

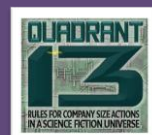
<b>Name</b>	<i>TahSig (Khurasan)</i>	<b>By:</b>	<i>Robert Avery</i>	<b>Tech Level:</b>	<i>2</i>
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<b>Infantry</b>										
<b>Infantry Squad</b>	<b>Role</b>	<b>No.</b>	<b>Weight</b>	<b>Expertise</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>Equipment</b>
<i>Leg Infantry</i>	<i>Leg</i>	<i>8</i>	<i>Heavy</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8</i>	<i>~</i>	<i>Heavy Armour</i>
										<i>Floater Team=+1D6</i>

<b>Support Weapons</b>						
<b>Support Weapon</b>	<b>Role</b>	<b>SV</b>	<b>TGT</b>	<b>Load</b>	<b>Expertise</b>	<b>Notes</b>
<i>RF Particle Cannon</i>	<i>Inf Supp</i>	<i>2</i>	<i>DF</i>	<i>Auto</i>	<i>Regular</i>	<i>Two crew</i>
<i>RAM Mortar</i>	<i>Inf Supp</i>	<i>2</i>	<i>IF</i>	<i>Boom</i>	<i>Regular</i>	<i>Two crew</i>

<b>Vehicles</b>							
<b>Vehicle</b>	<b>Role</b>	<b>Crew</b>	<b>Move</b>	<b>Expertise</b>	<b>Armour</b>	<b>Weapons</b>	<b>Notes</b>

<b>Specialists</b>	
<i>Forward Observer, Sniper</i>	



<b>Off-Table Support</b>	

<b>Characteristic Cards</b>	
<i>Scan</i>	

<b>Chrome</b>	

<b>Order of Battle</b>		
<i>Infantry Squads of (8):</i>	<i>Infantry Company</i>	<i>Possible Attachments to a Company</i>
<i>4 x Particle Rifle, 2 x Heavy Particle Rifle</i>	<i>2 x Infantry Platoon</i>	
<i>1 x Grenade Launcher, 1 x Missile Launcher</i>	<i>4 x RAM Mortar Team</i>	
	<i>2 x Sniper</i>	
<i>Floater team of (2):</i>	<i>1 x Big Man</i>	
<i>1 x Grenade Launcher, 1 x Missile Launcher</i>		
<i>Infantry Platoon:</i>		
<i>3 x Infantry Squad</i>		
<i>2 x Particle Cannon Teams</i>		
<i>1 x Floater Team (attached to one squad)</i>		
<i>2 x Big Man (each can act as FOO)</i>		

<b>Figures from:</b>	<i>Khurasan</i>
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## Background

### THE TAH-SIG EMPIRE

The Tah-sig are nonhuman aliens living on the eastern treaty belt of the Zantin Empire. Wars with the Tah-sig Empire are a constant distraction to the Zantins and have, on more than one occasion, saved the GOTA Clans from being overwhelmed by the superior material and organisation of the Empire.

### Tah-sig Biology

The Tah-sig are radically different from humans from a biological perspective, using liquid nitrogen as a solvent rather than water, and therefore living in a much colder environment. They are also burrowers rather than surface dwellers and rely on hearing more than sight as their primary sense. The Tah-sig have eyes but their main sense is hearing, and this is as acute, precise, and long-ranged as the human sense of sight. Their armoured environmental suits have built-in aural enhancers mounted on either side of their helmets to amplify and fine-tune this, and to prevent enemy disruption. The suit also has vision enhancement (the faint blue vision slots being visible in the recesses on either side of their helmets), but even when enhanced the vision of a Tah-sig is not equal to the unenhanced sight of a human.

Tah-sig senses have been analogised to the human experience in patrolling at night. A human trooper may be peering into the darkness using his thermal sights, but his hearing also assists him in pinpointing the enemy -- a snapped twig, voices, or other sounds might tip off the squad to the presence of opposing forces. Likewise, in the din of battle, even though the Tah-sig soldier may have a good aural sense of where enemies are, their vision can at times be useful in spotting enemies or refining their location.

### The Geopolitical Situation

These extreme physiological differences don't mean that they aren't rivals with human empires, however. Just as humans seek to dominate star systems to harvest necessary raw materials even from inhospitable planets, so does the King of Kings of the Tah-sig Empire.

There are many star systems in the Eastern Expanses of the Zantin Empire that are settled by Tah-sigs, and some systems in the Western satrapies of the Tah-sig Empire populated by humans, so each race is intimately tied to the other. Despite the extreme biological differences, humans and Tah-sig live together, trading and communicating with great success and there is a lot of cultural exchange. Tah-sigs in their heavily armoured environmental suits are a common sight in the Eastern Expanses of the Zantin Empire.

Of course, those conquered systems along the borders remain hot points for wars. Because the Zantin emperor is determined to reconquer the galactic "west" that was lost to the GOTA Clans, he often neglects the eastern treaty belt, an invitation to the Tah-sig King of Kings to retake Tah-sig systems that have been part of the Zantin Empire for decades -- or centuries.

At times the Tah-sig campaigns present such a threat that Zantin legions must be rushed across the galaxy to face a Tah-sig invasion, and even then there's no guaranty that the redoubtable alien forces will be successfully resisted. Better, as the emperor well knows, to pay off the New Shung to launch spoiler attacks against the Tah-sig Empire from beyond its own Far Eastern Zone ....

### Tah-sig Tactical Organisation

The Tah-sig infantry platoon is usually organized into six teams, paired off in three sections.

Each section is composed of:

TEAM 1: 2 particle rifles, one heavy particle rifle, one grenade launcher

TEAM 2: 2 particle rifles, one heavy particle rifle, one missile launcher

At platoon level there are two "floaters," as Zantin legionaries call them, one with a missile launcher and one with a grenade launcher. These are always assigned to reinforce one or two of the teams depending on their task.

At platoon level, there is the platoon officer, its assistant, each of whom have "G-TAC" devices (grav tank assault coordinators), two orderlies with particle rifle who accompany the platoon commanders, and the two rapid fire particle cannon teams, which may be held at platoon level or deployed with one of the sections. Generally attached from company level will be a RAM-mortar team (two tubes) and one of the company's snipers. There are fewer snipers in Tah-sig service than in either the Zantin legions or GOTA warbands, but they are the best snipers in the known universe.

**Tabletop Stats**

**Infantry**

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4
<i>Leg Infantry</i>	<i>Leg</i>	8	<i>Heavy</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~

Firing
+1D6+4
with FL: +2D6+4

Infantry Squad	Miss	Shock	Dead	Save
<i>Leg Infantry</i>	1, 2, 3, 4	5	6	~

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6

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

**Support Weapons**

Support Weapon	SV	TGT	vs Inf	vs Veh
<i>RF Particle Cannon</i>	2	<i>DF</i>	DF: 2D6+2 & Pin	DF 1
<i>RAM Mortar</i>	2	<i>IF</i>	IF: 2D6+2 & Pin, miss on one 1	Indirect fire only

**Vehicles**

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	CI Cmbt

Vehicle	Type	Open	Light	Heavy	Imp

**Points**

BM: Level x 20

EWSO:

Sniper: 30

Medic:

Drone Op or FO: 20

Infantry Squad	Points
<i>Leg Infantry</i>	34

Support Weapons	Points
<i>Particle Cannon</i>	14
<i>RAM Mortar</i>	14

Vehicles	Points

Cards & Chrome	Points
Scan	40