Science Fiction and Fantasy sources. Your favorite sci-fi books, movies, TV shows, games, comics, art, and original concepts have all been scoured and their best aspects incorporated into NEMESIS Squadron.

Within NEMESIS you'll have an opportunity to soar the cosmic byways and explore no less than three complete galaxies containing over 45,000 inhabited planets. You'll have the chance to engage in ship to ship or hand to hand battles in space, on land or even below strange seas. You'll meet alien species who's technology rivals or surpasses your own or find yourself lost on a prehistoric planet. You may even end up alone on a dreaded hive world.

Unfortunately for you and the rest of NEMESIS, every mission is meant to be your last!

**"May the First
let blood lead
to victory!"**

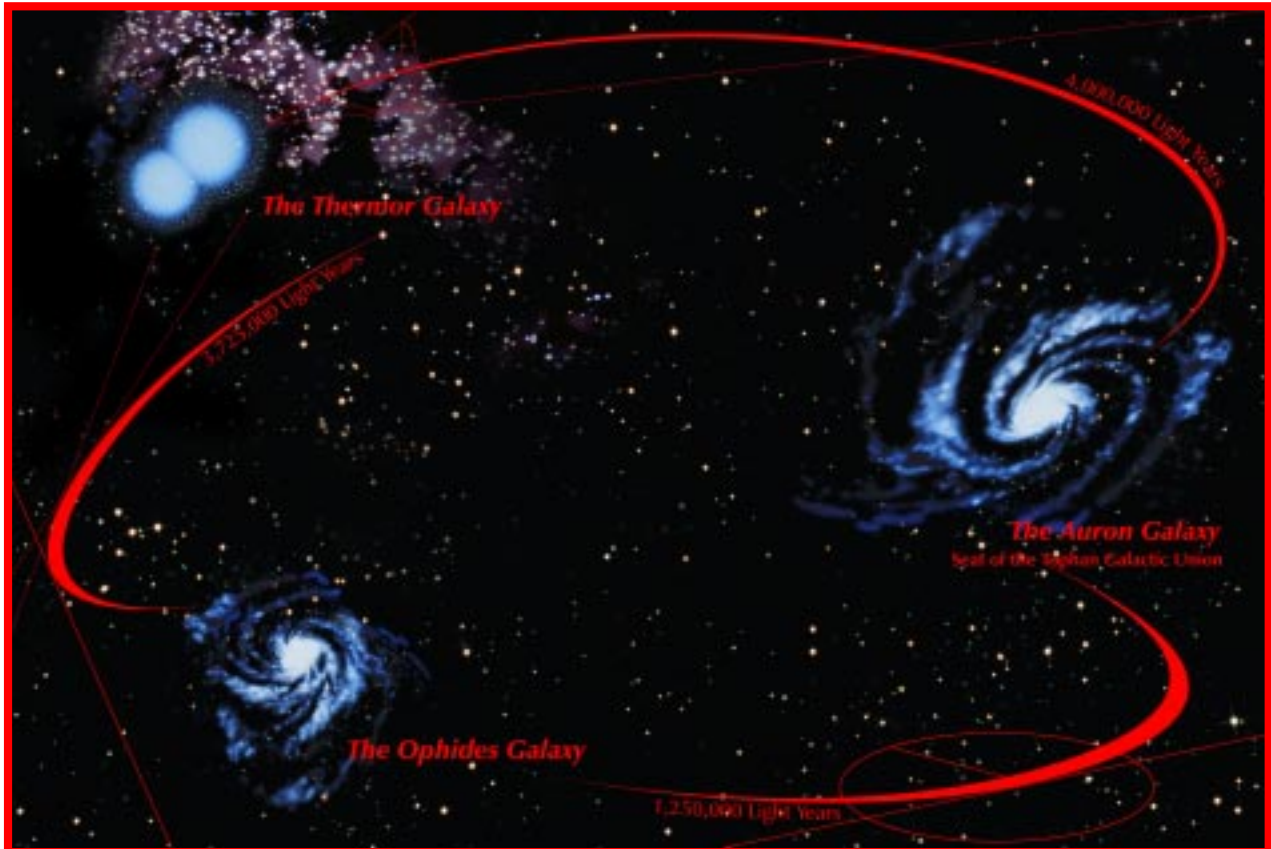


Q : What Is the TGU?

