

The Navonia Consortium (Troop List)

Introduction

The Navonia Consortium is made up of misfit creatures left behind by an unknown alien race that was trying to create an "Interstellar Zoo". When the zoo project went bust, the unknown race vacated the planet and left the zoo to fall into disrepair. Also, a diabolical scientist of that race had been using the zoo as cover. He was secretly experimenting on the zoo critters with the intention to control them like robots.

Over time, the creatures formed a coalition as a necessity to survive on this strange, non-native planet. Eventually, a few of the more intelligent of the alien critters (using the scientist's tech to boost their numbers by making the less intelligent or hostile critters productive members of the group), were able to escape the planet on a ship called the Didelphis. The vast majority had to remain behind, but even now, they continue to make every attempt to stowaway on any ship landing on Navonia for supplies or exploration. Thus, the Consortium is a slowly but steadily expanding force in the galactic region.

Uniforms and Equipment

No uniforms as they do not wear any form of clothing or helmets. Their fur, hide, etc. counts as various armor types (see table below).

Those able to use weapons/equipment will be found with a random assortment of scavenged gear. Assault and Blast Rifles are common. For any weapons that cannot be identified (as coming from other listed factions), can be picked at random from the Weapon Types table.

Common Critters *	Melee Modifier	Armor Equivalent
Bearman	6	Cloth (fur)
Darksider	5	Cloth (fur)
Giant Spider (Larger than a person)	6	Alloy (exoskeleton)
Gripping Transdimensional Tentacles	8	Cloth (spongy skin)
Hungry Maw	10	Cloth (spongy skin)
Large Rat (small dog sized)	2	None (Small, -1 to hit)
Large Spider (good sized dog)	4	Carbon (exoskeleton)
Owlbear (slim body, old school style)	8	Carbon (feathers/fur)
Shambly Mound	5	Alloy (woody covering)
Swamp Devil	8	Alloy (tough scales)
Tentacle Armed Alien	4	None
Ugly Slug (house cat sized)	2	None (Small, -1 to hit)

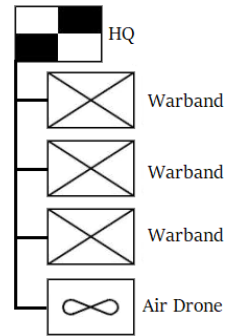
Note: * - Expanded list available at rrbminis.com

Body and Equipment Colors

There is no standard that could be listed.

Organization

A Navonia Consortium platoon equivalent is called a Drove. Each Drove is made up of 40 critters plus 2 Air Drones. They are divided up into an HQ and 3 Warband squads of 10 critters each plus an Air Drone squad with the 2 autonomous air drones. The HQ squad will have better weapons plus will have extra humanoid type critters exchanged for some of the smaller animal-like critters. This is to provide better command and control of the more hostile/wild beasts commonly found in their units. Each squad is armed/outfitted as listed.



- ❖ HQ - Drove Leader is the most heroic or intimidating looking bipedal critter in the squad, 9 critters (any type) for guard/support/reinforcement; weapons vary
- ❖ Warband - Squad Leader is the most heroic or intimidating looking bipedal critter in the squad, 9 Soldier (any type) for guard/support/reinforcement; weapons vary
- ❖ Air Drone - 2 Drones each with two 2 Tri-Barrel Blaster Guns (HLMG x2 attacks vs. the same or different targets).

Special Rules

- ❖ All count as having Com-Gear though some are governed by control boxes. If all bipeds are removed from the battlefield, any remaining animal-like critters will need to pass a Morale Check every turn to function.
- ❖ 5 critters can be swapped per additional Armored Flying Drone.
- ❖ 20 Eeeks can be swapped for one Hover Tank maximum.



