

HEAVY GEAR™



INTO THE BADLANDS

SOURCEBOOK



A REGIONAL SOURCEBOOK FOR THE HEAVY GEAR UNIVERSE

INTO THE BADLANDS: DIRECTED by Pierre Ouellette STARRING Philippe Bouille GUEST STARRING Piotr Wellet, Jamie Li Cutie BASED ON A GAME by Dream Pod 9 BASED ON A STORY by Pierre Ouellette PRODUCER Marc-Alexandre Vézina CINEMATOGRAPHER Jean Carrières FILM EDITOR Brian Faughnan MARKETING Robert Dubois COMPUTER GRAPHICS & SPECIAL EFFECTS Ghislain Barbe, Normand Bilodeau, Jeff Fortier and Pierre Ouellette SOUNTRACK by YFA © MCMXCVI Dream Pod 9, Inc.



INTO THE BADLANDS

HEAVY GEAR

Jade struggled with her Jäger's controls as she slid down a large slope. Sand billowed around her as autocannon fire ripped into the fine silicate. Darting through smaller dunes, she watched in horror as Bart's Elan took a direct hit from a Northern rocket. The buggy exploded in an orange ball of death. She was next.

Spinning on the Gear's foot-mounted wheels, she emptied her pack-gun into the Jaguar coming over the crest. Thick smoke started pumping out of the attacker's side and Jade allowed herself a grim smile. It faded as two Hunters appeared to cover their wounded commander. Tracer shells zipped past her viewscreen and she slammed her Gear into a zigzagging run. It wasn't enough.

A high-caliber shell cracked her Jäger's V-engine housing just before Jade got behind cover. Fuel oil poured onto the sand and all her gages slammed into the red, but the dry well was right where she remembered. She pulled the manual release, grabbed her canteen and rifle, slipped out of her Gear and jumped into the fissure in less than a minute. From there, she could make it out of the battle unseen.

They may have won the first encounter, but the Northern Guard hadn't heard the last of the Desert Wolves.

This Badlands sourcebook provides a wealth of information on the inhabitants of the great desert. A perfect complement to the Terra Nova sourcebook, it focuses on people and events, including most of the principal actors in the desert setting, and emphasizes how their relationships are changing with the move to war. Some highlights of this book include:

- PAXTON ARMS
- NEW SETTLEMENTS
- ROVER GANGS
- THE NORTHERN AND SOUTHERN FORCES
- THE REVISIONIST CHURCH
- THE SEMI-LEGENDARY SAND RIDERS.



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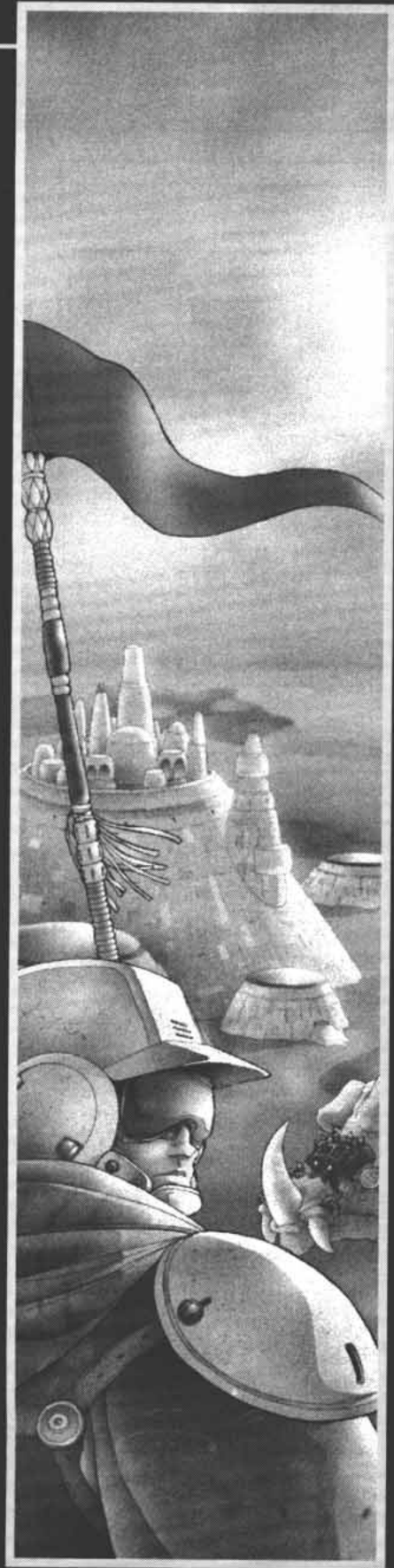


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HEAVY GEAR

BADLANDS SOURCEBOOK — BEHIND THE SCENES

From a designer's point of view, many elements of American history have been borrowed and incorporated into the world of Heavy Gear: the American Civil War, the Vietnam War, World War I and II, and the Old West. While we went out of our way to make these elements blend with the background of Heavy Gear, it was unavoidable that the Badlands would resemble the Old West.

We did it on purpose.

We felt it was important to have a land of adventure where unaligned characters could evolve, away from the overpowering domination of the northern and southern confederations. We wanted it to be a rough land, a land with a life of its own, a land that would shape its inhabitants. As the Old West, we wanted it lawless and exciting, populated by people dirty as coal and tough as diamonds, where you could gamble it all and win a fortune or lose your life on the flip of a coin.

We did not want the Badlands to be ruled by a single entity either, because that would have made them just like the North or the South. It had to be divided, ripe with conflict and discord, cursed with a lack of certain resources and an abundance of others, and plagued by unavoidable disputes over them. The Badlands are meant to reflect the human condition, where glory sleeps with misery. Thus were the Badlands born. Thus were they made into a desert and populated with colonists, survivalists and criminals.

What you hold in your hands is the result of this vision — a book that not only describes what the Badlands are as well as who lives there, but a book that breathes life into this region of Terra Nova.

Turn these pages and enter the Badlands.

There begins our story...

WELCOME TO THE BADLANDS



TABLE OF CONTENTS

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To the Friday night gang and the members
of APocalypse, thanks for all your support.

CHAPTER 1: INTRODUCTION	4
1.0 INTRODUCTION	4
1.1 SOURCEBOOK OVERVIEW	5
CHAPTER 2: BADLANDS OVERVIEW	6
2.0 BADLANDS OVERVIEW	6
2.1 PHYSICAL GEOGRAPHY	7
2.1.1 THE BADLANDS DESERTS	7
2.1.2 THE SAVANNAS	8
2.1.3 THE MOUNTAIN RANGES	8
2.2 BADLANDS HISTORY	9
2.2.1 EARLY DEVELOPMENT	9
2.2.2 EMERGING CITY-STATES	10
2.2.3 POLAR CONFLICT	10
2.2.4 THE WAR OF THE ALLIANCE	11
2.3 DESERT LIFE	12
2.3.1 HOMESTEADS	12
2.3.2 TOWNS AND VILLAGES	13
2.3.3 OASIS TOWERS	14
2.3.4 BADLANDS CITIES	15
2.3.5 CARAVANS	15
2.3.6 DESERT TRIBES	16
2.4 BADLANDS ECONOMICS	16
2.4.1 POLAR TRADE	17
2.4.2 EQUATORIAL TRADE	17
2.5 TYPICAL BADLANDS CHARACTERS	18
CHAPTER 3: BADLANDS COMMUNITIES	24
3.0 BADLANDS COMMUNITIES	24
3.1 PAXTON ARMS	25
3.1.1 BACKGROUND	25
3.1.2 PEACE RIVER	26
3.1.3 CORPORATE SOCIETY	27
3.1.4 CORPORATE POLICY	28
3.1.5 UNIT OF NOTE — THE PALADINS	29
3.2 EARTH SETTLEMENTS	31
3.2.1 PORT ARTHUR	32
3.2.2 JAN MAYEN	33
3.3 THE NEW COALITION	34
3.3.1 HISTORY	34
3.3.2 ORGANIZATION	35
3.3.3 PRINCE GABLE	35
3.3.4 LANCE POINT	36
3.3.5 FORT NEIL	36
3.3.6 TEMPLE HEIGHTS	37
CHAPTER 4: POLAR FORCES	38
4.0 POLAR FORCES	38
4.1 THE CONFEDERATED NORTHERN CITY-STATES	39
4.1.1 THE CNCS DESERT TRADE COMMISSION	39
4.1.2 THE NORTHERN GUARD	40
4.1.3 THE NORTHERN GUARD INTELLIGENCE SERVICE	40
4.1.4 OTHER NORTHERN FACTORS	41
4.1.5 UNIT OF NOTE — BLUE ANGELS	42
4.2 ALLIED SOUTHERN TERRITORIES	44
4.2.1 THE SOUTHERN DIPLOMATIC MISSION	44
4.2.2 SOUTHERN MILICIA	45
4.2.3 ALLIED SOUTHERN INTELLIGENCE	45
4.2.4 OTHER SOUTHERN ACTORS	46
4.2.5 UNIT OF NOTE — RAPIERS	47
4.3 MILITARY DUELING	49
4.3.1 OVERVIEW	49
4.3.2 PROMINENT DUELISTS	49

TABLE OF CONTENTS



CHAPTER 5: LIFE ON THE FRINGE	50
5.0 LIFE ON THE FRINGE	50
5.1 ROVER GANGS	51
5.1.1 OVERVIEW	51
5.1.2 THE DESERT WOLVES	52
5.1.3 GARRICH'S GOLDEN	54
5.1.4 THE BADLANDS REVOLUTIONARY FORCE	56
5.2 WOUNDED KNEE SMUGGLERS	58
5.2.1 HISTORY	58
5.2.2 THE CARTELS	58
5.3 GAMBLING IN WESTPHALIA	59
5.3.1 HISTORY	59
5.3.2 SOCIETY	59
5.4 THE HAYRA AD-DIN DUELING CIRCUIT	60
5.4.1 OVERVIEW	60
5.4.2 THE BEST OF THE BEST	61
CHAPTER 6: THE SOUL OF THE DESERT	62
6.0 THE SOUL OF THE DESERT	62
6.1 MASSADA AND THE REVISIONIST CHURCH	63
6.1.1 TENETS OF THE FAITH	63
6.1.2 STRUCTURE OF THE CHURCH	64
6.1.3 MASSADA	64
6.2 THE BLUE CRESCENT	65
6.2.1 THE CITY OF MARIGOLD	65
6.2.2 THE GREAT COMMUNE	66
6.2.3 THE MARIGOLD NETWORK	66
6.3 SAND RIDERS	67
6.3.1 OVERVIEW	67
6.3.2 SAND RIDER SOCIETY	68
6.3.3 THE GREAT WHITE DESERT	71
CHAPTER 7: ADVENTURING IN THE BADLANDS	72
7.0 ADVENTURING IN THE BADLANDS	72
7.1 ROLEPLAYING IN THE BADLANDS	73
7.1.1 OVERVIEW	73
7.1.2 THEMES	73
7.2 ADVENTURE SEEDS	74
7.2.1 CALL FOR HELP	74
7.2.2 COUNTDOWN TO ARMAGEDDON	75
7.2.3 CRESCENT OF BLOOD	75
7.2.4 DIPLOMATIC DISAPPEARANCE	76
7.2.5 HONOR-BOUND	76
7.2.6 JUDAS GAME	77
7.2.7 RIOTS AND RETRIBUTIONS	77
7.2.8 ROVER'S GAMBIT	78
7.2.9 STORMFRONT	78
7.2.10 THE ULTIMATE GAME	79
7.2.11 THE ENEMY OF MY ENEMY	79
7.3 STOCK NON-PLAYER CHARACTERS	80
CHAPTER 8: CREATURES OF THE BADLANDS	90
8.0 BADLANDS CREATURES	90
CHAPTER 9: FIELD GUIDE	98
9.0 FIELD GUIDE	98
9.1 ADDITIONAL TACTICAL RULES	99
9.1.1 SAND RIDER INFANTRY UNITS	99



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The use of the male gender throughout this manual should not
imply exclusion of the female gender. It is meant only in order to
avoid pronouns like "him/her/it" which make reading easier. It
is our most sincere hope that female gamers will find this book
just as interesting as their male counterparts.

Dream Pod 9 can also be reached through the internet — check
the rec.games.mechas conference for support and information
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INTRODUCTION

01

INTRODUCTION

"Incoming!" An infinite moment passed as an anti-personnel missile streaked across the desert landscape toward the caravan. They were carrying vital medicines for the nearby Mellinghouse oasis tower and a group of rovers obviously didn't want to see the residents get well. The charge struck within fifty meters of Karla, but buried itself deep in the loose sand, muffling the explosions.

"Okay, let's move. Keep the dunes between us and them." The traders began to guide their mounts — mostly large lumbering barnabus iguanas — down into the soft valleys created by the desert's hundred-meter dunes. Karla called over to one of her assistants.

"Nat, take Rico and try to get to the tower from the north side. We're going to have to follow this dip as long as we can."

"Got it. I'll try to get 'em off your back, boss."

Nat kicked his heels, sending the fast springer he rode darting forward. His anti-Gear rifle was strapped securely to his supply pack.

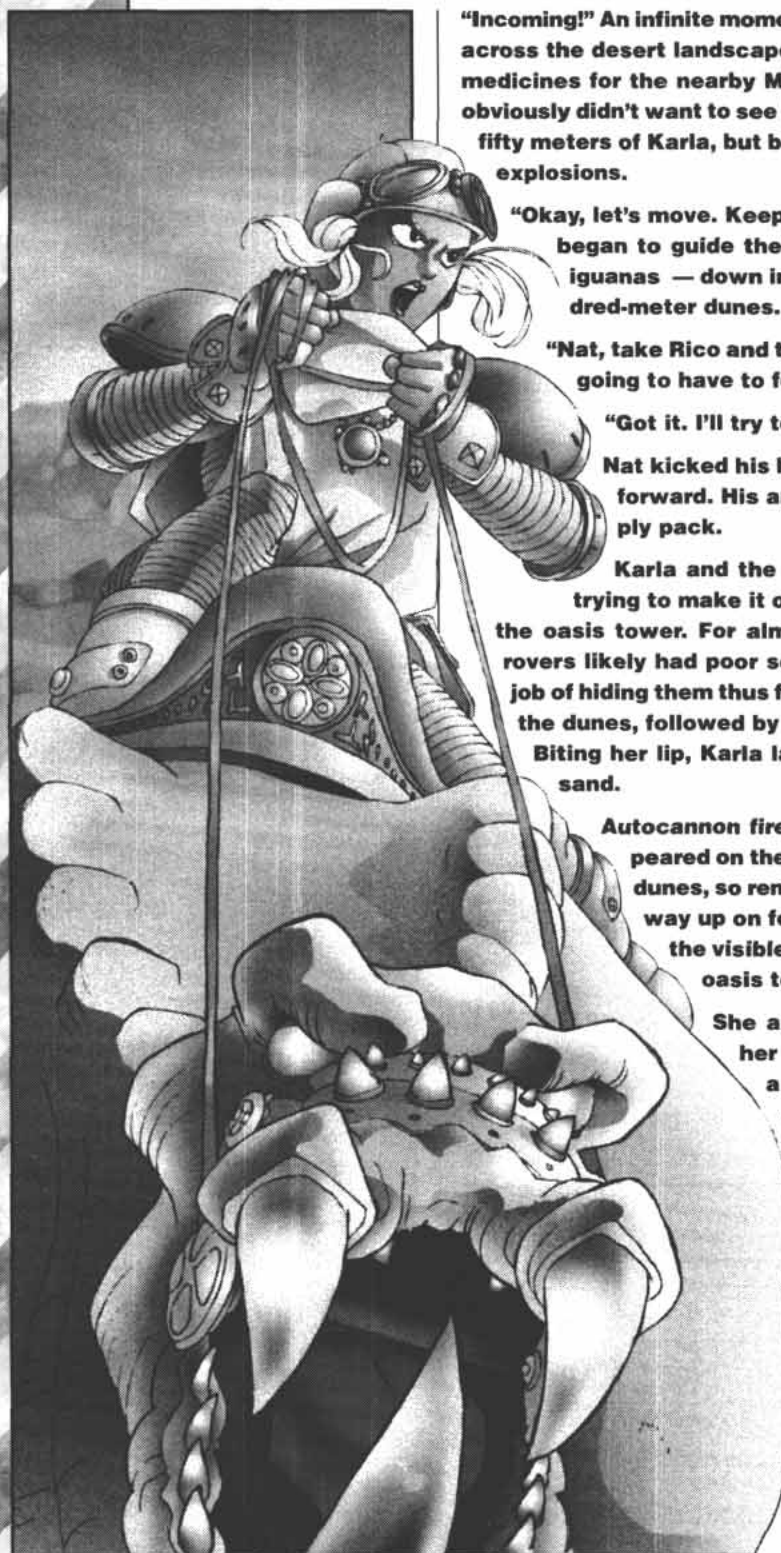
Karla and the other barnaby riders got the beasts to a trot, trying to make it over the crest of rock that separated them from the oasis tower. For almost fifteen minutes, there was no noise. The rovers likely had poor sensors and the large dunes were doing a good job of hiding them thus far. Suddenly, the loud echo of Nat's rifle crossed the dunes, followed by the terrible roar of a vehicle-mounted minigun. Biting her lip, Karla lashed her mount, driving up the slope of loose sand.

Autocannon fire blew into a nearby dune and desert ATVs appeared on the crest to their left. Karla was sheltered by small dunes, so remained on her barnaby, but the others made their way up on foot. She got to the crest of the ridge, smiling at the visible dust trail of two springers darting for the squat oasis tower below.

She almost didn't notice a small Gear appearing to her right. She had no cover and it was closing — apparently wanting to take her out with a vibromachete rather than waste ammunition on an "easy" kill.

"You're not from around here," she said when the modified *Prairie Dog* was almost on top of her. She kicked her steed and its massive tail quickly lashed out toward the Gear, slamming into its leg with terrible force. The machine swayed for a second and then tumbled down the sandy slope Karla had just climbed.

"Never get too close to a barnaby. Never."



INTRODUCTION



1.1 SOURCEBOOK OVERVIEW

It is TN 1933, and Terra Nova is on the brink of war. Again. The détente which followed the War of the Alliance has died all too quickly and the armies of North and South are preparing to settle their long-standing disputes. In Valeria and Port Oasis, politicians scream the need for war while hundreds of thousands of troops wait to prove their worth. Millions hold their breath, waiting for the opening shot to ring out.

Nowhere is the situation tenser than in the Badlands. The region's political and economic climate, stable since the end of the War of the Alliance, is rapidly crumbling as desert inhabitants try to find a place in the coming conflict. **Into the Badlands** gives **Heavy Gear** players and Gamemasters a snapshot of a region on the verge of massive change. The opportunities for tremendous profit, deadly failure and exciting stories are nearly limitless.

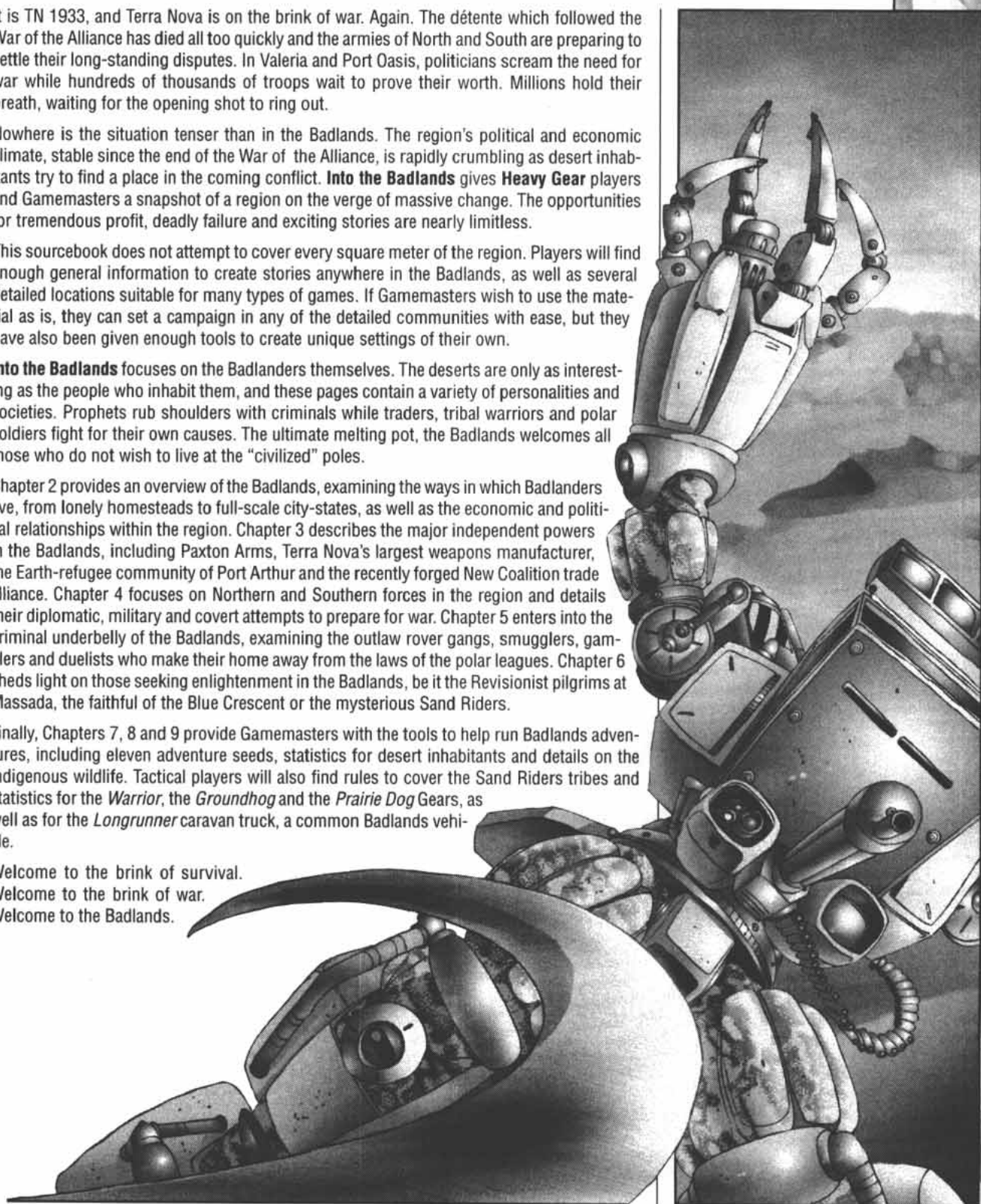
This sourcebook does not attempt to cover every square meter of the region. Players will find enough general information to create stories anywhere in the Badlands, as well as several detailed locations suitable for many types of games. If Gamemasters wish to use the material as is, they can set a campaign in any of the detailed communities with ease, but they have also been given enough tools to create unique settings of their own.