A: In a future age where faster than light drives and intergalactic travel have become a matter of course, 3 galaxies... Auron, Ophides and Thermor... join together to form the the Tophan Galactic Union, aka the TGU, aka the Union. The Union represents the majority of known space systems and their sentients, and its primary enemy is the Harkilon Empire. Large, ugly, chitinous aliens, the Harkilons are utterly hostile and exceedingly ruthless. Their goal is to rule all worlds within their grasp.

The TGU's government is a Galarchy. 3 elected Galarchs, one from each galaxy, function as highest

all its galaxykind. Union defense forces form a sprawling system policing the spaceways, maintaining vigilance against Xenons (a general term for hostile parties outside the Union) and monitoring treaties, trade agreements and non aggression pacts with Kalons (a general term for allied parties outside the immediate Union). It is that body of mercenary troops known as the Legion which is specifically charged with the responsibilities of guarding inhospitable Union frontiers, quashing insurgences within the Union and serving the Union wherever and whenever the odds stack up deady and dirty.



leaders, rotating positions as heads of executive, legislative, and judicial branches of the Union. The Sidereum Galacticum and Nebular Council are the 2 legislative houses composed of elected representatives termed Stellar Reps and Planetors. Local leadership on inhabited worlds is by appointment and election and includes, among others, the positions of Governor, Selenel and Lunar Consul. Because of the massiveness of the government network, the Galarchy runs often into problems typical of a huge bureaucracy such as conflicts of interest, political corruption, economic inflation and budgetary waste.

Nonetheless, within its astral boundaries, the TGU's primary goal remains the establishment and maintenance of a pax galactica, a general peace for

Legion ranks are composed of bioforms from countless far flung Union worlds. Some have joined to serve their government or flee oppression, others seek adventure and fortune, still others are criminals in hiding, wandering poets seeking inspiration or frontier preachers in search of new souls. Their foes are many, yet despite an ideal of camaraderie and integration a trooper's worst enemy is often a fellow legionnaire. Racial and cultural tensions lurk always under the surface. Indeed, it takes leaders of extraordinary character and will to mold a motley group of sentient life forms into a crack unit of proud fighting troops. NEMESIS Squadron was established to handle the jobs even the toughest Legion forces were ill equipped to undertake.

Q: What Is The Legion?

A: As was previously stated, the Legion is a body of mercenary troops specifically charged with the responsibilities of guarding inhospitable Union frontiers, quashing insurgences within the union, and serving the TGU wherever and whenever the need occurs. Bioforms from every planet within the Galarchy may be found among the ranks of the Legion. Their reasons for enlisting vary drastically. Some soldiers arrive with dreams of adventure, others to escape persecution, many are draftees and still others are sold into service by their own planets. Whatever their reason for joining the Legion; once a Legionnaire always a Legionnaire. Nemesis volunteers, however, are of a different lot, and chose the Legion's only covert suicide squadron over death itself.

Though many of the Galarchy's more powerful empires maintain militaries, the Legion is still considered to be the Unions best line of defense against all forms of strife. This is due in part to the discovery of the Greel Bases.

The ancient race known as the Greel died out inestimable years ago. Their legacies, however, have been adopted by the Legion as their core power base within the TGU. Nine Greel Bases, distributed in a seemingly random manner throughout all three galaxies of the TGU, have been discovered. Their highly advanced technology and incredible biomechanic nature are only part of their importance to the Legion and the entire Galarchy.

Discovered in association with each Greel Base was another Greel artifact; an Intergalactic Jump Gate. The Gates, dubbed "Doors" by the general population, are theorized to fold the fabric of the universe between each

other allowing rapid transit between them. The Greel technology employed by the "Doors" is not yet understood by TGU science but continues to be studied by the best Astrophysicists and Engineers the Union can provide. The "Doors" are under the control of the Legion and while civilian use is permitted, their primary role is for the quick deployment of Legion ships and troops anywhere in the Galarchy. It is the Legion's quick response ability that keeps them tactically ahead of all other TGU militaries, despite employing technology that is occasionally inferior to that employed by the more powerful Union member empires.