The Navonia Consortium (Expanded List)

Critter Stats

Critters by Type	Melee Modifier	Armor Equivalent	Typical Location *
Bearman	6	Cloth (fur)	In/Near Woods/Hills/Swamps, Near Water
Beaves	5	Cloth (hide)	In/Near Woods
Big Bug	10	Power (thick shell)	In Woods/Rubble
Bio-dog (Wolf figure)	2	None	In/Near Built-up or heavy equipment
Cave Devil	7	Cloth (fur)	In/Near Woods/Hills/Bridges
Darksider	5	Cloth (fur)	In/Near Swamp/Hills/Bridges
Deep Ones	3	Cloth (scales)	In/Near Woods/Water/Swamp
Dreenoi	4	Carbon (exoskeleton)	In/Near Swamp/Hills/Bridges
Fangworm	10	Alloy (tough scales)	In/Near Woods/Hills
Giant Sirex	10	Alloy (very tough hide)	In/Near Woods/Hills/Swamps, Near Water
Giant Spider (Larger than a person)	6	Alloy (exoskeleton)	In Woods/Hills/Swamps
Gillmen	4	Cloth (scales)	In/Near Woods/Water/Swamp
Gleets	6	Carbon (tough skin)	Any terrain except Swamp, including Space
Gripping Transdimensional Tentacles	8	Cloth (spongy skin)	In Woods/Rubble, In/Near Water
Hungry Maw	10	Cloth (spongy skin)	In Woods/Rubble, In/Near Water
Large Rat (small dog sized)	2	None (Small, -1 to hit)	In/Near Rubble/Built-up Areas, On Starship
Large Spider (good sized dog)	4	Carbon (exoskeleton)	In/Near Rubble/Built-up Areas, On Starship
Lizard Man	5	Carbon (scales)	In/Near Swamp/Hills/Bridges
Martian Pilots	4	Carbon (hard shell)	In/Near Woods/Water/Swamp
Minotaur	6	Cloth (hide)	In/Near Swamp/Hills/Bridges
Owlbear (slim body, old school style)	8	Carbon (feathers/fur)	In Woods/Hills/Swamps
Pyrodontis/ Flame Lizard	7	Alloy (tough scales)	In/Near Swamp/Hills/Bridges
Rat-Man	2	None	In/Near Woods/Water/Swamp
Rutan	8	Carbon (hard shell)	In/Near Built-up or heavy equipment
Sand Devil	6	Alloy (tough scales)	In/Near Rubble/Desert
Shambly Mound	5	Alloy (woody covering)	In/Near Woods/Hills/Swamps, Near Water
Sirex	5	Carbon (tough hide)	In Woods/Hills/Swamps
Smaggot	6	None	In Woods/Rubble
Stone Troll	5	Alloy (stone)	In/Near Swamp/Hills/Bridges
Swamp Devil	8	Alloy (tough scales)	In/Near Swamp/Water
Tentacle Armed Alien	4	None	In/Near Rubble/Built-up Areas, On Starship
True Troll/Sludge Man	4	None (must kill twice)	In/Near Swamp/Hills/Bridges
Ugly Slug (house cat sized)	2	None (Small, -1 to hit)	In Woods/Rubble, In/Near Water
Webfooted Everet	3	Carbon (scales)	In/Near Woods/Water/Swamp
Yeti	7	Carbon (thick fur)	In Hills

Note: * - Typical Location if provided for GM reference for use during scenario creation.

PLANETARY BACKGROUND

Navonia

Almost no one bothers to travel to Navonia since it is far out of the way of anything that is worthwhile and it has little to offer as resources. It is about 3.1 times bigger than Terra and its gravity is about 1.08 times that of Terra. A single day lasts 49.54 hours and a year lasts 311 days. The planet is made up of 13 continents, which make up 46% of the planet's landmass. There are 5 moon(s) that orbit the planet and Navonia itself is the sole orbiter of a white sun in an elliptic orbit.

The plant-like organisms on this planet are almost entirely made up of bushes and shrubs, in all shapes and sizes, some can grow to incredible heights. They're supported by grasses and fungi on the bottom layers, but there are almost no flower species and trees do not exist on this planet.

Intelligent life is believed to be non-existent on this planet, but you will not find a planet with a more varied, beautiful and astonishing life of insects and amphibians. Travelers on extremely long deep space missions will often stop here to replenish food stores.