Into the Badlands focuses on the Badlanders themselves. The deserts are only as interesting as the people who inhabit them, and these pages contain a variety of personalities and societies. Prophets rub shoulders with criminals while traders, tribal warriors and polar soldiers fight for their own causes. The ultimate melting pot, the Badlands welcomes all those who do not wish to live at the "civilized" poles.

Chapter 2 provides an overview of the Badlands, examining the ways in which Badlanders live, from lonely homesteads to full-scale city-states, as well as the economic and political relationships within the region. Chapter 3 describes the major independent powers in the Badlands, including Paxton Arms, Terra Nova's largest weapons manufacturer, the Earth-refugee community of Port Arthur and the recently forged New Coalition trade alliance. Chapter 4 focuses on Northern and Southern forces in the region and details their diplomatic, military and covert attempts to prepare for war. Chapter 5 enters into the criminal underbelly of the Badlands, examining the outlaw rover gangs, smugglers, gamblers and duellists who make their home away from the laws of the polar leagues. Chapter 6 sheds light on those seeking enlightenment in the Badlands, be it the Revisionist pilgrims at Massada, the faithful of the Blue Crescent or the mysterious Sand Riders.

Finally, Chapters 7, 8 and 9 provide Gamemasters with the tools to help run Badlands adventures, including eleven adventure seeds, statistics for desert inhabitants and details on the indigenous wildlife. Tactical players will also find rules to cover the Sand Riders tribes and statistics for the *Warrior*, the *Groundhog* and the *Prairie Dog Gears*, as well as for the *Longrunner* caravan truck, a common Badlands vehicle.

Welcome to the brink of survival.
Welcome to the brink of war.
Welcome to the Badlands.





BADLANDS OVERVIEW

"Mad dogs and Norlights go out in the noon-day sun," Marshal Mari Pontneuf said as she squinted through the merciless glare reflecting off the dunes. The wind rushing through the mesa at her back picked up the fine grains and pushed the dunes westward. She cursed as the tracks she was following were obliterated.

She had found the body of little Jan Mosek in his father's homestead early that morning. The boy had been horribly mutilated, while his father had been simply executed: apparently their visitor only liked little boys. The Moseks had hosted a pilgrim from the North, on his way to Massada to visit the grave of Mamoud. Old man Mosek, a devout Revisionist, had opened his home to the man and paid for it in blood. Now Mari hunted the killer.

He couldn't be far. She had found his overheated buggy a kilometer back, but without tracks there wasn't much she could do.

"Damn! Damn! Damn!" Mari was not a good loser. Lifting her head to shout out her frustration again, she caught a fleeting shadow in the sky. Daks. The flying creatures rode the air currents above the sands in search of prey, but even they usually found shelter at midday — unless there was easy prey to be had.

Her battered ATV started after a few tries and she proceeded north, toward the center of the daks' circling pattern. A few hundred meters later she saw her prey lying face down at the base of a dune. She pulled out her pistol and made her way to him. He was moaning.

"Still alive, hunh? Well get up!" She grabbed the back of his tunic and yanked him up.

"Turn around!" He did so slowly, revealing a sand-encrusted face and wild eyes.

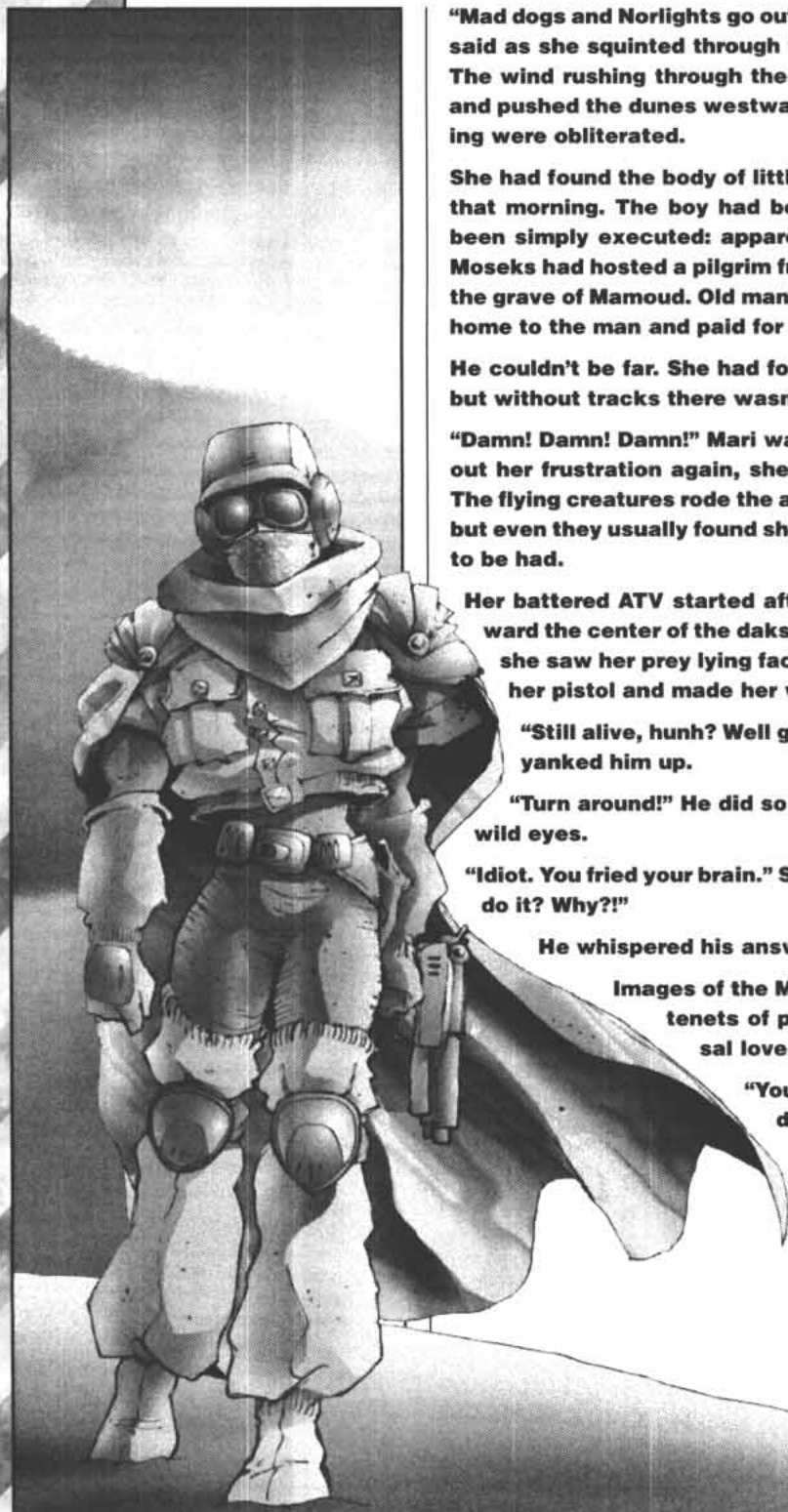
"Idiot. You fried your brain." She shoved the pistol into his face. "Why d'you do it? Why?!"

He whispered his answer, "for Mamoud."

Images of the Moseks' faith flowed through Mari's mind. The tenets of peace and friendship. The doctrine of universal love. Everything he had perverted.

"Your precious Mamoud had a revelation in this desert. Maybe if I left you here, you'd turn into a better person too." She took a breath, "maybe not."

She pulled the trigger.



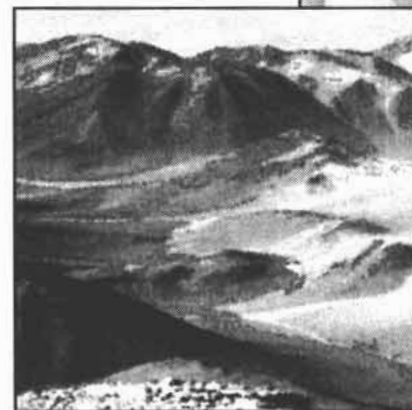
BADLANDS OVERVIEW



2.1 PHYSICAL GEOGRAPHY

The great deserts of the Badlands are part of a large frontier territory that is both a geographical and a political region. Technically, they are the high-infernal wastelands that ring Terra Nova between roughly 20° North and South latitude. More generally, they are the political neutral zone that separates the two polar confederations, the Confederate Northern City-States and the Allied Southern Territories. In effect, their role is comparable to that played by Earth's international waters many centuries ago, and like them, the Badlands enjoy a special territorial status.

Three major mountain ranges cross the Badlands from North to South. Although they are all somewhat active geologically, the Westridge range counts most of the important volcanoes. The edges of the great Badlands deserts are made up of several thousands of square kilometers of savannah which act as an interface between the scorching heat of the Equator and the more temperate regions of both hemispheres. Most Terranovans agree to consider the savannahs as part of the Badlands and its political buffer zone, even though the leagues' official (or at least claimed) borders often encompass most of them.



Badlands Geographical features

2.1.1 THE BADLANDS DESERTS

The equatorial band consists of four different deserts. All share extreme temperatures (reaching 50° C during the day) and near complete aridity. The water-rich MacAllen cave network is buried under hundreds of meters of rock and sand, accessible only through occasional natural fissures that spawn precious oases. Vegetation is limited to adapted species like Ross lichen that lives under the sand and waterroot, with its huge root networks that reach down to the MacAllen caves. Each desert, however, have its unique features.

The Barrington Basin is a uniform sand desert characterized by endless dunes — many of which are 400 meters high — and raging sandstorms. Tempests form as the great easterly winds crash into the Serpentine mountains. Due to these factors, habitation is limited, though a few large city-states, such as Port Arthur, are located there.

The Western Desert features sandy soil and rough scrub and is banded by wide savannas. Ancient geological upheavals have left many water-rich fissures and spawned volcanic activity. One volcanic chain north of the Saragossa Range spews tons of corrosive white sand, creating the so-called Great White Desert around it. Despite this, the relatively plentiful water supply makes the Western Desert the most attractive for homesteaders.

The Karak Wastes is a desert of rock and stone more than sand. Dune seas are broken by mesas and small mountain ranges. The mesas provide easy access to mineral resources and water, with the right equipment, and the region is characterized by many mining camps and company towns, including Peace River.

Thanks to early colonial surveys, the Eastern Desert is the site of the oldest mineral extraction efforts in the Badlands. This desert is characterized by sand-swept stony plateaus that are nearly level with, or buried by, the surrounding sand.



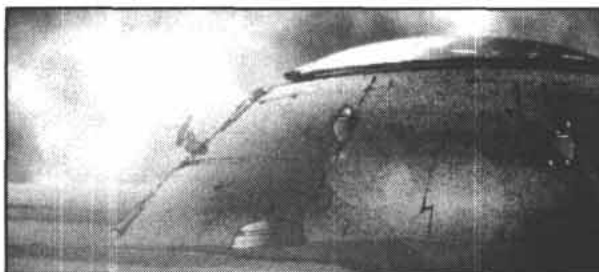
BADLANDS OVERVIEW

02

● Noonday Sun, Midnight Frost

Unlike other Terranovans, Badlanders divide the 36-hour day into two 18-hour half days, sleeping six hours around midday and midnight to avoid the temperature extremes. At the equator, midday temperatures regularly rise above 50° C, making moving around without shelter impossible. Conversely, the extreme aridity means that the temperature crashes at night, approaching freezing (0° C) by midnight.

To deal with these conditions, Badlanders usually wear a reversible poncho over a layer of skintight, moisture-trapping clothing. The day side is light colored to keep cool, while the night side features attachment points for an additional warm lining. Similarly, desert dwellings are usually half buried to keep at least one floor isolated and comfortable.



MARCHING SAND

In the Barrington Basin and other dune seas with high winds, life is made very difficult by the shifting sands. Immense dunes, sometimes reaching up to 400 meters in height, can advance hundreds of meters each cycle, easily burying whole communities. Without the protection of rocky outcroppings, only large Oasis Towers and massive fortifications are feasible, permanent structures. Even these towers get buried, but the inhabitants are usually able to dig themselves out with engineering Gears and vehicles. Usually, but not always.

2.1.2 THE SAVANNAHS

The Badlands are framed to the north and south by large belts of semi-arid savannah that feature regular rainfall, widespread johar grass, temperatures averaging 35°C and a shallowing of the MacAllen cave network that translates to frequent watering holes and oases. The savannah fringes are highly variable and ill-defined, slowly transforming into grassland toward the poles and fading into desert toward the equator. On average, the savannahs start at the political borders of the polar confederations and extend 200 km toward the equator.

The savannahs have been developed as both farmland and pasture. Johar grass and waterroots are cultivated, although the threat of desertification means that intensive farming is almost impossible. The savannahs are most frequently used as grazing land for various reptilian beasts of burden, notably springers and Barnabus lizards. Ranchers maintain herds of a dozen to a hundred that graze over several hundred kilometers during a season.

2.1.3 THE MOUNTAIN RANGES

The Badlands are separated by three major mountain ranges running north to south. The Serpentine and Pacifica Ranges, the result of geologically recent tectonic activity, are characterized by dizzying heights and sharp peaks. The tallest cliff face on Terra Nova — the so-called Dead Man's Fall — is a 4.75-kilometer cliff on the east face of Mount Pacific, just south of the equator. The alpha maglev line passes along the Pacifica ridge, giving passengers a spectacular view of the Karaq Wastes. Both ranges are also resource rich, with veins of various minerals ready to be mined. The Eastridge and Westridge mountains are much older, lower, more rounded and less resource-rich.

The mountains are characterized by cooler temperatures at the higher altitudes, reaching the freezing point on several peaks. While most of the mountains are bare — populated only by small mining camps and a few breeds of grass and insects — the eastern foothills of the Serpentine and Pacifica Ranges are ideal for cawfee growing because the mountains force easterly winds to an altitude where what little humidity they contain becomes rain.



THE WESTRIDGE TRENCH

The generally rounded peaks and sloping hills of the Westridge Range are sharply contrasted with the great trench that snakes its way through the range for hundreds of kilometers. The result of a huge MacAllen branch that collapsed thousands of cycles ago, the trench reaches depths and widths of over a kilometer, providing a sheltered micro-climate. However, winds funnel down the trench and can reach tempest strength with very little warning. As a result, the trench remains spectacular, but largely uninhabited.

BADLANDS OVERVIEW



2.2 BADLANDS HISTORY

The history of Terra Nova's equatorial region is a story of hard struggle and survival versus both the environment and the greed of polar and local governments. The harsh deserts are avoided by most Terranovans, but the call of plentiful and valuable resources has continued to lure many hardy souls to the equator.

Historians often compare the Badlands to the Old West of the 19th Century or the Australian Outback of the early 20th: a dry, desolate place populated by tough, practical pioneers who have hopes and dreams. The Badlands are the new frontier, where legends are created and fortunes made.

Eking out a living in this dry wasteland is a difficult task. Yet, throughout the hardships, these pioneers forged a lifestyle based on independence, resourcefulness and pride. Faced with political pressure from the planet's hemispheres, Badlanders have struggled through the years to maintain their identity and freedom. For the most part, they have succeeded.



2.2.1 EARLY DEVELOPMENT (TN 493-1581)

During the colonial period, the Badlands were the site of several oil-drilling and mining operations, mostly in the Eastern Desert. Employees worked for ten-year terms, returning to Earth or settling at the poles when their contracts were up. A very few rugged souls established independent villages on the fringes of the mining camps.

When the last ships left for Earth in TN 1455, the Badlands were stripped of their population as most corporate workers left for home or the polar cities. The few independent settlers and abandoned workers took over the camps or reverted to a tribal lifestyle, growing to communities of over 1,500 people in some cases. Only limited trade over the desert wastes was possible, and only those communities with communication links to the poles remained tied to the rest of Terra Nova.

GENERAL BARNABUS COLLINS



Remembered as the first true Badlander, Barnabus Collins oversaw the construction of the colonial spaceport at Baja from TN 740 to 750. He surveyed much of the surrounding land — discovering and naming the barnabus lizard and the armadillo beast — and learned to love the region and its people. He listened to worker complaints and enforced directives for humane conditions. He also developed the collins color system that enabled travelers and settlements to communicate with colored flags. Veteran Badlanders still carry a row of knotted pieces of cloth, unfurling them as needed: white for help, green for safe passage, red for danger, orange for quarantine, blue for a face to face meeting.

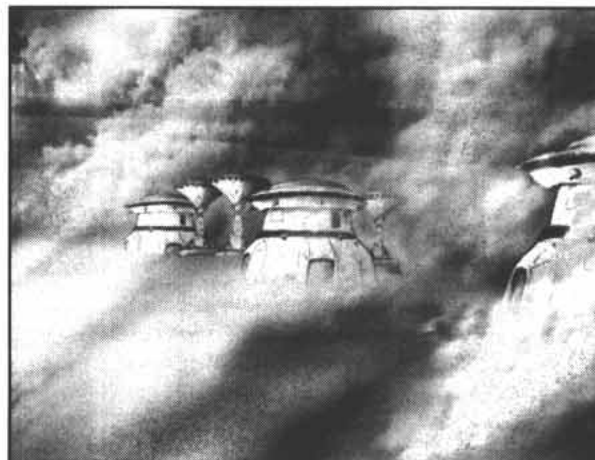
General Collins disappeared during a tempest on 3 Spring TN 789 while heading a relief convoy sent to a severely damaged outpost. The caravan and his body were never recovered. Badlanders commemorate the general's memory on 3 Spring, now called Barnabus Day, which serves as a sort of national holiday for all Badlanders.



THE GREAT TEMPEST

TN 1520 saw the worst tempest in Terra Nova's history. The great storm began in the Barrington Basin and pushed into the Eastern Desert where it merged with other storms. The tempest encircled the equator over the course of the cycle, burying whole settlements forever. In the fall, the storm swept through the Great White Desert, picking up millions of tons of corrosive white sand. When the storm hit the gamma maglev line that winter, it eroded away 250 km of track and the Monroe settlement. When the line was rebuilt, the ruins of Monroe became a dumping ground for Khayr ad-Din.

Norlight meteorologist Marsa Garcia has recently pointed to records of other powerful tempests in TN 721 and TN 1096 to argue that the storms are part of a pattern of growing destruction. She expects an apocalyptic storm to hit within her lifetime.





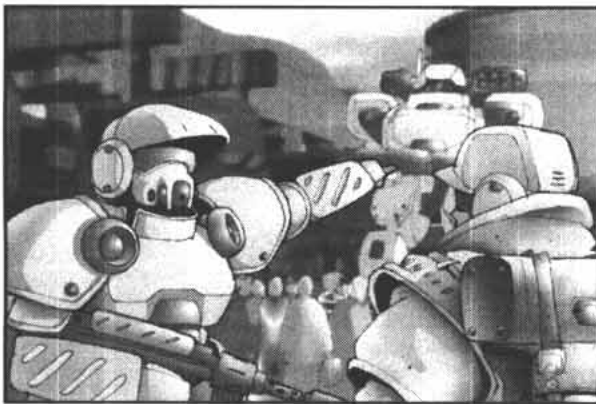
BADLANDS OVERVIEW

02

2.2.2 EMERGING CITY-STATES [TN 1581-1692]

The transformation of the Badlands from sleepy backwater to vibrant frontier came with the expansion of the polar leagues. By TN 1581, all seven leagues had formed and became interested in procuring resources from the Badlands. Dissidents and fortune hunters also came to the equator. Benefiting from the polar hunger for oil, uranium, mineral ores and precious metals, Badlands communities exploded. Populations rose into the tens — or even hundreds — of thousands. Since most military conflicts were between leagues from the same pole, the Badlands were able to avoid getting caught in the middle.

This period saw the development of extensive transportation links between the major resource sites and the poles, with railroads and desert highways supplementing the maglev lines. This was also the golden age of prospecting, with thousands trekking across the wastes in search of the next big find. Armed conflicts were not uncommon around the richest veins, but no large scale military operations were feasible due to the great distances involved. As a result, most communities remained firmly independent from the leagues. In the most famous case, Elayu repelled a takeover attempt by the Emirates in TN 1675 and has been fervently independent ever since.



THE TRICITY FUEL EMBARGO

Oil-rich Vladivostok, Bannerton and New Yukon — the so-called Tricity of the western savannah — proved the power of the Badlands settlements in TN 1650 when they announced an embargo against their clients in the Western Frontier Protectorate. Supported by the United Mercantile Front, Tricity brought WFP manufacturing and transportation to a halt until they agreed to higher prices. Political scientists point to the embargo as a critical factor in the WFP's entrance into the CNCS in TN 1692. Indeed, when Tricity launched another embargo in TN 1694, the other leagues refused to support them and the oil fields were occupied after a bloody Western "police action." Tricity residents observe the Bannerton Massacre yearly, but continue to sell 95% of their oil to the WFP at favorable prices.