Due to the diverse responsibilities thrust upon the Legion it has developed a unique administrative duality incorporating organizational systems for both space and ground operations:

Legion Soldier Ranks

- Private
- Private 1st Class
- Corporal
- Sergeant
- Staff Sergeant
- Sergeant 1st Class
- Master Sergeant
- Sergeant Major
- Second Lieutenant
- First Lieutenant
- Captain
- Major
- Lieutenant Colonel
- Colonel
- Brigadier General
- Major General
- Lieutenant General
- General



Legion Pilot Ranks

- Cadet
- Enlisted 2nd Class
- Enlisted 1st Class
- Petty Officer 2nd Class
- Petty Officer 1st Class
- Senior Petty Officer
- Master Petty Officer
- Warrant Officer
- Chief Warrant Officer
- Ensign
- Lieutenant Junior Grade
- Lieutenant
- Lieutenant Commander
- Commander
- Captain
- Commodore
- Admiral
- Rear Admiral
- Vice Admiral

Previous status within the Legion or any other TGU military organization is of little consequence within NEMESIS Squadron. Only The rank of Captain is assigned by Legion officials upon a NEMESIS crew member. The Captain acts as liaison between NEMESIS Squadron and Legion superiors and is responsible for the completion of Legion assignments. All other NEMESIS Squadron designations, accommodations and special status are delegated at the discretion of the commander in charge.

Q: How does NEMESIS Squadron fit into the Legion?

A: Very carefully. Nemesis is comprised of some of the worst scum the known universe has to offer. Each NEMESIS volunteer has been convicted of a military crime worthy of the death penalty. The combined danger of so many miscreants with access to high-tech equipment and armaments, has led the Legion to put into place a safety valve, namely, the legendary NEMESIS collar.

The NEMESIS Collar, from which NEMESIS Squadron acquired its name, serves two purposes:

First, the NEMESIS collar is as a restraining device, capable of rendering even the most powerful of recipients unconscious with the administration of an incredibly painful neuro shock.

Second, the NEMESIS collar may be remote detonated, delivering a high yield shaped charge directly into the wearers neck. The resultant explosion is capable of decapitating the wearer and injuring or killing anyone nearby.

The NEMESIS Collar is molecularly bonded to each recipient making casual removal impossible. Any tampering of the collar is reported to activate an internal security system enabling its detonation protocols. All other activation of the NEMESIS collar is handled by remote.

Historically, the job of monitoring NEMESIS Squadron's progress has fallen in the lap of the Legion's largest policing unit: Laser Squadron. With personnel stationed throughout all three Galaxies Laser Squadron is capable of intercepting NEMESIS in any situation.

In addition to standard Legion armament Laser troops traditionally carry "Zap Sticks"; non-lethal batons powered by integrated selenium crystal derivatives, capable of delivering a severe cellular-disruption. Laser Squadron's "Zap Sticks" are also fitted with the appropriate technology to activate the NEMESIS collar. The effective range of the "Zap Stick's" control over NEMESIS collar protocol remains undisclosed.