2.2.3 POLAR CONFLICT [TN 1692-1913]

With the formation of the CNCS and the AST, the stakes increased as the deserts became a buffer zone between antagonistic superpowers. North and South remained dependent on equatorial resources, but the hard-line tactics of the past would no longer serve Badlanders. Polar military power came into play as never before and communities that could not play subtle political games were easily crushed. This period also saw the growth of trade networks within the Badlands to help diversify the region's economy.

● St. Vincent's War [TN 1723-1729]

In TN 1723, the danger of North-South conflict became frighteningly real as a minor skirmish in the Eastern Desert released St. Vincent's Plague, a deadly virus that targeted children. The plague wiped out a whole generation of Badlanders and thousands of children at both poles. Blaming each other, the superpowers entered into a bloody war of revenge that ended only with both economies in ruin. The famed Badlander survival instinct was tested to the limit as many of the fiercest battles were fought at the equator.

The collapse of the polar economies was a blessing in disguise for the Badlands. It gave settlements time to rebuild and put them in a position to compete with the crippled polar industry. Paxton Arms gained its supremacy at this time.

● The Judas Syndrome [TN 1910-1913]

It took until TN 1910 for the tensions between the major leagues on Terra Nova to return to the boiling point. Military clashes were common, mostly on the borders, but were eclipsed by the complex webs of deceit and espionage that entangled all of Terra Nova. Double and even triple agents tried to maximize their personal profit before the destructive war they saw coming, selling information and offering warnings to the highest bidder. Old-fashioned concepts like ethics and honor fell out of favor as this "Judas Syndrome" transformed the Badlands underworld into a multi-million mark/dinar industry, turning small-time hoods into wealthy kingpins overnight.

Smuggler havens like Westphalia, Khayr ad-Din and Wounded Knee swarmed with spies and information brokers, each trying to outdo the other. Those who learned to play the information game, or learned to keep their secrets well hidden, profited enormously. Those who ignored the web of spies became caught in it against their wishes and often turned up dead. It was into this murky atmosphere that Earth's Colonial Expeditionary Force arrived to conquer Terra Nova.

BADLANDS OVERVIEW



NICOSA RENAULT



In a time of spies, Nicosia Renault was the best there was. Born the illegitimate child of Northern Brigadier Luk Renault in TN 1869, she was raised in Massada by the Revisionist church orphanage. She escaped the sisters' care at the age of eighteen and ended up in Wounded Knee. By TN 1900, she was the power behind several underworld thrones. Information was her game, and she played it very well. She saw the profit to be made by trading in political secrets and worked her way into the confidence of CNCS commanders in the region while offering safe passage to spies and informants. By the time the Earth forces arrived in TN 1913, Wounded Knee had become an information clearing house. It is rumored that Nicosia arranged for the covert meeting between Southern MILICIA Prefect Arland Longchamps and Northern Guard Field Marshal Anders von Breslau that paved the way for the North-South coalition against the Earth invasion.

Most believe that Renault was killed in TN 1916 when she was caught in the carnage of the Baja campaign. Others swear they have received coded messages from her in the last few months. The truth remains unknown.



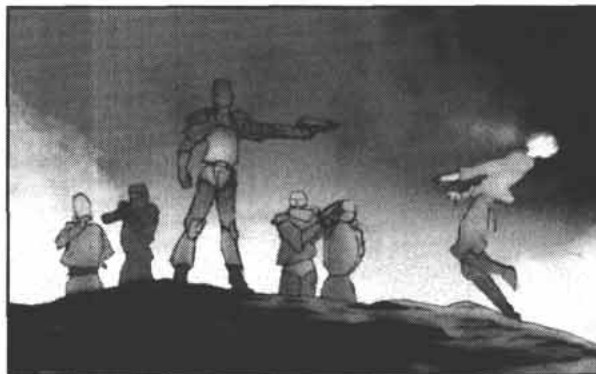
2.2.4 THE WAR OF THE ALLIANCE (TN 1913-1917)

The return of Earth forces to Terra Nova in TN 1913 sent a shock through the Badlands. In short order, 400,000 Earth troops had established a ground base in the desert and began their march to the poles. While Terranovan military tactics would eventually prove superior, there was little chance that the lightly armed desert settlements could resist the columns of massive hover-tanks and GREL supersoldiers that descended upon them. Only the mining town of Mount Kiev refused to submit to the occupation and was brutally subjugated as an example to others.

Some brave Terranovans took off into the deserts to carry on a guerrilla-style resistance, often hooking up with rover gangs caught up in the patriotic fervor. Although minor, this resistance did force the Terran army to divert resources to maintain a rear guard. Badlanders who remained at home buried their arms somewhere safe and waited for a chance to act. They also resisted in small ways, ranging from work slowdowns to "lost" strategic items.

COLLABORATION

A minority of Badlanders collaborated with the Earth occupiers in exchange for power. Many settlement leaders bowed down unflinchingly to colonial commanders. Others provided information on hidden weapons caches and guerrilla fighters. When the tide of war reversed, collaborators found themselves in dire straits. Some changed with the tide and double-crossed their Terran masters while others simply disappeared. The most infamous collaborators, however, had few avenues of escape. Revenge squads were born spontaneously and summary executions were all too common. Unfortunately, the number of collaborators who escaped street justice is surpassed only by the number of innocents who fell to the mob's bloodlust in their stead.



• The Peace River Army

Paxton Arms shocked Terra Nova by declaring its neutrality in TN 1913. Despite contemporary charges of treason, it is now clear that the arms conglomerate did so to buy itself some time. In TN 1913, a colonial landing near Peace River was a distinct possibility and Paxton was not ready. Between TN 1913 and TN 1916, they covertly kept up production, leaking some arms to local guerrillas and polar forces, and stockpiling the rest.

At the end of TN 1916, Paxton finally acted. Gathering together the rag-tag resistance fighters who had been operating alone for several cycles and recruiting from their own population, the conglomerate fielded the Peace River Army and waded into the War of the Alliance. The Army grew in leaps and bounds as weapons caches were emptied and able-bodied Badlanders flocked to the Peace River banner to take back their homes.

Compared to the Northern and Southern forces, the Peace River Army was piece-meal at best. Paxton fielded a single brigade and most troops were untrained and untested. Nevertheless, this group of homesteaders, rovers and miners turned the tide of the War. The Army forced the Colonial Expeditionary Force to divert significant troops to the Badlands, allowing the polar forces to finally push the invaders out of their territory. The Peace River Army's determination and intimate knowledge of the ground they were fighting on also gave them an edge. In TN 1917, the main body of the Army was within sight of the colonial command center of Port Arthur when the surrender was announced.

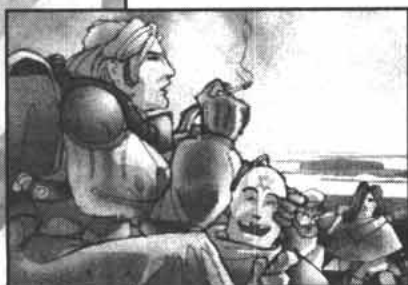
In the aftermath, the Peace River Army was dismantled. Many units became Rovers and the Paxton core was transformed into the Peace River Defense Force. Common Badlanders remember the Army with pride as a symbol of their independence.



BADLANDS OVERVIEW

02

2.3 DESERT LIFE

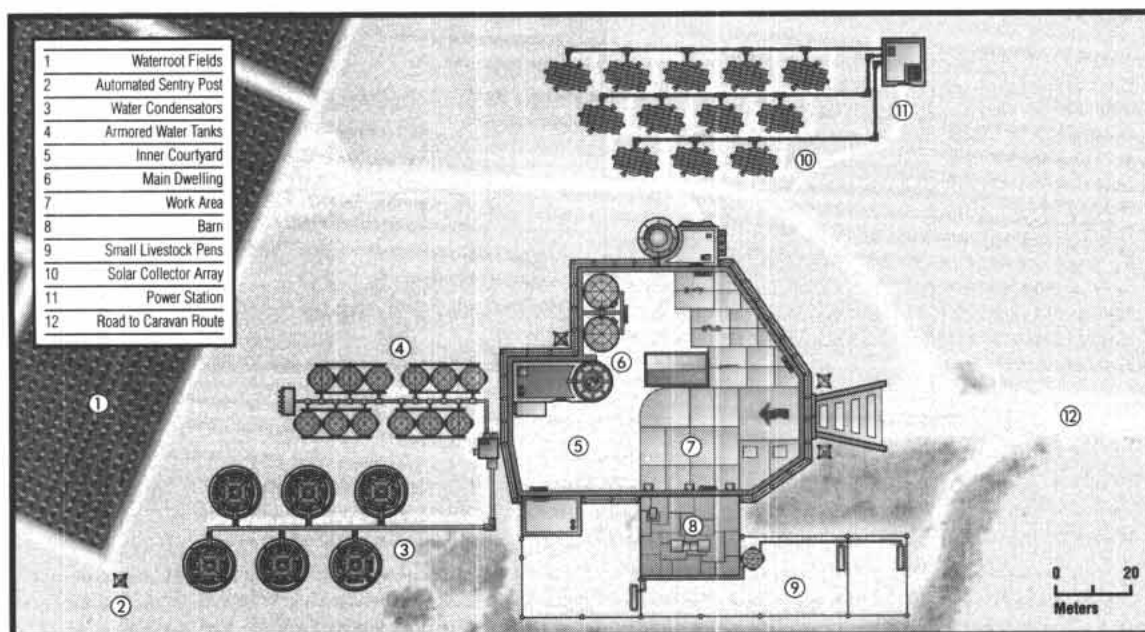


The sixteen million Terranovans in the deserts and savannahs of the Badlands live harsh and rugged lives. They are tough and independent, scraping out a life for themselves and their loved ones in a world of crushing aridity, unpredictable sandstorms, dangerous rovers and vicious desert wildlife. Extracting water, growing food and defending oneself against predators — human or otherwise — all require cooperation, and Badlanders gather together in tightly knit communities ranging from isolated homesteads sheltering extended families to full-fledged city-states safely hidden behind high armored walls. Badlands settlements can be divided into five major classes: homesteads, towns and villages, oasis towers, city-states and caravans. Each of these has its own social organization and rules of conduct to ensure the well-being and prosperity of its inhabitants.

2.3.1 HOMESTEADS

A homestead is the typical Badlands community, equivalent to a farm in more fertile areas. Often consisting of a single extended family working the land together, homesteads derive their sustenance from small water sources, moisture traps and desert agriculture. Waterroots, lichens, cactus-like plants and limited animal husbandry are the staples of the homestead subsistence economy, with small surpluses used for trade. Homesteads are extremely self-reliant, but unite to form counties to facilitate cooperation between families in times of need. These counties usually consist of one or two dozen homesteads around a small town and are led by a council of family elders who rule through tradition and common consent.

One factor causing great change in isolated homestead society is the Hermes 72 satellite system abandoned by Earth forces in TN 1917. Satellite dishes are inexpensive and now rest atop many homesteads and small-town bars. Exposure to programming from across the globe has prompted many young people to leave their homes in search of the glamour they see on the vidscreen. Some fear that soon there will no longer be enough people to maintain the homesteads, and a few counties have banned satellite dishes as a dangerous influence.



Bosin Homestead, Andruston County

• County Law

Many homestead councils employ one or more people to enforce justice in the county. These people — called marshals and deputies — work under the direction of the county council of elders. They investigate crimes and generally keep an eye out for troublemakers or outsiders. Crimes are tried by the elders and often punished harshly. Only short term imprisonment is possible in these isolated communities, so serious offenses usually result in banishment or execution.

BADLANDS OVERVIEW



NEW SKILLS

• Animal Handling [CRE based]

Complexity: Simple

Specializations: Specific Animal, Herding, Performing Tricks

Often Possessed by: Ranchers, Homesteaders, Circus Performers

The Animal Handling skill is a measure of the ability to care for and train various animal species. The skill includes knowledge of the animal's food and habits, reproductive cycle and the basic signs of disease. Life Sciences (veterinary medicine) is needed to treat diseased animals.

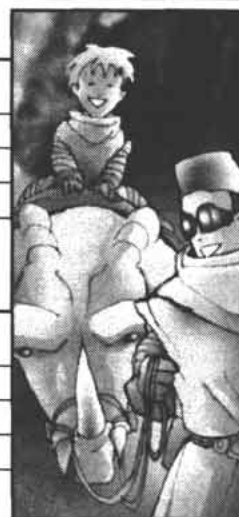
• Riding [AGI based]

Complexity: Simple

Specializations: Specific Animal, Racing, Caravaning

Often Possessed by: Equestrian Athletes, Sand Riders, Ranchers

The Riding skill is a measure of the ability to control a riding animal and is used in lieu of piloting when astride such a creature. The skill includes a basic ability to care for the animal.



2.3.2 TOWNS AND VILLAGES

Far more common than full-fledged cities, Badlands towns or villages, with anywhere from a dozen to several thousand inhabitants, generally serve as business and trade centers for homestead counties. Even the smallest will have a general store and a mechanic, and other services — doctors, veterinarians, leather workers, schools and seed-storage silos — are often available as well. In general, townsfolk are more open to strangers than their brothers on the homestead, but remain suspicious. Caravans and their wares are welcomed, but city-folk and soldiers are likely to receive a cold shoulder.

Desert towns rarely have a major water source and so remain very small. Savannah towns develop around water holes and are usually larger, geared to provide for the herds of local ranchers as well as local homesteaders. Many shops are only open when a herd arrives in town. Other towns develop near corporate camps to serve miners and oil workers. They feature stores, bars, brothels and various entertainment centers. Laws are enforced only by the local corporation, which often owns the town outright. A few of these "company towns" have risen to the status of small cities and house the conglomerates that built them.

THE HUNT FOR WATER

The MacAllen cave network lies deep under the desert sand and is inaccessible for many Badlands communities. Even those with wells often need to supplement their water supply, usually by farming waterroot. The rugged desert plants have enormous root networks that gather water over a large area and concentrate it in bulbs. A more sophisticated technique involves using moisture traps — massive, electrically cooled, ultra-fine nets — to condense moisture carried on the wind.

No Badlands community, no matter how water-rich, wastes water. Waste liquids — human or otherwise — are distilled and purified; baths and showers are often replaced by scrubbing with extremely fine silicate dust.



DESERT POWER

The most common and obvious source of power for Badlanders is the sun, and solar panels top almost all buildings on the equator. The lack of cloud cover and the intense radiation makes Helios an excellent power source. Some settlements supplement their power supply with great wind mills and/or more traditional petroleum power plants. All communities have some sort of backup generator, such as a wind mill or fuel engine, since during tempests and sandstorms the sky is dark and solar power is unavailable.



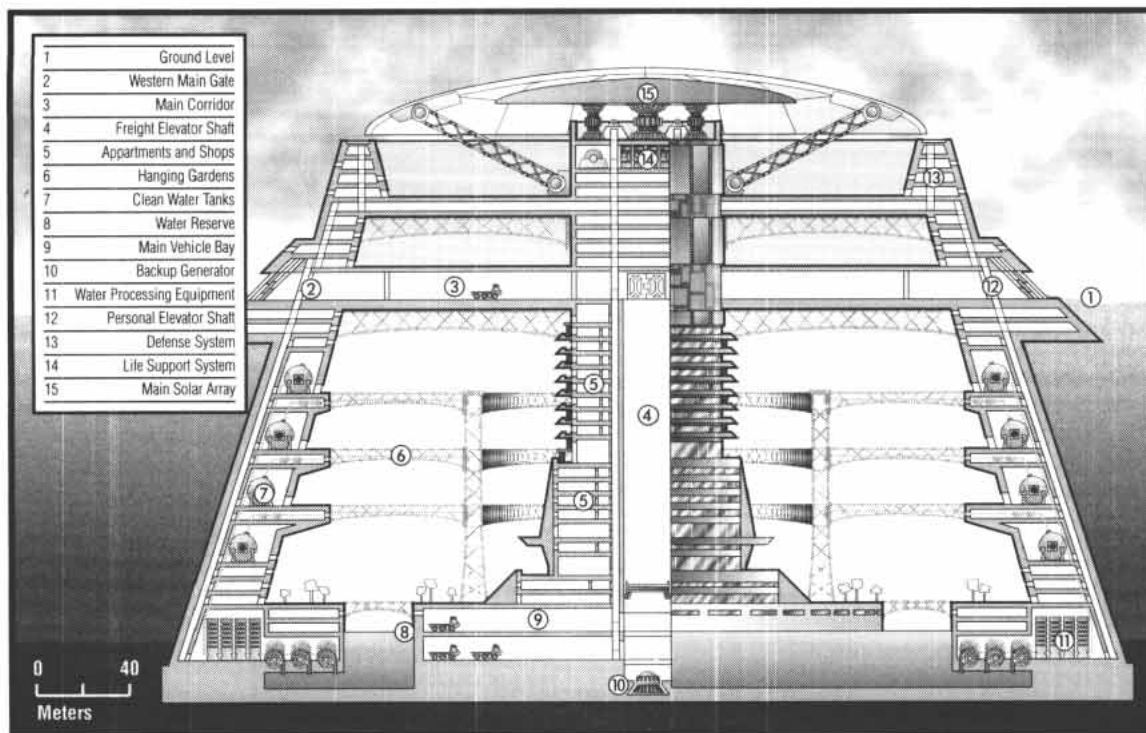


BADLANDS OVERVIEW

02

2.3.3 OASIS TOWERS

Oasis towers are probably the most unique and distinctive of all desert dwellings and are found along caravan routes and at other strategic locations in the Badlands. They are huge enclosed towers made out of the local rock and sealed against the oppressive heat of the surrounding desert, protecting hundreds of people from the harsh environment outside. The lower half is buried in the sand to remain cool, and pumping stations placed in the lower levels ensure a sufficient water supply for everyone. Sensors, solar panels, moisture condensers and weapon ports dot the exposed surfaces. Originally built to shelter passing travelers, the towers are now both waystations and towns in their own right.



Oasis towers (cut away view)

• Construction and Ownership

Oasis towers — or simply oases — are massive stone shelters that line major caravan routes and cover many wells. The basic oasis structure (see diagram above) consists of a truncated cone made of local stone buried deep into the bedrock and emerging from the desert sand. A spiral passageway connects the outer doors to the interior, which is cooled to a comfortable 25 to 30°C by a massive ventilation system. A habitat tower stands at the oasis' center, providing apartments, shops and other facilities. Repair and other industrial facilities are usually limited to the oasis' floor. Hanging gardens stretch from the tower to the oasis wall every five stories, providing food for the inhabitants and helping to filter the air. Oasis systems are usually powered by massive solar panels on the structure's roof that can also be set to reflect sunlight into the oasis interior to provide natural light that filters through the hanging gardens.

Obviously, only wealthy corporations and leagues can afford such a massive construction project. Oases were first built by polar mining concerns in the seventeenth century, but many of these became independent when the companies went bankrupt after the St. Vincent's War. These "free oases" still dot the Eastern Desert. Today, most oases are sponsored by Paxton Arms. The Badlands conglomerate oversees its oases, but grants the citizens a large degree of self rule, so long as they continue to offer shelter to travelers and remain independent of polar power. Polar corporations and leagues have also built some private oases at strategic locations, but these are often closed to travelers and so are not considered "true" oases.

• Oasis Dwellers

Oases exist to provide shelter from the hostile climate of the Badlands and fully half their population consists of transients. These travelers stay anywhere from a day to a season before continuing on their way, paying a fee to remain longer than a day. Permanent residents pay taxes and are usually either employed as maintenance workers by the oasis sponsor or in independent businesses providing services to transients. Most residents specialize in technical skills (vehicle repair, hydroponic farming, medical services) or in entertainment. Although oases are complete communities with schools and churches, those who wish to obtain a higher education must usually travel to the city-states.

BADLANDS OVERVIEW



QUARANTINE

Enclosed oasis towers are extremely vulnerable to contagion. Newcomers are quarantined and must submit to a medical exam before being granted a day pass. The waiting period is usually about an hour, but has been known to stretch to weeks during peak times. Few people complain, however, remembering that in TN 1862 the Montcalm Oasis in the Eastern Desert was wiped out by a virulent fever when an impatient oasis official let in a large trade caravan without the proper medical exams. The oasis remains uninhabitable to this day.

Montcalm Fever

Contagion:	9
Method of Contagion:	Airborne; enters via mucous membranes
Onset Time:	one month
Virulence:	12
Effects:	
Successful Health Test:	Mild fever and cramps
Margin of Failure 1 or 2:	High fever and debilitating cramps for two weeks. Occasional vomiting.
Margin of Failure 3 or 4:	Extreme fever, severe cramps and violent vomiting for a full month. Dehydration is a serious risk without medical care (First Aid skill roll against a threshold of 4).
Margin of Failure 5 or more:	Life-threatening fever and vomiting. Character will die without medical care (Medicine skill rolls against a threshold of 7), and still has a 1 in 6 chance of dying each day with care. Fever breaks to effects of Margin of Failure 3 or 4 after ten days.



2.3.4 BADLANDS CITIES

Cities in the Badlands are the only places where the luxuries other Terranovans take for granted can be readily found. Access to top-of-the-line medical care, secondary schooling, a regular supply of goods not locally produced, and transportation links to other parts of the planet are all virtually unknown elsewhere on the equator. Other than Port Arthur and Peace River, no Badlands city has more than 200,000 inhabitants and most are significantly smaller. While a community of 15,000 may be considered only a town in the Southern Republic, it is a full-fledged city in the desert.

Cities are usually dominated by a single industry, but do foster other economic activities (often agriculture and trade). These settlements are the only places in the Badlands with complete judicial and governmental systems. Specific officials (sometimes elected, often not) set the laws, peace officers enforce them and prisons and courts are available to deal with breaches of conduct. However, the extent and sophistication of these services vary greatly with a city's size and wealth.

The major cities of the Badlands are featured in the **Terra Nova Sourcebook** and elsewhere in this book (chapters 3 to 6).

2.3.5 CARAVANS

Nomadic towns that journey together through the desert on missions of trade and exploration, caravans are a fixture in the Badlands. Essentially trading homesteads, they are organized along family lines with one to ten families of the same clan constituting a caravan. Each family will have one or more wildly decorated vehicles that serve as their home. The poorest traders drive outmoded and rundown trucks or buggies, while the rich traders of the Grasmazi clan of the Eastern Desert drive beautifully decorated *Behemoth* Gear transports. Most caravans also include small herds of desert animals that are often more efficient than motor-vehicles since they do not require precious fuel and do not malfunction.

Trade caravans journey across the desert, linking isolated homesteads to the rest of Terra Nova. Homesteading equipment, spare parts, advanced water pumps and filters, and new seed strains are their most popular goods, but textiles, foods, and luxury items from North and South are also popular. Weapons are also sold and traded, but usually only hunting arms are available. Most caravans have highly skilled mechanics with them and will accept even broken machines as payment for goods. Other caravans will set up a repair shop when they arrive and sell the service rather than the items themselves.

While a caravan's arrival in many communities is greeted with a festive air, other homesteaders greet the traders with drawn weapons. As a result, traders are friendly and jovial, but keep their private lives to themselves. The inside of a caravan vehicle is completely off limits to all except the family and close, trusted friends.



BADLANDS OVERVIEW

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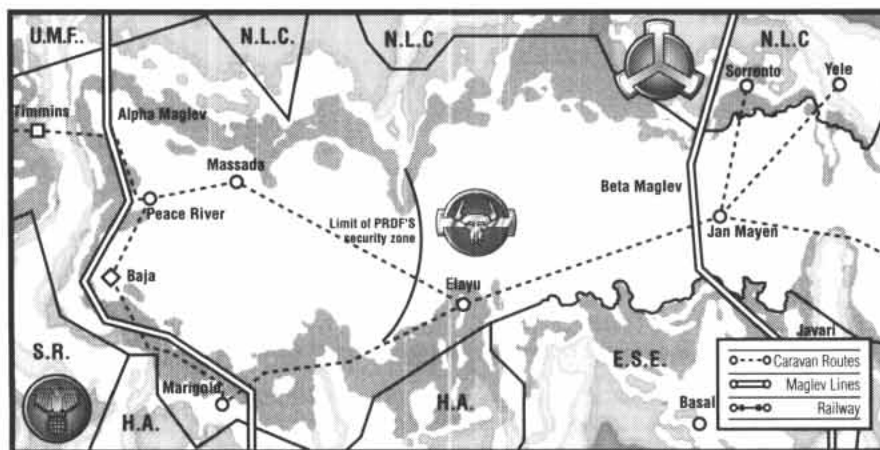
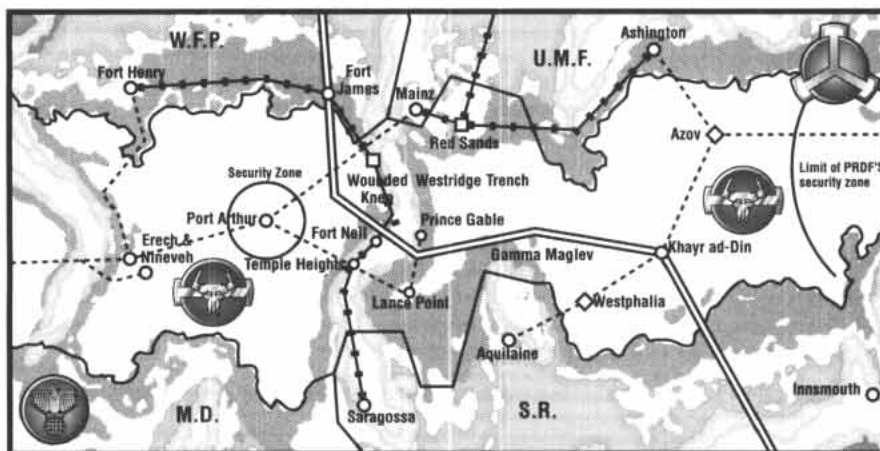
2.3.6 DESERT TRIBES

Some Badlanders have developed lifestyles based on traditional tribal lines. These tribes have existed for centuries, living off the land and making minimal use of technology. In the savannahs, the tribes are nomadic herders who come together every cycle for grand meetings where decisions are made and marriages arranged. Desert tribes are much rarer. They live around natural wells and migrate between oases, maintaining small herds or farming waterroot and lichen. They often send their young people on a "walkabout," a journey of discovery where they are supposed to meet their dream beast who will guide their lives forever after and give them their adult name. After meeting their dream beast, they are expected to return with a mate to join and expand the tribe.

Savannah tribes are usually larger (up to several hundred) and the cattle are usually family-owned. Desert tribes are smaller (usually a few dozen) and practice communal ownership. Although desert tribes are more egalitarian, they rarely tolerate deviants or criminals and will banish those who do not do what is expected of them. The status of women varies from semi-divinity to virtual slavery among the different tribes.

2.4 BADLANDS ECONOMICS

The Badlands have always been exploited for their natural resources by the rest of Terra Nova. Gold, petroleum, natural gas and metal ores are all relatively plentiful under the desert rock and sand — attracting the greedy and the determined from across the globe. As a result, from polar corporations to independent prospectors, most of the economic activity in the region consists of selling its soil to the poles. However, the Badlands' economy is more complex than might first appear. Indeed, full-fledged manufacturing does exist in the region and traders and homesteaders mesh into an informal barter economy beyond any measure.



Badlands Geopolitical Features

BADLANDS OVERVIEW



2.4.1 POLAR TRADE

The Badlands are intimately linked to the global economy of Terra Nova as the provider of primary resources. Many of the heavy industries in the United Mercantile Front and Mekong Dominion run on Badlands ore, petroleum and natural gas. The Emirs of the Eastern Sun Emirates wear crowns made of Badlands gold, encrusted with Badlands jewels.

The oldest resource extraction sites are owned by independent local enterprises, usually based in a town or city built to house the workers. The most famous of these is the gold-rich Marigold, with the Tricity area and the diversified mining towns of Nineveh and Erech also falling into the pattern. More recent efforts have been made under the auspices of aligned conglomerates from either pole. The mining camps around these new sites only foster small towns whose sole purpose is to entertain the workers.

In several cases, Badlanders have been successful in manufacturing as well as resource extraction, although the latter remains the norm. The most famous case is the Paxton Arms conglomerate that started as a mining concern, then seized the opportunity provided by the St. Vincent's War to transform itself into the largest arms manufacturer on the planet. The small city-state of Fort Neil has also been successful with their line of desert vehicles. The success of desert manufacturing depends on assuring a steady flow of primary resources from local mining concerns and plentiful water. The serious capital investment and the established competition from the poles make large scale manufacturing difficult to sustain beyond economic niches such as Fort Neil desert vehicles and Timmins knock-offs.

All cities in the Badlands participate in the global economy by serving as trade centers for Badlands resources. Ore, stone and minerals are shipped to central locations where they can be sent to the polar confederations. Major mines and cities usually have rail links with the poles — or regular air links where ground transport is impractical — and the aligned cities in the Badlands savannah serve as transport hubs for the rest of the desert, making huge profits as middle men for their polar overlords. The city-states of Westphalia and Red Sands — although more famous for gambling and glass production — are major examples of aligned trade centers.

2.4.2 EQUATORIAL TRADE

The wider economy of the Badlands is almost impossible to study in any detail. It consists of a wide-ranging network of almost insignificant trading relationships. Isolated homesteads dot the desert and savannah, linked only by nomadic trading caravans, ill-maintained roads and roaming cattle-herds. Badlanders remain only marginally linked to the global economy, receiving polar goods in a barter trade with nomadic caravans and infrequent visitors. Local craft goods such as weaving, leather work, metalwork and sand sculpture are exchanged for luxury or technological items. Occasionally, these craft goods will gain polar attention leading to an explosion in a town's economy, which occurred in Elayu over their much-prized leather work.

The basic unit in this trade network is the homestead county. Trade caravans are often the only injections of foreign influence into these self-contained communities, and their arrival is always much anticipated by the homesteaders. The caravans themselves crisscross the various deserts so that goods may come from virtually anywhere. However, a big city exerts an almost gravitational affect on nearby counties, as caravans going to and from the city will stop by, tying their economies together. Port Arthur and Peace River, the largest city-states, have hundreds of counties in their orbit. These networks usually translate into a zone of informal political influence, despite the reluctance of homesteaders. Port Arthur's trading network has recently been enlarged by the signing of accords with the smaller cities and towns of the Westridge Range that have come to be known as the New Coalition (NuCoal). This has lead to increased trade through the intervening counties, notably those along the fertile northern fringe of the Great White Desert.

BADLANDS CURRENCY

Many of the city-states in the Badlands have printed their own currency. The Peace River dollar (worth the total of one mark and one dinar) and Port Arthur lith (worth approximately 5 marks) are the most successful of these. Although both are popular in their home city, neither has come close to replacing polar currency. Caravan traders are especially notorious for accepting only marks and dinars, whose value is stable. The dollar is also accepted near Peace River, but the lith has never been taken up by the caravans.

It should be noted that many transactions in the Badlands, especially with trading caravans, are barter and involve no currency at all. Gold nuggets and jewels are used as currency substitutes in many areas.





BADLANDS OVERVIEW

02

2.5 TYPICAL BADLANDS CHARACTERS

Because of the underlying story inherent to Heavy Gear, Non-Player Characters have been divided into five particular types. These types will help a Gamemaster determine which characters he can or can not use in his campaign, and who among them are expendable. The attentive reader will notice that most Historical Figures, Restricted Characters and Very Important People have no stats, while Social Encounters and Expendables often do. This is to reflect the fact that stats are most useful for combat involving PCs, and the first three categories do not run that risk.

• Historical Figures



These are dead people. Unless a Gamemaster's campaign occurs at a date prior to the current Heavy Gear storyline, these characters can not be encountered. Their stats are not provided for this very reason.

• Restricted Characters



Those are the characters who are vital to the storyline of Heavy Gear. While their actions may result in events that will affect the Player Characters' lives, they should remain in the background and are not expected to interact with the players. There will always be numerous underlings to intervene between the PCs and them.

• Very Important People



Characters who fall into the VIP category are not necessarily linked to the storyline. However, they are still important to the game world as a whole and should not be eliminated unless the circumstances and the campaign justify it. They have multiple resources and/or helpers who will come to their aid, which they can occasionally make available to the Player Characters. Should the players kill such a character, they should immediately be hunted down and appropriately punished.

• Social Encounters



Most of the non-combat, Non-Player Characters should fall into this category. While stats may be provided for these characters, they are not expected to get into combat. Still, because they can encounter Player Characters, there is always a chance they could die.

• Expendables



These are the typical, faceless characters that populate Terra Nova by the millions. They also include those characters who are meant to challenge the players during scenarios. While mindless slaughter should never be encouraged, these are the most expendable characters.



CORPORATE SECURITY AGENT

• Typical Attributes

AGI	1	APP	0	BLD	0	CRE	0	FIT	1
INF	1	KNO	0	PER	2	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	4

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Combat Sense	2	+2	Communications	1	0
Dodge	1	+1	Drive	1	+1	Gunnery - Heavy Gear	1	+2
Hand-to-Hand	1	+1	Heavy Gear Pilot	2	+1	Intimidate	2	0
Investigation	2	+2	Melee	1	+1	Notice	2	+2
Small Arms	2	+1	Streetwise	1	+1			

• Description

Few people know the dark corners of Peace River as well as the Peace Officers. They are often recruited from the mean streets of the city's worker levels. Many signed up for corporate security after being released by the army at the end of the War of the Alliance. Skillful and determined, Peace Officers have a "tough guy" reputation and are not to be messed with. Most are somewhat cynical in nature, having faced the worst situations over the course of their career. In general, they are quite loyal to Paxton and will never go against the corporation's interests, though there always exceptions to the rule.



BADLANDS OVERVIEW



FREELANCE SPY

• Typical Attributes

AGI	1	APP	1	BLD	0	CRE	1	FIT	0
INF	1	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	4	AD	4

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	+1	Communications	1	0	Computer	1	0
Dodge	1	+1	Drive	1	+1	Etiquette	2	+1
Foreign Lang. French	1	0	Hand-to-Hand	1	+1	Investigation	1	+1
Melee	1	+1	Notice	2	+1	Psychology	1	0
Small Arms	2	+1	Stealth	2	+1	Streetwise	2	+1
Theatrics	1	+1						

• Description

The freelance spy is a loner by trade and profession. He has no loyalty toward anyone or anything, except money. Many freelancers got started during the Earth occupation. When Terran forces fled in TN 1917, certain Terranovans made contact with the liberating forces and provided a list of collaborators. Such testimony was well rewarded and some, pushed by greed, became full-time informers. Others were already plying their trade before the War, as participants in the so-called "Judas Syndrome." Today, most freelancers are found in frontier cities such as Wounded Knee, where they continue to buy and sell information to the highest bidder.



GAMBLER

• Typical Attributes

AGI	0	APP	1	BLD	0	CRE	1	FIT	0
INF	1	KNO	0	PER	2	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	1	0	Combat Sense	1	+2	Computer	1	0
Dodge	1	0	Drive	1	0	Etiquette	2	+1
Forgery	1	+1	Gambling	3	+2	Notice	2	+2
Sleight-of-Hand	2	0	Small Arms	1	0	Streetwise	2	+1
Psychology	2	0	Theatrics	1	+1			

• Description

Many professional gamblers are math whizzes who had the potential for a promising career as a scientist or an engineer. Often, their interest in studies faded rapidly as they became involved in experimenting with drugs, shock music and, especially, gambling. Being naturally brilliant at probability calculations, it is easy for them to excel at games of chance.

Shunned by their families and friends, exiled from their homes, gamblers find a new haven in the casinos of the gambling metropolis of Westphalia. They can win or lose fortunes every season, but their high-profile lifestyle keeps their expenses very high.





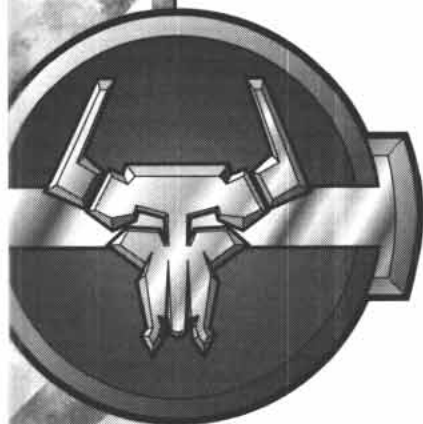
BADLANDS OVERVIEW

02

RIKARD BOSIN



Age: 57
Height: 1.86 meter
Weight: 82 kg
Hair Color: gray
Eye Color: green
Handedness: right-handed



• Attributes

AGI	0	APP	0	BLD	1	CRE	1	FIT	1
INF	0	KNO	0	PER	0	PSY	0	WIL	1
STR	1	HEA	1	STA	35	UD	5	AD	5

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Animal Handling	1	0	Camouflage	1	+1	Cooking	1	+1
Demolitions	1	0	Earth Sciences	2	0	First Aid	1	0
Intimidate	1	+1	Life Sci. (desert biology)*	2	0	Mechanics	1	0
Navigation	2	0	Notice	1	0	Small Arms	2	0
Stealth	1	0	Survival	2	+1	*(specialization)		

• Background

Rikard Bosin has worked hard all his life to feed and support his family. The father of two young girls — Ema and Lin — he still labors fifteen hours a day in the waterroot fields to assure their well being. His hard work has left him with a sizable homestead thirty kilometers east of Andruston, near the Great White Desert, but the loss of his wife Klara to a redjacket swarm five cycles ago still weighs heavily upon Rikard's spirit. His pain has only increased in recent months due to the chronic illness of his eldest child Lin. Rikard has begun to suspect the Sand Riders, who left the outskirts of Andruston just as Lin fell ill. The old stories of the Riders transmitting diseases to children have begun to ring truer and truer.

• Profession

Five cycles ago, after seventeen cycles of honest homesteading, Rikard was offered a seat in the Andruston County Council of Elders. He was honored by the offer and gladly accepted the position. Some say he normally would have refused, but gave in to help himself forget about his deceased wife. His word and opinions are valued, and he is often sought after by local backroom politicians who wish to obtain his support for some of their projects. His good reputation, however, comes from stubborn honesty: he seldom takes sides without having studied the matter very carefully.

• Attitudes

Rikard hopes that the Badlands will some day be part of some sort of alliance so that the fighting can stop. Until then, he is not altogether displeased to see the Northern Guard taking an interest in the Sand Rider threat. Like most Badlanders, he trusts them about as far as he can spit. He always walks around with a staff — as many Badlanders do — not so much to lean against, but to probe the sand before him to make sure that there are no animals lying in wait.

• Combat Reactions

If attacked by surprise, Rikard may react brutally, despite his dislike for violence. Like most Badlanders, he often has little choice in the matter and accepts that as a fact. If given a chance to talk, however, he will attempt to negotiate with his aggressor and find a peaceful solution to any problem. He seldom uses weapons, although he has been known to carry a knife for practical purposes.

• Contacts

Stan-Alexei Mustafa (age 59, specialties: bureaucracy & earth sciences), First Elder of the Andruston County Council; Bahbra Cottingham-Smythe (age 59, specialties: authority & contacts), long-time trusted friend and wife of Mustafa; Grigori "Pax" Ellagon (age 49, specialties: investigation & law), sheriff for Andruston County; Ilanora Steppiani (age 35, specialties: streetwise & earth sciences), a Badlands wanderer he has hired as farm girl to help him.

BADLANDS OVERVIEW



JADE

• Attributes

AGI	2	APP	0	BLD	1	CRE	1	FIT	1
INF	0	KNO	0	PER	1	PSY	-1	WIL	0
STR	1	HEA	0	STA	30	UD	6	AD	7

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	1	+2	Camouflage	1	0	Combat Sense	1	+1
Communications	1	0	Dodge	1	+2	Drive	2	+2
First Aid	1	0	Gambling	1	+1	Gunnery (Heavy Gear)	1	+1
Gunnery (Ground Vehicle)	2	+1	Hand-to-Hand	2	+2	Heavy Gear Pilot	1	+2
Melee	2	+2	Navigation	1	0	Small Arms	2	+2
Stealth	1	+2	Survival	1	0			

• Background

From the day she was born (26 Summer TN 1904), Jade was always a troublemaker. As she grew older, she regularly got into nasty fights with other children. By her sixteenth birthday she had injured most of her peers in one way or another. No one knew that her anger came from having been molested by her father from a very early age, so she was already ostracized when the Desert Wolves raided her community. Jade fled in the confusion of the attack and hid in a Wolves truck loaded with raided supplies. When she was discovered at the Wolf's Den, she demanded to stay, but was required to prove herself in combat. No one took her seriously until the unwary Wolf sent against her ended up on his knees, clutching his broken nose.

• Profession

Jade has since become a full member of the Desert Wolves. She has participated in many raids and gained a reputation as a good fighter who refuses to hurt those she sees as innocent. She usually volunteers for the most daring and difficult assignments, either because of a secret death wish or because of the better opportunities for violence and combat.

• Attitudes

Despite her tendency toward violence, Jade often finds herself the reluctant defender of the innocent. Although she lacks the intellectual finesse to express her deep motivations, she does not want what happened to her during her childhood to happen to someone else. Her morality has drawn the attention of the Wolves' Den Mother, who has begun to get Jade to open up about her past.

• Combat Reactions

Brutal and uncompromising, Jade's first solution to a problem is a good right hook followed by a kick to the groin. She never takes on more opponents than she can handle at any one time — usually four or less — and never, ever lets them get away before she has broken at least one bone in their body. She has no qualms about using dirty tricks or attacks from the back. What really counts is that in the end, only she remains standing. If she is absolutely outmatched and her opponents are using small arms, she will be the first one to fire.

• Contacts

Alara Karen Yerep (age 52, specialties: logistics & psychology), Den Mother of the Desert Wolves; Viktor Nahm (age 42, specialties: brawling & carousing), who sponsored Jade's candidacy among the Wolves after she proved her worth by breaking his nose; Nita Kowalski (age 14, specialties: scrounging & snooping), a young but not-so-innocent kid in whom Jade sees much of herself when she was that age.