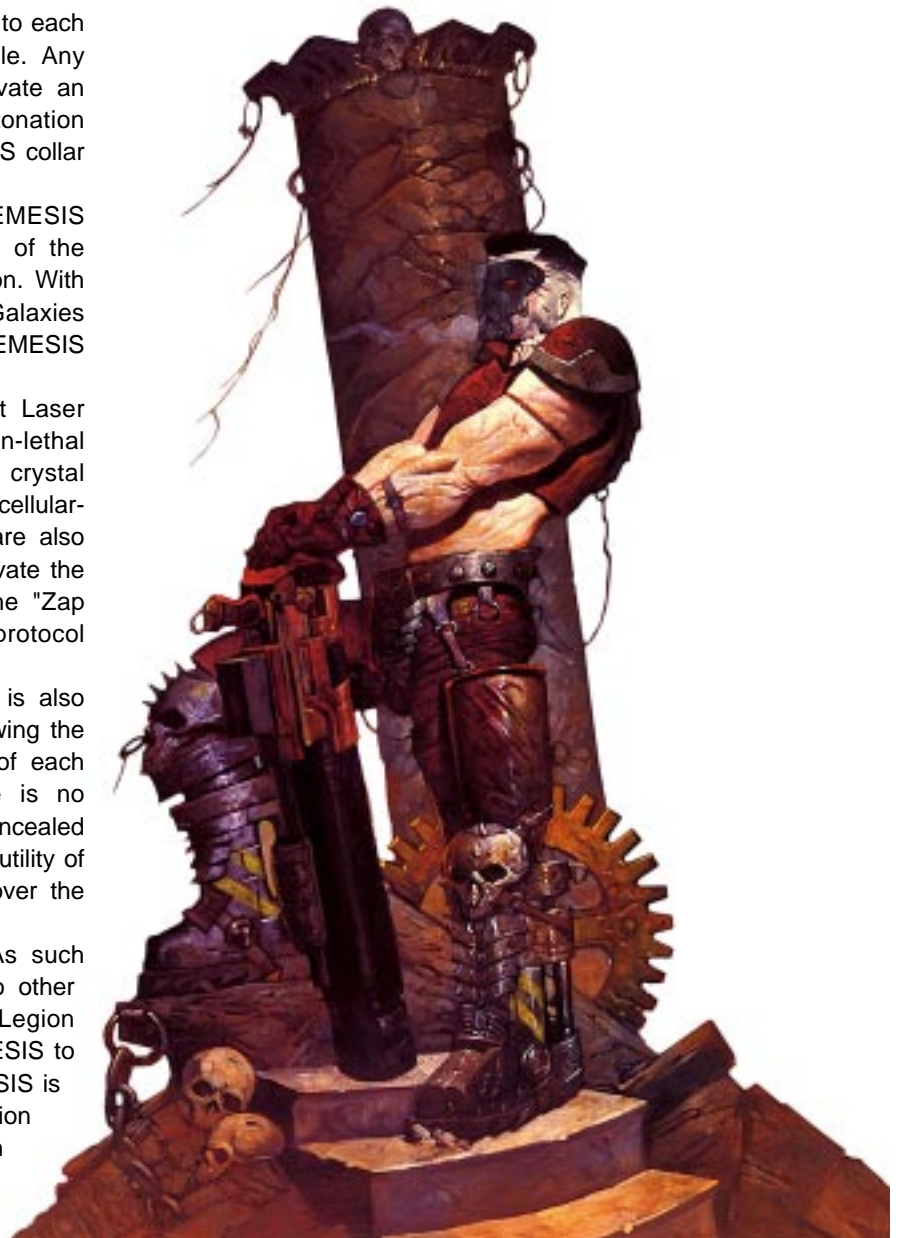
Rumors persist that the NEMESIS Collar is also fitted with an array of passive sensors, allowing the Legion to keep tabs on the whereabouts of each individual NEMESIS troop. Though there is no evidence of such additional functionality concealed within the NEMESIS Collar, few dispute the futility of tampering with the collars in order to discover the truth.

NEMESIS is a covert suicide squadron. As such much of its activity remains undisclosed to other Legion squadrons. Occasionally, when Legion officials deem that there is a need for NEMESIS to interact with other Legion squadrons, NEMESIS is afforded zero tolerance. Amongst other Legion squadrons even the rank of Captain within NEMESIS' is given little to no consideration.

Due to their covert designation NEMESIS Squadron often finds itself without any Legion support whatsoever. Keen wits and a propensity for taking chances are regularly the only means for the squadron's survival.

NEMESIS Squadron exists without external collaborators. At times their missions can put them at odds with Kasons, Xenons and even other Legion squadrons. Legion administration cares nothing for NEMESIS troops. Their lives were forfeit the moment they joined the ranks of this very special suicide squadron. In the eyes of the Legion NEMESIS is only successful when they die upon completion of their mission.

Most dangerous to a member of NEMESIS is his squad comrade. Sleeping in the bunk next to him may be an individual capable of murder and mayhem without care or compassion... Sleep well.



Q: How does NEMESIS Squadron get where it's going?

A: The Requiem!

One of a few specialized strike ships commissioned by the Legion from the Ishlyn, the Requiem was a big engine and a bigger gun. Dubbed Mauler Class this new breed of medium size starship was designed to act as the Legion's penultimate first strike assault craft. Theoretically Maulers would be capable of reaching any part of the Galarchy in record time and once there, were capable of discharging one of the largest weapons ever formatted for a strike cruiser hull type. Hopes throughout the Galarchy were high when the Maulers joined the Legion fleet.

However, field testing discovered that the resultant energy depletion caused by the discharge of the ships

main weapon crippled all but the star craft's most rudimentary systems. In live combat situations this temporary shutdown proved to be the Mauler's death knell.

Rather than scrap the Mauler program the Legion worked the few completer star craft into flotilla formations. There they could act as flanking weapons or gun support for larger vessels. Flotilla operation gave the Mauler the valuable time it needed to recharge its main battery banks.

However, the Mauler's price coupled with it's short manufacturing run forced the Legion to mothball all versions after only twelve years in service.

The Requiem has languished in storage for over thirty years. Her parts have been scavenged and her systems lay in ruin. She's all NEMESIS has, and you can bet your last sip of grogh that they're happy they got anything at all.