Age:	29
Height:	1.65 meter
Weight:	66 kg
Hair Color:	blond
Eye Color:	blue
Handedness:	right-handed





BADLANDS OVERVIEW

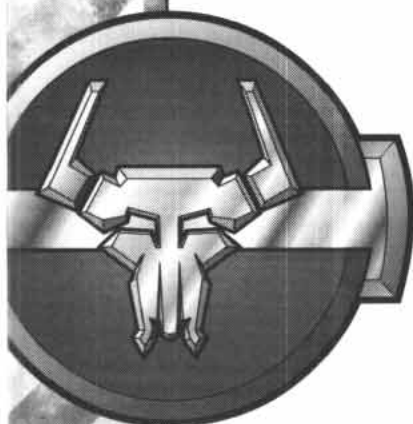
02



DAAVEN



Age: 35
Height: 1.84 meter
Weight: 96 kg
Hair Color: black
Eye Color: blue
Handedness: left-handed



• Attributes

AGI	1	APP	-1	BLD	1	CRE	0	FIT	2
INF	0	KNO	0	PER	0	PSY	0	WIL	1
STR	1	HEA	1	STA	35	UD	6	AD	6

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	1	+1	Animal Handling	1	0	Camouflage	1	0
Combat Sense	1	0	Dodge	1	+1	Earth Sci. (desert geo.)*	1	0
Foreign Lang. (French)	1	0	Hand to Hand	1	+1	Intimidate	2	+1
Melee	1	+1	Navigation (desert)*	1	0	Notice	1	0
Riding	2	+1	Small Arms	1	+1	Stealth	2	+1
Survival	2	0	*(specialization)					

• Background

Born in TN 1898 among an unusual clan of Ratir Koreshi calling itself "Reksha Kur," Daaven was brought up to have an interest in people rather than technology. Often enough, as a teenager, he would go out on solitary expeditions near the maglev line crossing the white desert and scrutinize the cars, hoping to see those who traveled in them. On his thirty-fifth birthday, he left the clan as a Jonus Herasi, hoping to meet the car-people and to discover what kind of lives they led. Naturally, Daaven's clan has gained prestige from his decision to go into the outside world to observe Terranovan society.

• Profession

Daaven is a self-reliant traveler. He goes from one place to the other, answering to no one and surviving off the land with little money or personal belongings. Currently, Daaven has joined a more traditional trading caravan that is on its way to the communities surrounding Khayr ad-Din. Daaven trusts Lorenz, the caravan head, but is planning to slip away into Khayr ad-Din when they arrive. He is not quite sure what the place is — or what a true city looks like — but he must find his answers.

• Attitudes

Like all other Ratir, Daaven seeks signs that humanity is ready to move on to the next phase. He was willing to leave the Great White Desert behind and journey across the planet in search of his answer, and he will always take the time to ask questions and listen to the answers. While Daaven is curious and wise, it would be a mistake to assume that he is harmless — anyone who survives in the Great White Desert has to be a tough specimen of humanity.

• Combat Reactions

While not particularly fond of violence, Daaven is by no means an inept fighter. Still, he would rather avoid open confrontation and will attempt to browbeat his opponent into giving up before it starts to get rough. If a fight is unavoidable, so be it — he fights to the death. If it can be avoided, he may return one dark night to exact his revenge, if the encounter was particularly humiliating. Most of the time, violent encounters with Daaven result in a casualty.

• Contacts

Mahli (age 31, specialties: weaving & tinkering), his sister; Siluka (age 37, specialties: geology & astronomy), his dreamy eyed lover who eagerly awaits his every return home; Greg Rupiano (age 42, specialties: trading & streetwise), a man he has met in a caravan who said he could find him some work in Khayr ad-Din; Lorenz (age 63, specialties: navigation & logistics), head of a caravan that trades in the region west of Khayr ad-Din.

BADLANDS OVERVIEW



COLONEL SELENE MÜNSCHTRADLER

• Attributes

AGI	1	APP	0	BUI	0	CRE	1	FIT	0
INF	2	KNO	2	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	0	Electro. War.	2	1	Leadership	2	2
Bureaucracy	1	2	First Aid	1	2	Notice	2	1
Combat Sense	1	1	Gunnery	2	1	Small Arms	1	1
Comm.	2	2	Hand-to-Hand	1	1	Streetwise	1	2
Dodge	1	1	HG Pilot	2	1	Tactics	2	1
Drive	1	1	Intimidate	1	0	Throwing	1	1
Electronics	1	2						

• Background

Born in TN 1891 in Kossuth of well-to-do wind-farmer parents, Selene was a relatively happy child (by Terranovan standards), but a poor student. At age 12, her parents hired a private tutor to complete her education, with amazing results. She had always been a remarkably bright child, but there was now someone paying attention to her, something her parents had never done. At age 18, she entered the military to complete her service. When she returned at age 24, during the War of the Alliance, she hoped to finally make up for lost time with her parents. However, on the eve of her return home, Earth forces bombed Kossuth and its surroundings. A collapsed power line crushed her parents.

• Profession

After successfully completing many difficult missions, Selene was finally noticed by her superiors, and rewarded for her tenacity and ingenuity. Before the war was over, she received enough promotions to lead her own Heavy Gear company and bore the rank of captain. She was promoted one more time in TN 1926 and put in charge of the 33rd Heavy Gear Regiment — *Roving Guns*. She currently performs unusual and discreet missions into the Badlands.

• Attitudes

When Colonel Münschtrader asks the questions, people answer them. She is tough and demanding — necessary qualities for any good officer — but not particularly talkative or sociable. She dislikes the officers' mess and would much rather spend her time with "real people." She sorely misses civilian life, but some secret part of her is afraid of the day when she quits the military and has to finally grieve over the loss of her parents. She is romantically unattached and is not looking for anyone.

• Combat Reactions

As a military leader, she leads a prudent fight for a few minutes, judging her adversaries, then launches her forces into a surprisingly risky attack. When piloting in combat herself — a rare occurrence — she tends to lead by example, showing no fear of death and willing to take risks to save others in danger. In personal combat, she is cool and unshakable, occasionally showing a bit of caustic humor by commenting on her opponent's lack of style and obvious flaws.

• Contacts

Ubert Moris (age 47, specialties: Gear piloting & tactics), captain of her former company in the 33rd and occasionally military advisor; Jak Kondo (age 43, specialties: Gear piloting & Gear gunnery), a self-employed Badlander (formerly a Republican, officially M.I.A.) who provides her with vital information for her missions; Anon Syracuse (age 34, specialties: streetwise & bartending), a bartender who knows too much about what happens in the Karaq Wastes.



Age:	42
Height:	1.72 meter
Weight:	57 kg
Hair Color:	red
Eye Color:	blue-gray
Handedness:	right-handed





BADLANDS COMMUNITIES

"Two minutes!" Kristine called over the radio.

Grace Dillon was in the Westridge Trench trying to save a couple of Mekong businessmen who had crashed their ultralights. Meanwhile, a micro-tempest was about to rip through the trench and Grace couldn't get that stupid song out of her head.

"We'll make it." Grace used a laser torch to free the second pilot from his glider before he bled to death. "It ain't good for business if we leave the client behind. We're search and rescue, Kris." The tune came back into her brain, bubbling up in an annoying humming.

"I can't believe you're singing," Grace's aid Stephane said as he slipped a collapsible stretcher under the pilot.

"I wish I could stop. Autopilot: fire it up." Grace and Stephane trotted toward the jetcopter, its roaring engines almost drowned out by the wind.

"Thirty seconds, Grace," Kristine said calmly.

"Time for me to earn a living." Grace slipped into the pilot's compartment and took over from Kristine, while Stephane took care of the wounded in the craft's hold. Her humming increased in pitch as she pulled back on the throttle. The jetcopter rose into the air just as the wind tore through the trench at full force. Barely ten meters above the ground, the craft was hurled forward as Grace struggled with the controls. Her humming became louder.

"Glad to hear I had an effect, but try to keep us off the ground," Kristine said.

"Shut up, Kris." The 'copter would be torn apart if she fought the wind, so Grace began to ride it. The vehicle shot forward at an incredible speed and her humming flowed into mumbled singing. She began to pull up gently.

"Barnabus turn in ten clicks, Grace."

"Hell." The turn was a hairpin zigzag in the trench, only a hundred meters wide, certain death at this speed. Grace began to sing out loud — Kris was smiling for God's sake — and pulled back on the stick, desperate for altitude.

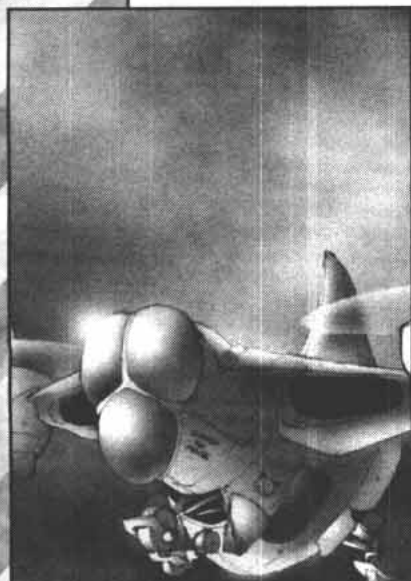
"What the hell!?" Stephane's voice was frantic over the radio as the craft took a wild spin in its climb. "I'm gonna lose this guy if we don't level out!"

"Doing my best." The jetcopter flipped over twice more as the altimeter climbed. Barnabus curve was on top of them before she knew it and Grace desperately punched the engines. Indicators flashed red as the turbines struggled past their specifications and hydraulic tubes burst.

And then it was over. The jetcopter burst out of the Trench into the calmer air above. Grace leveled off and started to take a look at the damage. She was still humming.

"God damn it, Kris! I'm never going to get this bloody wedding march out of my head! Why'd you have to propose now?"

Kristine just smiled.





3.1 PAXTON ARMS

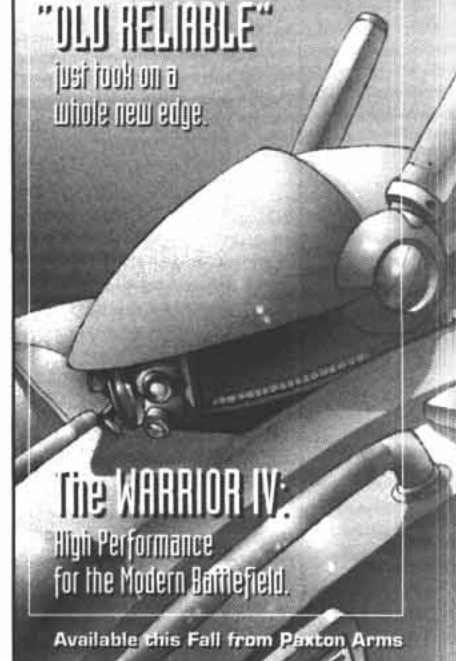
The most influential and powerful faction in the Badlands is undoubtedly Paxton Arms, the largest weapons manufacturer on Terra Nova and owner of the Peace River city-state. Paxton is the ultimate neutral supplier — it will sell to almost anyone with good credit, and the Terranovan "hobby" of border warfare has ensured a steady demand for Paxton products. With the current political tensions between North and South, Paxton is thriving.

Paxton Arms' installations are located within the large desert city-state of Peace River. The settlement is carved into a large rocky mesa, protected against both the environment and any would-be attacker. From their underground caverns, the massive factories of Peace River pump out millions of arms and vehicles, ranging from simple hunting knives and rifles to the cutting-edge *Warrior IV* Heavy Gear.

Not all is well at Paxton, however. The conglomerate is increasingly trapped by its dual role as supplier for polar wars and defender of Badlands security. The board of directors fully realizes that Paxton/Peace River, along with the homesteads and towns surrounding it, is becoming an informal league very similar to those found in the polar hemisphere. The *de facto* transition from corporate manufacturer to self-governing state is making some Riverans nervous, since it could threaten their favored status as neutral suppliers.

Also, because of its position as arms supplier for the northern and southern leagues, Paxton Arms is often accused of fueling the war between North and South and causing the Badlands — which they presumably protect — to become a battlefield for both confederations' disputes. How, some say, can they hope to defend the Badlands when they contribute to its destruction? In its own defense, Paxton Arms has established a very strong defense perimeter and claims that it does not own the Badlands, thus that it has no responsibilities toward the settlements outside its jurisdiction. Needless to say, Paxton Arms is a very controversial topic for Badlanders and more than one bar brawl has started over it.

"OLD RELIABLE"
just took on a
whole new edge.



The WARRIOR IV:
High Performance
for the Modern Battlefield.

Available this Fall from Paxton Arms

3.1.1 BACKGROUND

Paxton Arms was born out of a combination of corporate skill, raw determination and opportunity. The conglomerate was founded in TN 1595 by Mekong émigré Erbert Paxton as a mining concern. Paxton had been unable to compete in the new Mekong Dominion and moved to the desert to find new opportunities. Luck smiled on him and he became extremely successful prospecting the sands for precious minerals. Having discovered iron ore and bauxite in the mesas east of the Pacifica Range, Paxton purchased an oasis tower on one such mesa with his life savings and renamed it Peace River. Paxton Mining became wealthy selling ore to the poles thanks in large part to its proximity to the alpha maglev line, which greatly simplified the shipping process and reduced cost.

Paxton began to diversify in the early 1700s, producing heavy machinery for mining and all sorts of light desert equipment. Despite only limited success, Paxton CEO Anna Hays-Leboeuf remained committed to diversification until her death in TN 1721. It was her successor Kyle Oglin who turned the devastation of the St. Vincent War into a renaissance for the corporation. When the war ended in TN 1729 the manufacturing industry of both poles was devastated, but Peace River was physically unscathed and rapidly restarted production. Oglin was severely criticized for focusing on arms production when the planet had just survived a devastating war, but both sides remained afraid the other would rebuild first and were quick to purchase the new weapons. By TN 1750, Paxton had established many of its products as planet-wide standards and was reborn as Paxton Arms.

In addition to weapon production, Paxton manufactures several types of consumer goods, mostly desert survival gear and body armors. The corporation's Mining Division also deals in mineral concessions and routinely acts as a middle man for independent Badlands prospectors.

Paxton has kept its position of preeminence as a weaponsmith for two centuries. The conglomerate has always remained neutral and sold its product to any one it deemed able to pay — including soldiers of fortune and Saragossa terrorists, according to Southern Intelligence. Paxton's only major setback was its sluggishness in entering the Heavy Gear market. The *Hunter* and *Jäger* were major participants in St. Vincent War and other conflicts, but Paxton did not begin manufacturing Gears until TN 1800. Apparently, Paxton's research and development division had a very hard time duplicating the required neural net. Paxton documents further reveal that the CNCS and the AST also put severe pressure on Paxton to delay production. By the time the *Warrior* rolled off the production line in TN 1802, Northco and Territorial Arms had cornered the military Gear market. To this day, the *Warrior* and its advanced successor the *Warrior IV* are only widely found in Badlands militias and some parts of the Eastern Sun Emirates.



BADLANDS COMMUNITIES

03

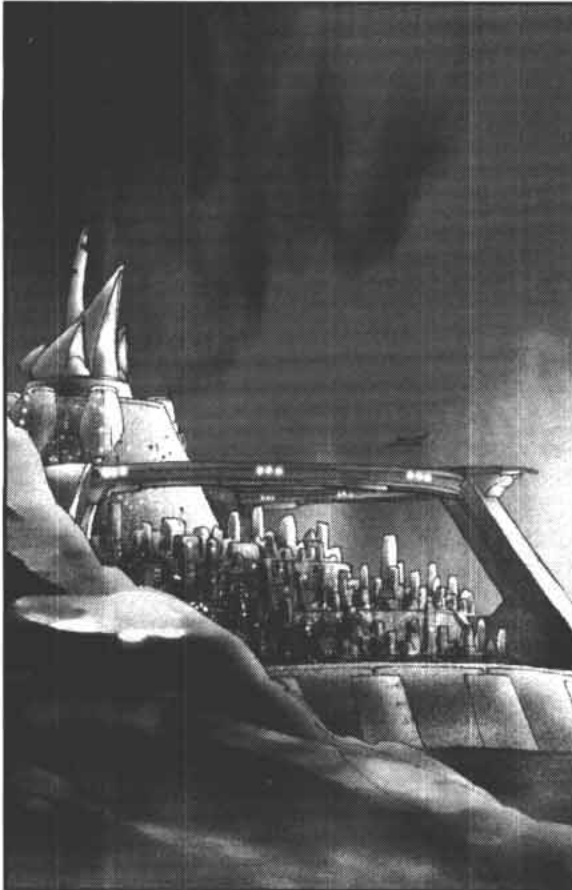
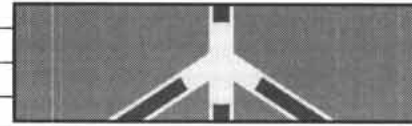
3.1.2 PEACE RIVER

Method of Government: Corporate Paternalism

Head of Government: President Gerald Simosa (Paxton CEO)

Helena Hitashi (Peace River Administrator)

Principal Industries: Arms and military vehicle manufacturing



Built into an 800-meter high mesa, Peace River is an extension of the oasis habitat concept. The mesa's exterior is marked by ventilation outlets, access-points to the city, a major airport and a cargo monorail to the alpha maglev line. The city-state proper is contained within a 600-meter tall space divided into three main sectors.

The top sector, a large oasis tower, is used for Paxton Arms' executive offices. Extremely luxurious, these stories house the offices of those who run Paxton and quarters for foreign delegates, all sheathed in armored plating. The conglomerate's massive engineering and legal divisions are also on these levels. Some beautiful, if small, parks are found here and there. Below the offices is a large, open space lined with apartments, commercial malls and three huge pillars that support the giant mobile storm shutters. The habitat core houses virtually all Riverans as well as hundreds of businesses.

Peace River's industrial sector lies below the habitat core, plunging up to 200 meters underground. The Paxton Arms' factories employ 100,000 Riverans and function around the clock. The very bottom of the industrial sector is dedicated to a massive water pumping and purification complex tied to the MacAllen cave network.

The industrial sector is dark and filled with a complex array of pipes, conduits and machinery. Each factory is housed in its own "division," a specific work zone isolated by heavy blast doors and reinforced to withstand explosions and earthquakes. Workers and industrial robots toil around the clock, crafting and assembling weapons, vehicles and varied goods. The whole atmosphere is oppressive and the most remote corners of the factory levels are not recommended for anyone.



HELENA HITASHI

Helena Hitashi is the administrator of the Peace River habitat core. Although CEO Gerald Simosa is technically the leader of the community, Hitashi is responsible for the day-to-day affairs of the city-state. She and her staff deals with the matters that concerns all of the Riverans, whether they are employed by Paxton Arms or not.

Hitashi was an unlikely choice for administrator. From the worker caste, she made a name for herself as an agitator and demonstrator. She fought against the rigidity of the caste system and was even exiled after a violent protest march in TN 1913, only weeks before the War of the Alliance. In TN 1916 she joined the Peace River Army and distinguished herself as a unit commander. She demanded and received reentry into Peace River after the war.

In TN 1918, Gerald Simosa rose to the position of Paxton president and announced his intention to make the well-being of Peace River one of his top priorities. Helena met with him several times as a representative of the worker caste and learned to respect the quiet president. In TN 1923, Simosa shocked his fellow executives by naming Helena administrator of Peace River, entrusting her to bring the required changes to the Riveran society. She has spent the last ten cycles struggling — at times in vain — to establish fair practices in the city-state. Her major goal is to break up caste segregation in housing. To her dismay, she has met with strong resistance from all castes, whose members do not want to mingle with others any more than is necessary.



3.1.3 CORPORATE SOCIETY

Ebert Paxton saw his fledgling mining company as more than a simple workplace. Inspired by the ideas of Yuri Gropius, he envisioned a corporate father that would care for its children from cradle to grave. By TN 1700, Paxton's philosophy had slowly evolved into a rigid caste system that continues to this day. Executive, management and worker castes form the Paxton family, with each group traditionally living separately and attending its own schools and social activities. Riverans usually marry within their caste and raise their young to continue in their shoes. Within a caste, all employees are taken care of by the conglomerate, which provides salary, housing, medical coverage and education. All Peace River citizens are free to come and go as they please, but the caste system does impose some informal limits on their conduct.

President Simosa has recently initiated a program of mild reforms to the caste system. He hopes to counter the social tensions generated by what is seen by many in the lower castes as an unjust society. Small business owners have been allowed to join the management caste, the executive and management business academies have been opened to worker-caste citizens and competition for executive posts has been granted to any management or worker caste employee who can pass the rigorous entry tests. Simosa argues for a return to Paxton's original vision in which no caste was seen as superior, while his critics see the reforms as cosmetic and warn that the very concept of family will collapse if real change does not occur soon.

• Executive Caste

The smallest and most powerful caste, executives dominate Paxton's upper echelons and set policy for the conglomerate. Caste membership is formalized with a graduation exam from the Peace River Business Academy and subsequent admission to a senior position in Paxton Arms. Executives are considered major shareholders in the conglomerate and receive dividends based on its profits, encouraging productivity and efficiency. Generally quite wealthy, executives are awarded the largest residences in Peace River and many maintain villas and secondary residences at the poles.

At the peak of the executive caste sits the Paxton Board of Directors that governs the conglomerate and all its concerns. The nine members are elected by the executive caste to 15-cycle terms with three members coming up for reelection every five cycles. The president is named by the board itself. Most directors spend at least two terms on the board.

The current board is divided into the Simosa and Jacobi factions. President Gerald Simosa is a Paxton traditionalist who feels that the corporate family concept must be strengthened through mild reforms. He also wishes to see Paxton take stronger action to defend other independent Badlands communities from foreign aggression. Fidel Jacobi and his minority faction feel that Paxton is on the verge of collapsing under its own weight. In their view, caste unrest and increasing polar tension are forcing the conglomerate to become more efficient by abandoning the family system. TN 1933 is an election cycle for Jacobi and two Simosa supporters. Jacobi hopes to tip the balance of power and gain the presidency.

• Management Caste

The management caste accounts for 30% of Paxton employees. Managers are the overseers, junior directors, accountants, advertising agents and designers that give the conglomerate its shape. Since TN 1925, Riverans not directly employed by Paxton have been allowed to petition for entry into the caste if they are employers rather than employees. This has created a great incentive for Riverans to start their own businesses, and small enterprise has flourished.

Managers are considered minor shareholders in Paxton Arms and are paid a fixed rate plus a bonus based on the success of their division. Those outside Paxton make their own money, but are granted other caste privileges such as business financing, superior education for their children, access to better housing and the opportunity to purchase high yield Paxton bonds. Managers also elect the Peace River Council every five cycles, a consulting body concerned with the proper running of the community and the corporation that rules it. President Simosa and Helena Hitashi are known to listen attentively to the Council's concerns.

• Worker Caste

The worker caste — by far the largest — encompasses three diverse groups. The first is the Paxton Arms labor force. They receive a standard salary, with weekly bonuses based on the productivity of their work group. The second group is comprised of the members of the Peace River Defense Force (Paxton's military) and the Peace Officer Corps (the police force), who receive a generous salary which increases with rank, but are not awarded bonuses. Finally, the remaining 35% of Riverans are employed by a variety of private concerns.

Workers make their voices heard through a cellular structure of work-group committees — ten to twenty people in the same profession and workplace. These councils elect ten caste delegates to the Peace River Council and one to the Board of Directors. These representatives cannot vote, but can force a vote of non-confidence in which they are given an equal vote.

The worker caste has a reputation for general rowdiness rather than militancy. Paxton's corporate paternalism is generally resented, but few leaders can present alternatives that do not entail vast unemployment. The resulting frustration expresses itself in occasional outbursts of violence and a high level of alcohol consumption during off hours. The lower levels of Peace River's habitat core — dominated by Paxton workers — have a dangerous air and are heavily patrolled by the Peace Officer Corps.



BADLANDS COMMUNITIES

03



RODRIGO FERDINAND

A fiery speaker and an inveterate agitator, Rodrigo Ferdinand is the current worker caste representative on the Paxton Board of Directors. Like his mother and father, he went to work at one of Paxton's factories as soon as he left school. In TN 1925, his right arm was severed when an industrial robot's sensors malfunctioned and crashed into him while he was inspecting a conveyor's mechanism. When he was told that genetic regrowth was not covered by his worker caste's insurance and that he now had to make do with a simple prosthesis, Ferdinand became an instant activist for worker caste rights.

In TN 1926, he brought Division Six — one of Paxton's ammunition factories — to a sudden halt with a wildcat strike. Taking advantage of the confusion, he managed to gain the first of many direct audiences with President Gerald Simosa. By the beginning of Spring TN 1928, he had a flesh-and-blood arm again and found himself sitting on the board of directors, where he has continued to campaign for the extension of privileges to the worker caste. Unfortunately, Fidel Jacobi has used Ferdinand's demands as evidence that Paxton cannot afford to remain a corporate family, forcing the labor leader to support Simosa as the lesser of two evils.

Although he has met with quite a bit of success, Ferdinand's reputation is now being challenged by some members of his caste who do not find that changes are coming quickly enough for their taste. While they starve and break their backs working day in and day out, Ferdinand, they accuse, is sitting in air-conditioned rooms, showing off his new arm and mingling with the establishment. Among this vocal group, Eduardo Kosta-Diga is undoubtedly the most radical. He and Ferdinand have had frequent public arguments to no avail. Many people suspect some conspiracy on the part of the Jacobi faction and would not be surprised if Kosta-Diga had been somehow bribed by the execs to stir up some trouble until the Jacobi faction got what they wanted from Simosa.

3.1.4 CORPORATE POLICY

Paxton Arms makes its profit from weapons sales to the poles, so conflict is essentially good for business. The devastation of St. Vincent's War and the War of the Alliance, however, has not been forgotten, and Paxton is well aware that Peace River is only not impregnable. Ideally, Paxton would like to see a constant state of low-level conflict between the poles, expressed as continuous skirmishes on the fringes of the confederations, not in the Badlands proper.

Paxton floods the Badlands and the poles with their arms while refusing to align themselves. Clients are bombarded with advertising that demonstrates the quality of Paxton's many products and implies that the weapons will soon be needed. Helena Hitashi and others have raised concerns that Paxton's advertising policy borders on warmongering, risking global war for a profit. Hitashi argues that the Paxton Protectorate is not enough compensation, pointing out that during a war the conglomerate would be too busy defending its own interests to protect others.

Paxton is frequently contacted by underground groups or even shady individuals who have developed grand and elaborate schemes that would result in the ultimate independence of the Badlands, provided they are supported by a benevolent power — namely, Paxton Arms. The company's policy is to categorically reject these offers. It is suspected, however, that some factions within Paxton Arms divert funds to sponsor these lunatics, hoping perhaps that something good will come out of it. Some journalists have openly challenged Paxton Arms about this, but their claims were woefully unsubstantiated.

• The Paxton Protectorate

The Paxton family is officially extended to the whole of the Badlands through the Paxton Protectorate. The conglomerate has committed itself to maintaining the independence of the Badlands, and is prepared to use its economic and military might to defend the claims of small communities against aggressors of greater power. The Protectorate was announced in TN 1850 and has been used several times to defend communities in the desert against rovers, polar forces and other aggressors. The Protectorate is enforced by Paxton's military, the Peace River Defense Force (PRDF).

The Protectorate is a real and active force in the deserts around the Pacifica Range and most of the Karaq Wastes. The PRDF regularly patrols the area and can be deployed to a trouble spot by Paxton air carriers in short order. Further afield, the Protectorate becomes more and more illusory. Even Paxton cannot patrol or defend the entire Badlands, and the Barrington Basin and much of the Eastern and Western Deserts are only occasionally visited by the PRDF. Aggressors have also learned that if they present Paxton with a *fait accompli*, the conglomerate will not risk a long term struggle to retake a community. Most recently, the rapid deployment of Southern forces in TN 1931 against the Lance Point workers' revolt was complete and the corporate government restored before Paxton could respond.

The PRDF's most tense encounters occur when facing Port Arthur's Korps in the Western Desert. The latter frequently venture on the fringe of what has traditionally been Paxton's sphere of influence. Consequently, the conglomerate is very concerned about the creation of Port Arthur's web of trading relationships within the Barrington Basin. Also, Port Arthur's sponsorship of the New Coalition (in the Westridge Mountains) is looked upon as an especially bold challenge to Peace River's position as the preeminent community in the Badlands. As a consequence, the occasional PRDF units that patrol the Western Desert spend some of their time trying to chip away at Port Arthur's authority. Some major skirmishes have occurred and locals fear a deadly brush war in the near future.



3.1.5 UNIT OF NOTE

3RD HEAVY GEAR REGIMENT - THE PALADINS

The *Paladins* are one of the six regiments given the duty of defending the Western Desert communities stretching from Peace River to Port Arthur. Patrols are undertaken to establish a Paxton presence in the area, but real action comes thanks to the conglomerate's air-carrier wings which allow the *Paladins* to respond rapidly in a crisis. The presence of the polar fiets of Timmins (CNCS) and Azov (AST), the warring neighbors of Erech and Nineveh, and especially of Port Arthur complicate matters greatly. The *Paladins* regularly find themselves in tense stand-offs with one or more of these hostile forces.

The *Paladins* are led by Commander Gabrielle Hunaman. A twenty-cycle PRDF veteran, Hunaman fought in the Peace River Army during the War of the Alliance and lost many friends to the Terran invaders. She has not come very far in forgiving or forgetting the past and still sees the residents of Port Arthur as invaders or collaborators. She is ready and willing to use her forces to assault Port Arthur's small defense patrols whenever the opportunity arises, finally burying her enemies. Hunaman's vengeance is only delayed by strict orders from her superiors.

Like most PRDF regiments, the *Paladins* employ a mixture of Paxton and polar Heavy Gears. However, vehicles of diverse origins are rarely mixed in a squadron unless their performances are very similar.

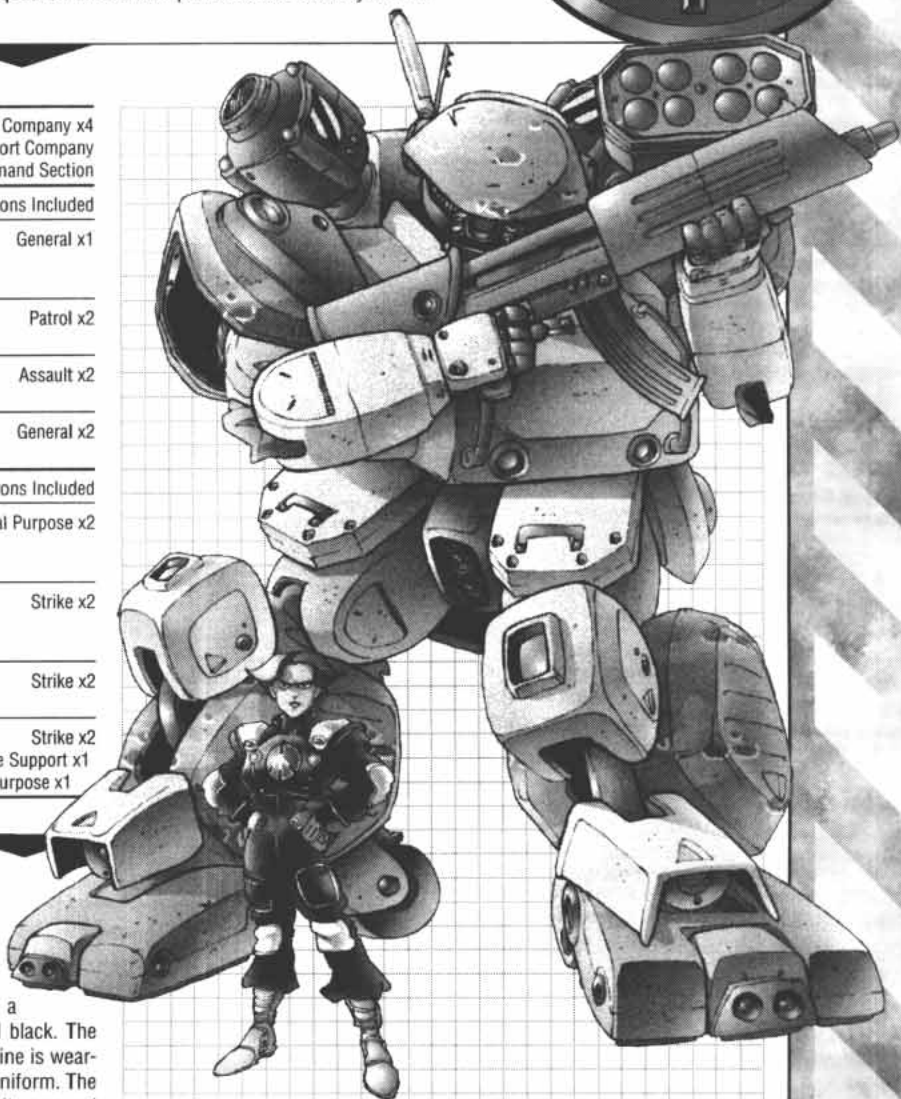


REGIMENT COMPOSITION

Heavy Gear Regiment	Heavy Gear Company x4 Support Company Command Section
HG Company	Sections Included
1st (TV = 60,563)	General x1
Assault x1	
Rapid Reaction x1	
2nd (TV = 53,088)	Patrol x2
Assault x1	
3rd (TV = 68,199)	Assault x2
Rapid Reaction x1	
4th (TV = 46,690)	General x2
Patrol x1	
Section Type	Squadrons Included
General (TV = 15,976)	General Purpose x2
Strike x1	
Recon x1	
Patrol (TV = 14,738)	Strike x2
Fire Support x1	
Recon x1	
Assault (TV = 23,612)	Strike x2
Fire Support x2	
Rapid Reaction (TV = 20,975)	Strike x2 Fire Support x1 General Purpose x1

COLOR SCHEME

The *Warrior* at right is sporting the PRDF's usual desert camouflage. Most of the vehicle's hull is painted tan with light brown on the feet and torso. The head, shoulder and lower legs have a spotted camouflage pattern of green-brown on a light brown background. The spots are tan and black. The Peace Officer pilot standing in front of her machine is wearing the PRDF's standard black Heavy Gear pilot uniform. The Peace River symbol on her chest is black and white on a red background.



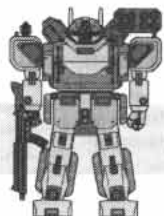
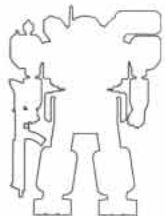


BADLANDS COMMUNITIES

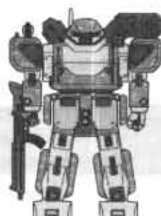
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3RD HG REGIMENT TYPICAL SQUADRONS

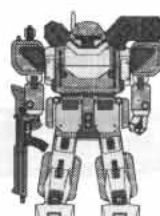
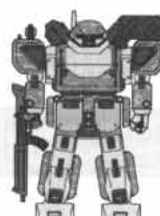
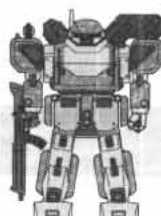
GENERAL PURPOSE [THREAT VALUE: 2647]



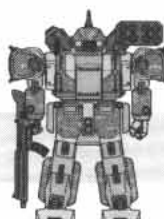
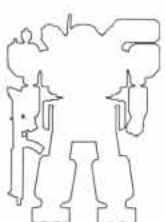
Chiefrain-1 x lvi 3



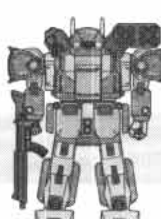
Warrior-4 x lvi 2



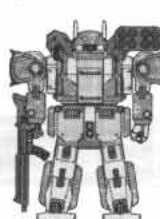
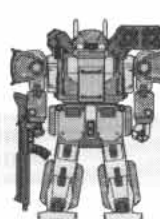
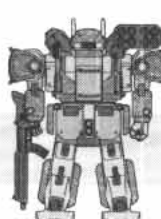
STRIKE [THREAT VALUE: 6522]



Chiefrain IV-1 x lvi 3

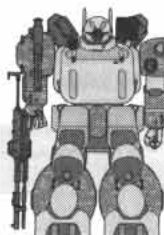
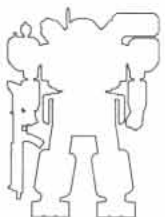


Warrior IV-[2 x lvi 2]

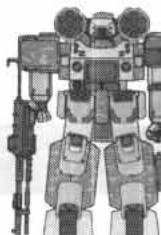


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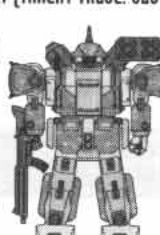
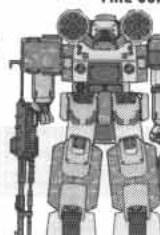
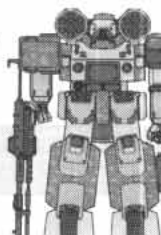
FIRE SUPPORT [THREAT VALUE: 5284]



Spitting Cobra-1 x lvi 2

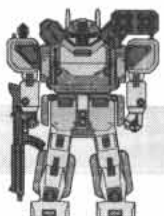
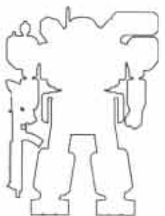


Grizzly-3 x lvi 2

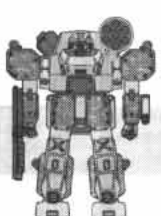


Chiefrain IV-1 x lvi 3

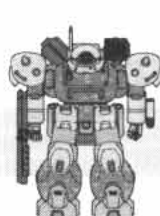
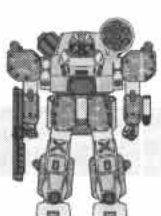
RECON [THREAT VALUE: 4160]



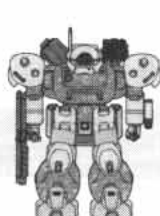
Chiefrain-1 x lvi 3



Cheetah-2 x lvi 2

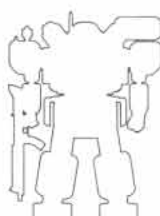
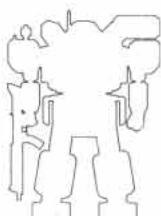
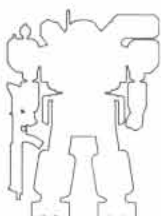
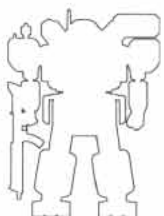
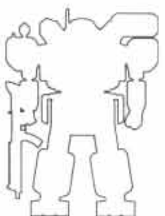


Iguana-[1x lvi 2]



Iguana-[1x lvi 3]

UNIT UNAVAILABLE IN THIS REGIMENT

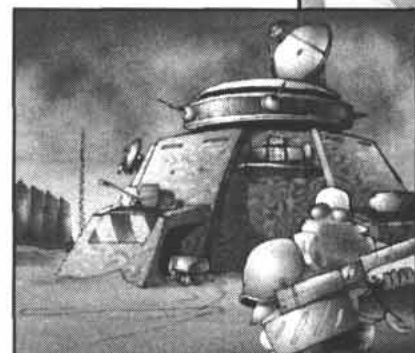




3.2 EARTH SETTLEMENTS

Its fleet savaged by Terranovan ships and drones, the Colonial Expeditionary Force had to abandon many of their troops on the ground. A total of approximately 120,000 CEF troops — including over 100,000 GREL supersoldiers — were abandoned on Terra Nova after the War of the Alliance. They had little choice but to make peace with their new life and become Terranovans as best they could.

The bulk of the troops remained at the main Earth Force beachhead in the Barrington Basin, using the existing facilities to found the community of Port Arthur. Another group composed mostly of GRELS, later founded the smaller city-state of Jan Mayen in the Eastern Desert. These two settlements are home to almost all GRELS currently on Terra Nova; their presence elsewhere tends to raise more than one eyebrow from their former enemies. The exiled Earth officers and soldiers, although faced with a similar predicament, can blend into the human population and many have moved to one of the polar leagues to start anew.



GENETICALLY RECOMBINED EXPERIMENTAL LEGIONAIRES (GRELS)

Eight different classes of GRELS were involved in the War of the Alliance. All individuals within these classes are made from the same DNA template and are physically identical. GRELS within a class have the same basic personality and ability, although environmental factors have led to a certain amount of individuality in their ranks.

GREL TYPES

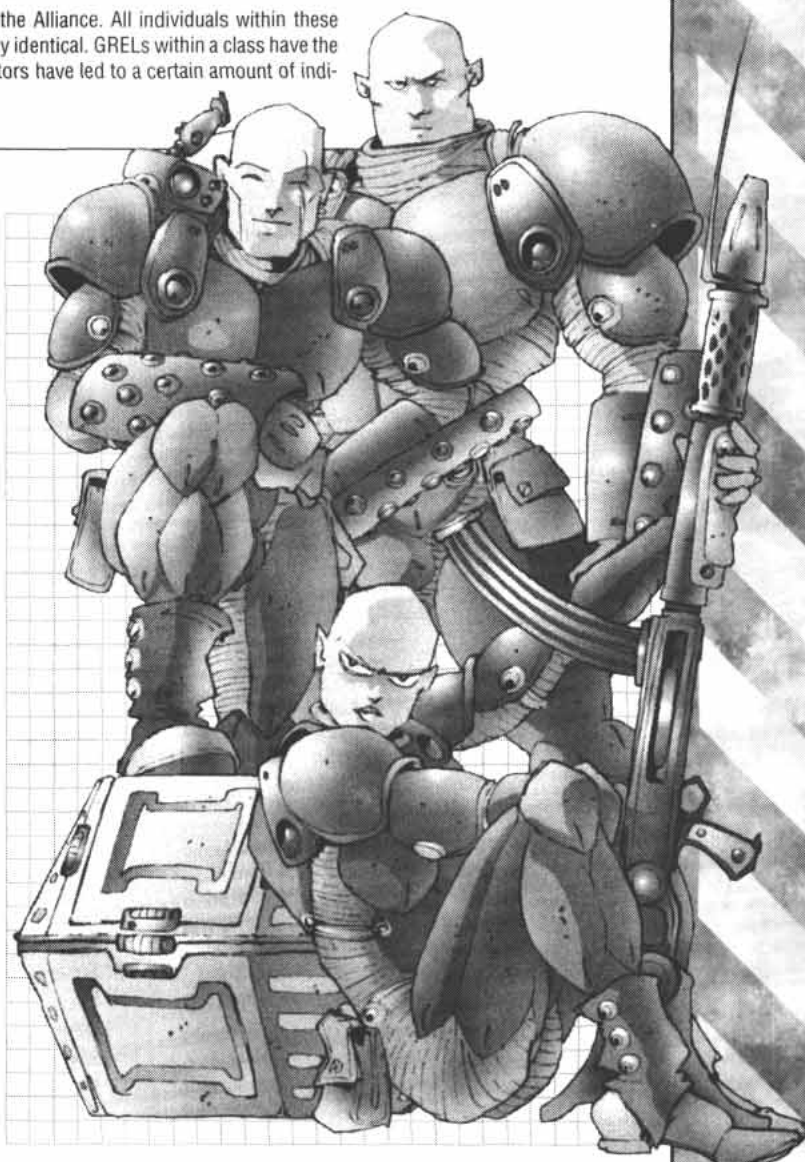
Class	Purpose	Sex	% of total
Isaac	Technician	Male	5%
Isabella	Medic	Female	5%
Jan	Leader	Male	5%
Kassandra	Electronics War	Female	5%
Maxwell	Gunner	Male	15%
Minerva	Driver/Pilot	Female	15%
Mordred	Shocktrooper	Male	35%
Morgana	Commando	Female	15%

All GRELS were designed as soldiers first and specialists second. They are large and powerfully built (some classes more than others), with little or no body fat. GRELS have no body hair to reduce sanitary maintenance in the field. Because of the chemical composition of their tough skin, they have a very slight purplish tone.

The Isaac-class GREL standing at the left side of the picture is typical of the "specialist" supersoldiers. Highly intelligent, the Isaacs were hypnoprogrammed with the schematics of all CEF equipment. The later Isaac-IIIb models were also capable of understanding the workings of captured Heavy Gears.

The Mordred and the Morgana GRELS standing at right are closer to the stereotypical representation of the supersoldier as a death machine. The Mordred class is designed to be the ultimate infantryman: they were engineered for toughness, strength and overall stamina. The Morgana class is similar, but more cunning and agile. They were used for commando missions and tactical assaults.

Rumors persist of a ninth type of GREL, identified only as Jezebels. Infiltration and assassination specialists, Jezebels were allegedly genetically engineered to standard human size and individualized through plastic surgery.





BADLANDS COMMUNITIES

03

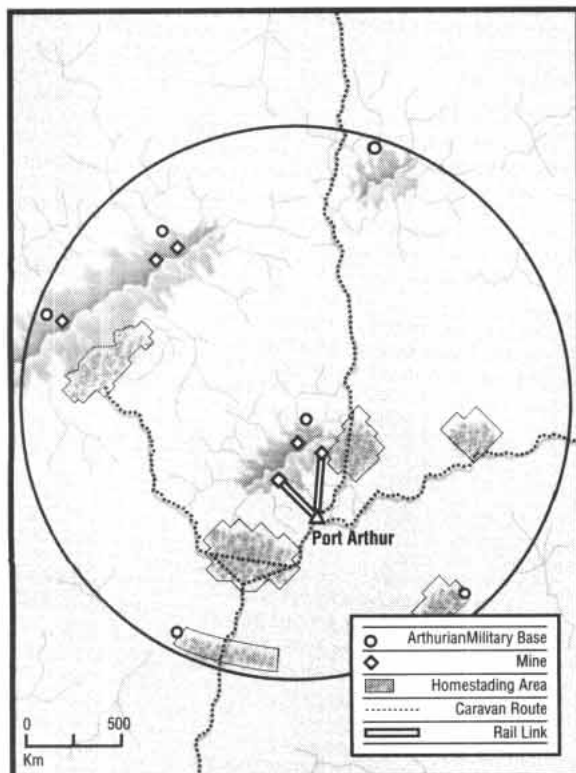
3.2.1 PORT ARTHUR

Method of Government: Military Oligarchy

Head of Government: Colonel Charles Arthur III

Population: 370,000

Principal Industries: Diamond mining, commercial spaceport and small businesses



The Port Arthur Security Zone

Only 15 cycles ago, Port Arthur was a huge refugee camp centered around the crippled supply center of the defeated Colonial Expeditionary Forces. Today it has become the largest independent city-state in the Badlands and is actively challenging Peace River for political supremacy in the equatorial wastelands of Terra Nova.

Colonel Charles Arthur III is the man most responsible for this amazing turnaround (refer to the **Life on Terra Nova** sourcebook, page 120, for a complete biography). In the seasons after the colonial surrender, Arthur organized the abandoned and discouraged troops and focused them on rebuilding a new society. Only those loyal to the GREL visionary Jan Mayen refused to follow Arthur and left the camp.

In the spring of TN 1921, Arthur officially announced that he and the other residents of Port Arthur (as the community came to be called by its citizens) disavowed any loyalty to Earth. The city would mind its own business and make its living off the Badlands. This was viewed favorably by the polar governments, who were very busy with the reconstruction and did not want a permanent enemy on their doorstep.

Seizing the opportunity to entrench Port Arthur in the Badlands, Colonel Arthur welcomed all Terranovans who wished to join the community. Many Badlanders took him up on his offer, taking over the homesteads around Port Arthur and developing the local diamond mines. The city now includes many more native Badlanders than GRELs or Terran humans.

• Society

Port Arthur is run like a particularly complex military base. Colonel Charles Arthur is the commander of the city, assisted by thirteen majors who serve as a cabinet. Fully 90% of the Arthurian officers are Earth humans who were abandoned on Terra Nova; the rest are Terranovan graduates of the small Arthurian Military Academy. Only two majors are responsible for the active military force, while the others govern the city itself. All told, active and retired officers make up 2.5% of the population.

The body of the Arthurian military — known as the Korps — consists of GRELs. The supersoldiers cannot become military officers, and they live in segregated communities. Colonel Arthur is well aware that Badlanders would not appreciate living next door to the soldiers they fought against and realizes that GRELs suffer from a lack of motivation and learning ability when they are not doing the jobs they were created to do. Although the Korps has only one cavalry brigade (known as the PACK) and one infantry brigade, all GRELs serve as reservists. Strategists are well aware that Port Arthur can call on a military force of 100,000 supersoldiers if need be.

Most GRELs seem content to live in segregation. Their inability to reproduce and learn new skills has left them resigned to their fate. Most who felt differently left with Jan Mayen in TN 1924. Currently, the GREL community is plagued by the Jan-class tendency toward megalomania, with several Jans acting from the shadows of the GREL neighborhoods. The enigmatic Soldier Sebastopol has organized discontented supersoldiers into a network of revolutionary cells that he hopes to use to overthrow Colonel Arthur and create a GREL nation. The rogue Soldier Proust — leader of a personal army of conquest in the Badlands — has sympathizers in Port Arthur and is rumored to travel to the city-state on a regular basis (See the **Operation: Jungle Drums** adventure for information on Soldier Proust). Arthurian psychiatrists have yet to convince the Colonel that this tendency among Jans is a serious concern.

Civilian Badlanders form the largest segment of Arthurian society. They include entrepreneurs, homesteaders, miners, merchants and entertainers. Civilians have no official rights in Port Arthur, but are represented by non-commissioned officers who are responsible for them. Colonel Arthur is very aware that the city needs to encourage good will if it is to remain a prominent Badlands center, therefore it is usually open to civilian concerns. Taxes are relatively low for individuals — although social services are almost non-existent outside the military — and business is encouraged whenever possible.



• Economy

The Arthurian economy is based on two principal sources of income: diamonds and the spaceport. The diamond mines were developed by Badlands prospectors in the 1920's under the protection of the Korps, in exchange for royalties paid to the military. This arrangement has served Port Arthur very well, funding the massive expansion of the city from refugee camp to major urban center.

In the post-war period, with the Baja spaceport destroyed, Port Arthur operates the Badlands' only launch facility. The spaceport provides satellite launching services and maintains a fleet of five orbital shuttles. Arthurians also have a virtual monopoly on the know-how necessary to maintain and convert the Hermes 72 satellites to civilian use, and at least one team of technicians is continuously in orbit making adjustments to the network. These missions are done under the auspices of the Arthurian military government, which receives huge payments from the entertainment and information confederations using the network.

• External Relations

Major Henrietta Nelson is the Arthurian official responsible for the Port Arthur Security Zone. The Korps' massive hovertanks patrol the area and locals are expected to respect Arthurian laws, but they pay no taxes and are free to run their homesteads as they see fit. Major Nelson has overseen many development projects, ordering the Korps to dig wells to the MacAllen branch deep under the rock and rebuild towns and homes after heavy sandstorms. The rover problem that once plagued the area has also been completely eliminated.

Beyond the security zone, matters are generally in the hands of Major Carlos Diego. Diego shares his colonel's distrust of the major powers on Terra Nova, preferring to deal with independent Badlanders. He has sought out alliances with many Badlands communities and was the greatest lobbyist for Port Arthur's entry into the NuCoal trade agreement. As well, Major Diego has offered financial and military assistance to many other independent communities in the Western Desert, directly challenging the Paxton Protectorate. Polar and Paxton delegates and citizens are tolerated — and sometimes welcomed — in Port Arthur, but relations are extremely chilly. Conflicts between the Korps and the PRDF — and to a lesser extent the Northern Guard and Southern MILICIA — are increasingly common.

3.2.2 JAN MAYEN

Method of Government: Clan-based participatory democracy

Head of Government: Mayor Morgana Kiroa

Population: 80,000

Principal Industries: Armadillo beast herding, underground agriculture



In TN 1919, a Jan-class GREL named Soldier Mayen opposed the rise of Colonel Charles Arthur as the leader of the Terran refugees. Mayen rejected his military past and called for GRELS and humans to live together as equals in their new home. GRELS who followed Mayen shed their "Soldier" appellation and replaced it with their class-name. Most supersoldiers were uncomfortable with Jan Mayen's call to learn new ways and remained content to stay segregated in Arthur's emerging city-state. In the fall of TN 1924, Mayen and his 10,000 followers left Port Arthur and made their way to the Eastern Desert where he knew a group of Terranovan refugees had set up a camp.

By TN 1924, the refugee camp had spread along a chain of ten abandoned oasis towers on the Seneschal Plateau and had adopted the local clan structure. Mayen and his followers arrived in a huge rag-tag caravan looking for a home. The skills of Isaac and Kassandra GRELS proved vital to their gaining acceptance when they were able to repair the wells of three of the oases. In TN 1926, the GRELS were formally welcomed into the clan structure and the collection of sprawling ranches and oases were collectively named Jan Mayen. Ironically, Mayen himself has obstinately refused to take any official position in the community. He remains a respected elder, but he is most concerned with his human wife, Helena Topos, and their small farm.

• Society

The basic units of the community are the ten clans of armadillo beast herders who inhabited the plateau before the refugee camp was set up. Each clan now controls one oasis tower and the web of above and underground ranches and homesteads around it. All property beyond simple household items is considered communal and disputes within or between clans are resolved by the elders of the clans involved.

The size and diversity of the clans, made up of GRELS, homesteaders and various refugees from across the Eastern desert and polar veterans who feel lost, are forcing the political system to change. The participatory governing council — where all citizens supposedly have a voice — has become more and more like any other town council, as 80,000 people can not all attend. Most no longer know their council-members personally.

The Topos clan, the first to accept GRELS, now controls the Janite militia. The Belzan clan is the most active ranching family, while the Gorka clan adopted many refugees who remained uncomfortable with the invaders becoming their neighbors and has the least GRELS.

Janite GRELS are considered equals in this society. The supersoldiers' infertility presents a problem both for the GRELS — as it leads to depression and resignation — and the clans, since many social norms are based on the parent-child relationship. Morgana Kiroa, the current mayor of Jan Mayen, has led the way in research into GREL reproduction, sponsoring a clinic directed by Isaac Padross and Isabella Domosa.



BADLANDS COMMUNITIES

03

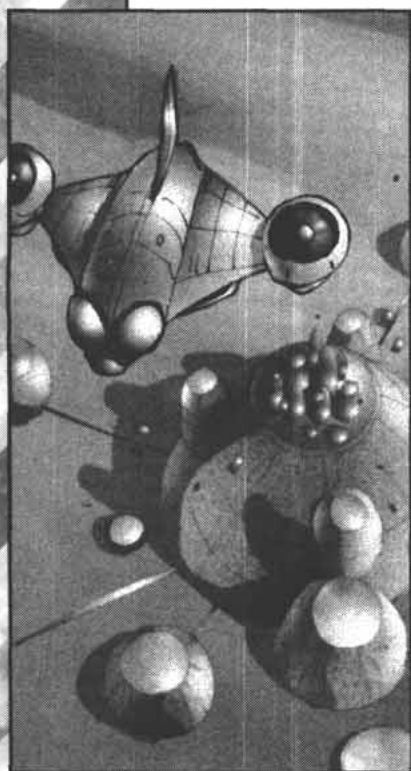
• Economy

Jan Mayen covers the 500 square kilometers of the Seneschal Plateau in the Eastern Desert. This area was heavily mined from TN 1780 to 1820 and is honeycombed with old tunnels. These tunnels access the MacAllen network and house underground farms and residences for the families that make up the core of Janite society. The surface of the mesa is the site of some waterroot farming and armadillo beast ranching. Underground farmers grow huge waterroots, vegetables, some johar grass for the armadillo beasts and various hardy fruits that are traded to desert caravans.

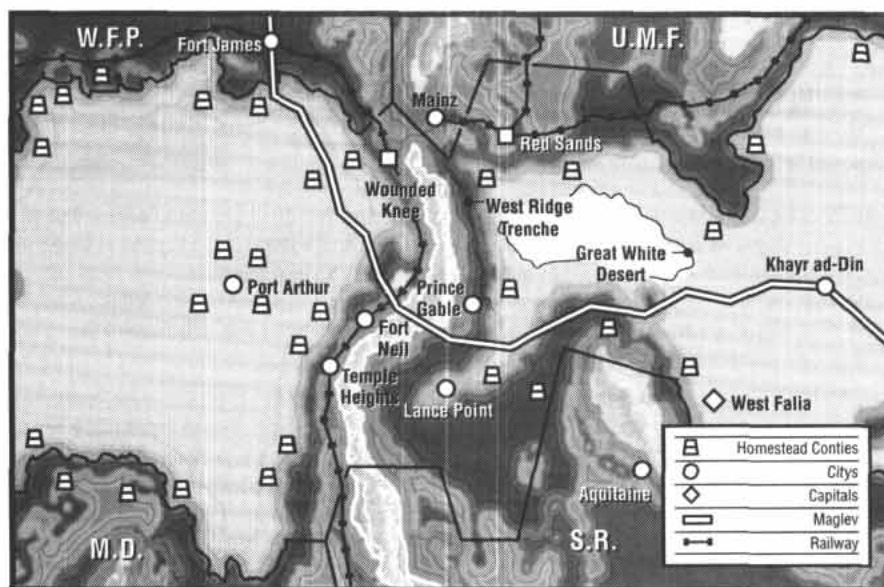
• External Relations

Jan Mayen is not interested in becoming a major player in the Badlands. The Seneschal Plateau region is under their jurisdiction, and the Janite militia — mostly GREs armed with anti-armor weapons and riding armadillo beasts — patrols the area. Visitors to the area have to identify themselves immediately and, if they can't justify their presence, will be firmly asked to leave the region. Janites engage in commerce, welcoming trade caravans on a regular basis, but keep contact with other city-states to a minimum. Clan elders know very well that it is in the community's best interests to stay as far out of global politics as it can.

3.3 THE NEW COALITION



Despite the increasing pressure on Badlands communities to align with one of the polar confederations, most settlements wish to retain their independence. The small communities of the Westridge Range — an important rail axis — have banded together with the power of Port Arthur to maintain their neutrality in the coming conflict. This New Coalition has been only partially successful.



The Westridge Range

3.3.1 HISTORY

The New Coalition (NuCoal) is the latest player in the realignment of Badlands communities. NuCoal is the brainchild of Royz Malkom, the mayor of Fort Neil. Royz created NuCoal as a cooperative trade coalition that would allow the Westridge Range city-states to keep their markets and resist the pressure to align with one of the polar powers.

Royz began negotiations with his neighbors in TN 1925, but was unable to convince local leaders that they would be any better off standing together. Royz avoided the impasse when he discovered that Major Carlos Diego was interested in building bridges between Port Arthur and the other independent city-states. Given that the Arthurian Korps could provide the deterrent necessary to allow NuCoal to survive polar aggression, Royz was able to convince local leaders of the benefits of a coalition. After years of difficult negotiations, the NuCoal agreement was signed by representatives of Port Arthur, Fort Neil, Prince Gable, Temple Heights, Lance Point and several small Westridge towns and counties on 16 Summer TN 1931 in Prince Gable.



3.3.2 ORGANIZATION

The NuCoal Agreement established a free-trade zone between all the signatories and a joint policy of low tariffs on outside trade. No partner may raise trade tariffs or enter into exclusive trade agreements without the accord of all the other signatories and cannot withdraw from the free-trade zone. The joint trade policy is governed by the New Coalition Council of Trade, a board of representatives that sits in Prince Gable.

There is no official military component to NuCoal, but the Arthurian Korps provides it with a strong right arm, and the joint purchasing of weaponry from various manufacturers has allowed smaller communities to transform their militias into viable forces. However, the Southern MILICIA entered Lance Point unopposed and the Northern Guard has stationed a regiment near Prince Gable without opposition. Some wonder whether NuCoal's independence will survive much longer.

3.3.3 PRINCE GABLE

Method of Government: Representative Democracy

Head of Government: Governor Andrea Sinclair

Population: 150,000

Principal Industries: Commercial Trading, Broadcasting, Tourism



Prince Gable sits at the most spectacular entrance to the Westridge Trench and has acquired much of its wealth from this natural wonder. The canyon draws wealthy tourists from North and South, and Prince Gable is a major resort town. Oasis towers operate as luxury hotels all along the trench and tours leave the city hourly. The city also engages in high volume trade with the poles due to the nearby rail links, selling polar goods to much of the Western Desert.

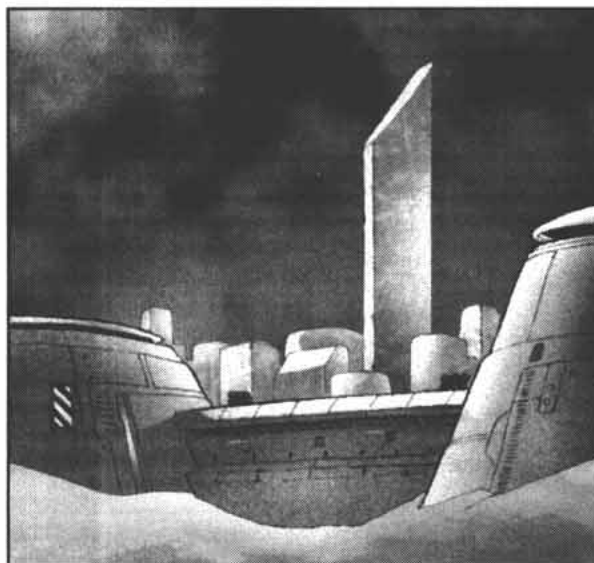
Prince Gable is now the seat of the NuCoal Council of Trade, housed in a recently completed lavish building facing the city's Council House. The city-state was occupied from TN 1914 to TN 1917 by a forward contingent of the colonial forces and was only liberated by the Peace River Army in TN 1917, after a protracted house-to-house battle that cost the lives of many civilians. This history has made the ties with Port Arthur created by NuCoal quite unpopular, and the NuCoal building is the site of regular protest marches. However, the polar leagues did not see fit to liberate the city despite the fact that the occupiers were separated from their base by over 3400 kilometers, making the prospect of an alliance with North or South even less popular. Therefore, given that elections in Prince Gable are held only every twenty cycles, Andrea Sinclair and her council are relatively unconcerned about the public protests.

As the benefits of NuCoal — increased trade, tourism and employment — materialize, popular displeasure is slowly decreasing. The increasing pressure from North and South is also driving most Gablites to side with their government. The Northern Guard has gone so far as to station the 42nd Heavy Gear regiment near the city-state to "protect trade routes" while delegates from Valeria are attempting to sign exclusive commercial agreements. Soldiers on leave in the city can expect a chilly reception.

SATELLITE NEWS SERVICE (SNS)

In the aftermath of the War of the Alliance, Prince Gable rocketed to planet-wide recognition as the broadcast site of the first commercial station to take advantage of the Hermes 72 satellite network. Nelson Itibashi, an entrepreneur and former journalist, acquired a major abandoned Terran communications center in Prince Gable and went on the air in TN 1918 with the Satellite News Service. Committed to independent, planet-wide news coverage, SNS has become one of the centers of the Prince Gable economy, and its ultra-modern, sky scraping, broadcast center (opened in TN 1925) is the most recognizable structure in the city. SNS's constant news and current affairs coverage is seen by all Terranovans with access to a satellite-linked trideo receiver (virtually all polar communities and most large Badlands communities), or with a satellite uplink of their own.

The highest rated SNS program is "Up-Close with Konnor Garysson," a weekly half-hour program featuring a single interview or an investigative report. Garysson is known to many Terranovans for his coverage of the devastating Baja campaign for Northern Broadcast News during the War.





BADLANDS COMMUNITIES

03

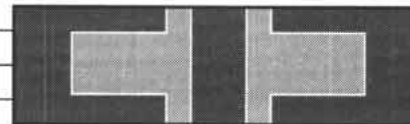
3.3.4 LANCE POINT

Method of Government: Commercial Oligarchy

Head of Government: Chairman Samuel Nanga

Population: 75,000

Principal Industries: Petroleum Drilling and Refining



Lance Point is a major oil supplier to the Southern Republic and has always had to play a political balancing game to avoid annexation. The consortium that controls the city has tried to appease the Republic by selling petroleum to them at reduced prices and accepting Southern "observers" when necessary, but this maneuvering is made difficult by a tradition of violent labor unrest.

Working conditions in the oil fields and refineries of Lance Point are abysmal, and illegal unions flourish. In TN 1930, the consortium found that it had to cut costs and fired 10% of its workforce. The union began a series of wildcat strikes that verged on riots. The Republic made veiled threats about having to reestablish order and the consortium was pressed for a solution. They joined NuCoal hoping that the Arthurian Korps would act as a deterrent and keep the Republic out of their affairs, and that the promise of increased trade and employment would appease the workers.

The union saw NuCoal as a threat. The treaty was seen as a prelude to replacing all the workers with new labor from Prince Gable or elsewhere. The reduced threat of Southern aggression also took away their bargaining power, giving the consortium more room to maneuver. The strikes became an all-out revolt and the consortium heads had to flee the city.

The Republic responded swiftly. The 11th MILICIA Heavy Gear regiment — the *Rapiers* — was dispatched to retake the city. They began a vicious but well-orchestrated attack which crushed the workers in a day, costing the lives of 350 protesters. The consortium was restored, but under the supervision of Southern advisors. The *Rapiers* remain stationed in Lance Point.



CHAIRMAN SAMUEL NANGA

The current chairman of the Lance Point consortium, Samuel Nanga, has been plagued by poor health and a poorer understanding of the working class. Like most consortium executives, Nanga was raised and educated in the South, arriving in Lance Point to take on his duties in TN 1891. He rose to the board and became the chair in TN 1924, although not sitting until TN 1926 because of a long bout with colon cancer. In his eyes, the workers are unkempt, rude bumpkins who would be better off leaving the desert for a life of plenty in the South. He tends to ignore the twenty-cycle contracts and indenturing provisions that keep most workers stuck in the refineries and oil fields.

Nanga considers Royz Malkom a close friend, but felt betrayed by him after the workers' revolt. Nanga has conveniently forgotten that Royz warned him that working conditions would need to improve if labor leaders were to trust NuCoal, and he remains ignorant of Royz' dislike for him. Nanga's position as chairman is extremely precarious. The other board members have designated him as the scapegoat for the workers' revolt and he is slated for replacement. His failing health — his cancer has reappeared and spread to his liver — has kept them from taking any rash action. Some claim Nanga also has evidence implicating several governors of collaborating with Terran forces during the War of the Alliance.

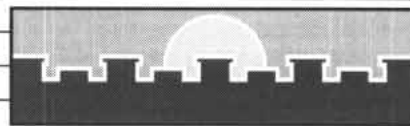
3.3.5 FORT NEIL

Method of Government: Representative Democracy

Head of Government: Mayor Royz Malkom

Population: 25,000

Principal Industry: Vehicle Production



Fort Neil was built on the paranoia of Neil Maknamara. Neil had owned an industrial vehicle plant in the Western Frontier Protectorate until the recession of TN 1815. Neil blamed his bankruptcy on his competitors, whom he accused of industrial espionage. In TN 1820, Neil went to the Badlands to start again, far away from his enemies.

Targeting the sleepy community of Welton because of its ample water supply, Neil set out to strike a deal. He offered townsfolk guaranteed lifetime employment and a program of long-term development for the community. Most agreed, and those who did not moved away. In the spring of TN 1824, the main plant of the Neil Motor Works was ready to begin production.

Neil made the best of his position in the Badlands and specialized in desert vehicles. In TN 1826, the *Elan* desert buggy rolled off the Welton plant floor and into dealerships and military shows across the Badlands. The *Elan* was a success and the future of



NMW seemed assured. A wide variety of desert vehicles soon followed in the *Elar's* footsteps, including trucks, all-terrain vehicles and desert motorcycles. Neil Maknamara died — of poisoning according to his last words — in TN 1869, and the town council of Welton honored him by renaming their community Fort Neil and adopting the Western practice of placing surnames before given names.

NMW is now the center of the community, with every citizen either in the company's employ or providing services for employees. The town council is elected independently, but works closely with the NMW board. Mayor Royz is also a NMW vice-president and the creation of NuCoal was directly influenced by the company's need to import steel and precision machinery and to increase its markets. To survive, Fort Neil must have extensive trade links, a fact that makes the NMW board — most prominently its chairwoman Neil Elisa — the most active and vocal supporters of NuCoal.

3.3.6 TEMPLE HEIGHTS

Method of Government: Oligarchy of Family Heads

Head of Government: Mayor Elen Hussan

Population: 18,000

Principal Industry: Agriculture



One of the oldest independent human settlements in the Badlands, Temple Heights has the richest agricultural soil in the equatorial region. The settlement sits atop a 500-meter, crescent-shaped mesa that shelters ten square kilometers of soil and is the site of many MacAllen wells. Since TN 1795, the 25 leading farming families of the settlement have cooperated to install extensive irrigation and nutrient injection systems in the fields. Templar dates, figs, and olives are luxury foods recognized across the Badlands. Innovation continues as mushroom and grapevine cultivation has just begun in previously unusable areas within and atop the mesa.

Temple Heights is named after one of the most impressive archaeological sites on Terra Nova. The entire inner face of the mesa is covered with huge carved faces. These faces seem to be in a similar style as the widespread Terranovan stoneheads, although they present some important stylistic differences. All the faces gaze upon a single spot in the fields below, where a buried chamber containing an "altar" featuring a stonehead slightly larger than a human skull has been discovered.

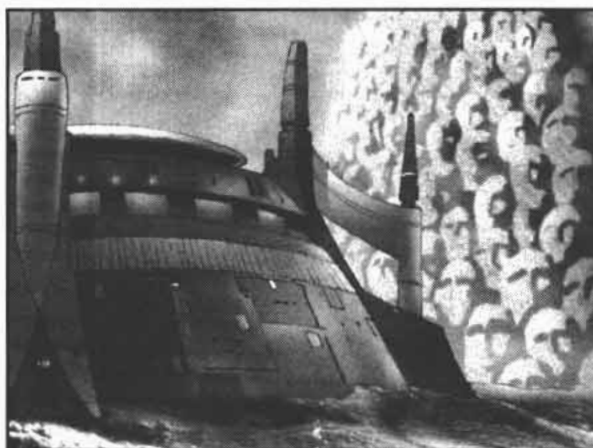
The significance of the wall of faces is the subject of great debate. While most archaeologists see it as an extreme example of the carving mania of early Terranovan settlers, many religious figures consider Temple Heights a holy site. Consequently, the small community is honeycombed with temples and churches. Revisionist and Jerusalemite priests, Blue Crescent adherents, Buddhist monks and believers in hundreds of splinter faiths mingle — sometimes violently — in the tight streets atop the mesa. The community leaders allow these pilgrims to live and preach in the city, but keep them isolated from any decision making. Mayor Hussan fears an all-out holy war.

The so-called Cult of Masks is the most recent addition to the religious mix in Temple Heights. Cultists all wear hand-made wooden masks carved in the semblance of one of the faces from the mesa wall and claim to have been called together by mysterious gods to take care of the holy site. They preach peace and cooperation, but are tinged by a self-righteous attitude toward all other pilgrims, who are seen as misguided children who must be shown the truth. The Cult operates a large shrine in the city center.

THE TEMPLAR RESEARCH CENTER

Founded in TN 1832 by Norlight archaeologist Fernanda Gremalda, the Templar Research Center (TRC) provides library and research resources for recognized academics interested in Temple Heights. The center is housed on an impressive campus building on the northern lip of the mesa. The TRC has become one of the prize sites for post-graduate work in the fields of cultural anthropology and archaeology on the planet.

The TRC also regulates access to the wall of faces and the temple chambers in the mesa. The city council provides ample funding to the center in return for its services, leaving the researchers to deal with pilgrims who resent limits on wall access. The Templar Research Center has recently welcomed Sister Gabrielle Juno, a Revisionist priestess and theologian, in hopes of lessening religious tensions.





POLAR FORCES

"Hit dirt!" Lieutenant Jonathan Stoker barked as the *Black Mambas* popped out of their hiding places. Stoker's squad of five *Cheetahs* was badly out-gunned by the Southern machines and he ducked his Gear behind one of the plateau's many standing stones, autocannon fire close on his heels. "Down and dirty everyone. Fenzy, send a call."

The broken ground kept the *Cheetahs* from accelerating fast enough to compensate for the *Mambas*' firepower; the only choice was close combat. Stoker checked his comm monitor, confirming that Ranger Fenzian was sending out a call for support, and moved his Gear slowly to the next rocky outcropping. He saw only sand-swept, flat ground for the next fifty meters. Stoker had just activated his secondary movement system when a *Mamba* appeared near another standing stone behind him. Stoker activated his ECM to jam the enemy's sensors and burst out into the open. The *Mamba* ran after him and was leveling its autocannon at close range when Stoker pulled his Gear into a very tight turn, struggling to retain control as he tossed a grenade at his opponent's feet. As the *Mamba* toppled, its feet mangled and its autocannon smashed, Stoker ran for cover. He didn't quite make it.

"What the hell!?" The *Cheetah* toppled forward as three dozen warning indicators came on. The Gear ended up on its side, facing the crippled *Mamba* and its emptied rocket pod. Both of the *Cheetah*'s legs were gone, its pack gun destroyed or lost, the rocket pack bent backwards and ECM down. Stoker tried the hatch — jammed. "Damn it!"

The *Mamba* was crawling toward Stoker to finish him off. It was about twenty meters away. "Archer?" Stoker said into the comm set. Fifteen meters. "Archer, come in." Ten meters. "Archer!" He wasn't going to panic. Five meters. The *Mamba* stopped advancing long enough to draw its vibromachete.

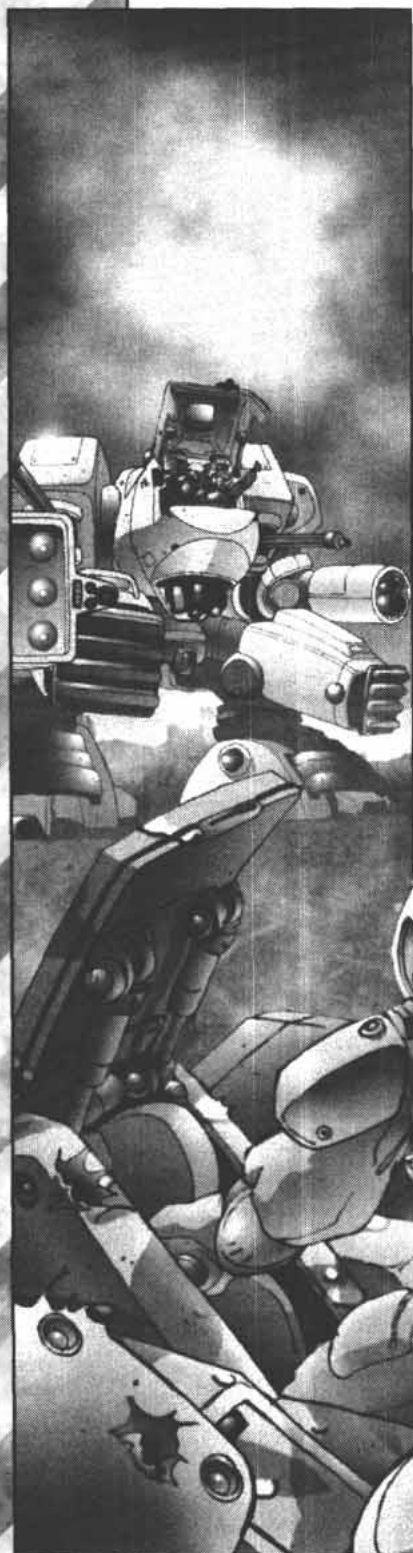
"Lieutenant? You out there?" Archer's voice came across the comm channel like the voice of God.

"Archer! Fire on my target!" Stoker raised the *Cheetah*'s arm-mounted target designator and "painted" the *Mamba* with its laser, right in the center of its forehead.

Almost instantly, a *Fireball* antitank missile flew over the *Cheetah* and into the *Mamba*, blowing its torso into fragments of metal and flesh. The hand holding the machete clattered to the ground a good ten meters away.

Sergeant Archer's massive *Mammoth* strider appeared a few minutes later. "Everything okay, Lieutenant?" she asked.

"Do I look okay, Arch? Do you know how long it'll take to get another Gear like this one?"





4.1 THE CONFEDERATED NORTHERN CITY-STATES



The Northern mainstream holds two images of the Badlands, as lawless frontier or holy land. The region is seen as a harsh, dangerous wasteland that is best avoided by civilized people, though young Northerners regularly go to the frontier in search of adventure. However, the presence of Massada, historical center of the Revisionist Church, gives the desert a holy air to religious Northerners. The most orthodox sometimes claim that the "immoral" elements of the Badlands are insults to the Revisionist faith and should be punished in the name of faith and propriety. The current deployment of military forces to "protect" Massada stems from these opinions.

Strategically, the Badlands have always been seen as a desirable neutral buffer, insulating the North from Southern aggression. The logistical nightmare of large-scale warfare in the Badlands was long thought to be enough to keep the peace, but the South is taking aggressive steps to bring much of the Badlands in line, and the CNCS government is under pressure to respond in kind. As it stands, Northern action in the Badlands is led by the CNCS Desert Trade Commission, but pressure is mounting to give the Northern Guard free reign.

4.1.1 THE CNCS DESERT TRADE COMMISSION

On 5 Spring TN 1928, the CNCS inner council created the Desert Trade Commission and gave it a mandate to create solid and exclusive trade links with the communities in the Badlands. The council hoped the new body would be able to counter the Southern diplomatic offensive already underway in the region. Junior councilwoman Ella Kayman was given the plum assignment of chairing the DTC.

Kayman has used her assignment to great political advantage. As tensions with the South increase, the DTC's assignment becomes more and more important and Kayman's stature increases. She now sits as CNCS Deputy Minister of Trade and is in charge of most Northern activities in the Badlands. Thanks to her, most settlements in the northern savannah are now firmly tied to the Northern economy. However, the DTC has been less successful in enforcing exclusive trade agreements, a fact which Kayman downplays in public. Although most of the communities that have signed on with the DTC have agreed to cut direct trade links to the AST, the promise is largely meaningless. They continue to trade with communities in the southern desert which, in turn, pass products to the South.

• Organization

Deputy Minister Kayman has kept the DTC relatively small. Its headquarters are in the Trade Ministry building in Valeria and only accommodate about 100 full-time employees. The commission has permanent field offices in Red Sands, Timmins, Port Arthur, Peace River and Prince Gable. Each of these is run by a trade representative fully capable of signing agreements with local settlements, but Kayman tends to keep a very close eye on their activities, spending roughly half her time in the Badlands.

• Resources

The mandate given the DTC — as well as Kayman's political clout — allows trade representatives to commandeer most CNCS resources in the Badlands. As well, the 3rd Northern Guard Heavy Gear Brigade has been assigned to the commission (under Defense Ministry supervision). The Brigade is used to display the advantages of signing trade pacts with the CNCS, and those who do so are guaranteed military protection from aggressors. Legally, the commission is able to set trading policy within very broad limitations. The Ministry of Trade currently holds the balance of power in the CNCS council, and embargoes and treaties called for by Kayman are quickly ratified. Only the Ministry of Defense consistently protests this rubber-stamping.

• Current Activities

Kayman and the DTC are currently attempting to carry their success in the savannah to the equatorial desert proper. The DTC is focusing its attention on the two principal independent powers in the Badlands, Paxton Arms and Port Arthur's so-called NuCoal. Paxton refuses to even discuss closing direct trade links with the South. Rian Kolbro, the DTC trade representative at Peace River, argues that during a war, the North or the South would be forced to take over the Paxton facilities, lest the other side do so first. He proposes avoiding such a conflict by aligning with his government and gaining Northern Guard protection. Paxton president Simosa remains confident in Peace River's ability to withstand attack, but Kolbro has managed to garner some support among junior executives.

Killa Odupe and Martyn Jano serve as trade representatives in Prince Gable and Port Arthur respectively. The pair are currently mounting a combined assault on NuCoal, which they fear will provide an example of a viable alternative to alignment with the North. The two delegates argue that polarization in the Westridge Range region is inevitable and that NuCoal would be much better off in the Northern camp. While Southern intervention in Lance Point is perhaps the strongest argument for their case, they cannot promise action to protect the city-state without turning the Northern initiative in the Badlands over to the Ministry of Defense. Displacing the forces in Lance Point would likely lead to war.



4.1.2 THE NORTHERN GUARD

Since its inception, the Northern Guard has existed to resist Southern aggression. Other than during the years of the War of the Alliance, the soldiers of the Guard have stood watch, waiting to repel the expected invasion from their Southern rivals. As the threat of war grows, soldiers and generals alike are growing frustrated at the political limitations placed on them.

The huge distances and scarce supplies involved in Badlands operations make deployment in the desert a constant struggle. Northern forces operate out of the CNCS fiefs of Red Sands, Timmins and Wounded Knee, from bases within Northern borders, or from savannah camps. Patrols cross the desert — occasionally supplemented by landship fleet — in an attempt to secure Northern borders.

The Guard is restless. Frustration at the limits placed on the military keeps pace with the growing tension in the South. The CNCS council remains committed to a trade-based strategy in the Badlands and is loathe to approve any military action that would jeopardize talks with any neutral parties. Meanwhile, Southern forces act with impunity and Northern pilots sit in their Gears waiting for the chance to act. Discipline is rapidly becoming a serious problem.

● The Trade Brigade

Since early in TN 1930, the 3rd Heavy Gear Brigade has been forced by executive order to answer to the needs of the Desert Trade Commission. Whole regiments have been deployed against rag-tag groups of rovers and bandits and, once, in a half-hearted pursuit of the Sand Riders around the Great White Desert.

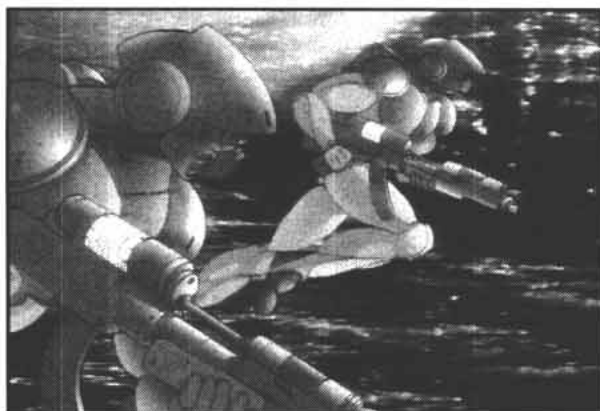
Brigadier Karl Geraar, commander of the 3rd, has done his best to carry out his orders. Privately, he has lodged several official complaints that his troops are being squandered on pointless distractions while the enemy is given free reign in the Badlands. His troops can open fire on under-equipped bandits, but not on the heavily armed regiments that pose the real threat. There is heavy lobbying in Valeria to take the 3rd away from the DTC and, despite Ella Kayman's skill, the Ministry of Defense's position strengthens with every Southern move. In public, Geraar has stated that he is obligated to follow both DTC directives and orders from the Guard's high command. Generals have cooperated by issuing Geraar orders that often disrupt DTC activities in the interest of "Confederacy defense."

The most recent example was when the second company of the 42nd Heavy Gear regiment (the *Smoking Guns*) spent three weeks verifying the identity of all passengers traveling to and from Prince Gable by rail, frustrating DTC efforts to prove Northern good-will.

4.1.3 THE NORTHERN GUARD INTELLIGENCE SERVICE

While the Northern Guard is chafing at the bit of civilian restraints, the agents of the Northern Guard Intelligence Service (NGIS) have taken the battle to the Badlands. Brigadier Hannah Jerazic, overall commander of the NGIS, keeps a very tight lid on the activities of her agents and informants, and there are many high-ranking officers who are privately concerned that Brigadier Jerazic has amassed too much power for herself. In the field, soldiers and officers alike distrust intelligence agents. Few, however, question their effectiveness.

Badlands operations are run by Colonel Sonya Gerti from her office in Timmins. Gerti has been ordered to disrupt Southern efforts by any means necessary until the full weight of the Guard can be brought to bear. Gerti has responded with a campaign of intelligence gathering and calculated special operations. Assassinations and kidnappings have been arranged and Gerti prides herself on being aware of every move made by Southern diplomats and officers in the Badlands. She awaits only the go-ahead to decapitate the Southern presence in the Badlands.



OPERATION HAWK

Colonel Gerti dedicates much of her time and resources to a personal, unauthorized operation. A decorated veteran of the War of the Alliance, she is determined to pursue the collaborators who have escaped Terranovan justice. Her underground operation, codenamed Hawk by the few people in the secret, employs dozens of agents, most of who are unaware their activities are unauthorized and quite illegal. These agents identify and target those collaborators who have successfully remained in hiding since the end of the War, then eliminate them discreetly and rapidly.

Several convenient traffic accidents and disappearances have already occurred, and Major Jeremiah Stone, the head of Port Arthur's small intelligence agency, has begun an investigation to find out who is behind the whole affair.



4.1.4 OTHER NORTHERN ACTORS

The government in Valeria cannot oversee all its citizens in the Badlands, and many Northerners are active in the region for their own reasons. Traders and corporate representatives are common in the major trading city-states, sometimes acting hand in hand with the Desert Trade Commission, sometimes of their own accord. Tourists and gamblers also travel in great numbers to experience the natural beauty and legal laxity of the Badlands.

• The True North Party

A fringe political party from the Northern Lights Confederacy, True North has made the Badlands the focus of its military policy. Retired Brigadier Wilhelm Miehn, leader of the party, has become famous in Valeria for his fiery speeches in the Norlight Congress of Deputies warning of a crushing defeat at the hands of the South unless drastic steps are taken. In his plan, many Badlands communities would be occupied, while strikes would be ordered against Southern targets in order to "cripple the enemy's ability to attack our homes."

Many see Miehn's views as extreme, but several prominent military commanders have noted in the press that the current government's relative inactivity may be much more dangerous. To keep this fear in the public eye, the True North Party has a permanent fact-finding mission operating in the Badlands with a mandate to investigate the situation on the "strategic frontier." The mission spends most of its time searching for any trace of Southern influence or local corruption. These instances are revealed publicly, much to the embarrassment of the ruling People's Party and Ella Kayman's Desert Trade Commission. Recently, Mikail Korson, an alleged wartime collaborator, was revealed as living in Port Arthur and advising Colonel Arthur. The resulting furor did much to undo the trade relations between the DTC and Port Arthur.

• The Peters Clan

In the Western Frontier Protectorate, many legal and proprietary rights are traditionally bound to family and inheritance. This is especially true with land, and large land sales outside of one's clan are still viewed as unsavory by Westerners. Just such a land sale is at the heart of the activity of the Peters Clan in the Badlands.

The clan is based in Fort James, one of the great Western city-states. In TN 1725, Peters Jaison left to make his fortune on the Badlands frontier. He dreamt of becoming the rancher king of the western savannah, but his dreams would never come true.

Suffering from chronic drought, cattle disease and — according to clan rivals — financial mismanagement, the Peters ranch never became profitable. In TN 1763, Jaison cut his losses and sold his ranch to Karl Hadrian, a local rancher.

In TN 1844, Karl Hadrian's granddaughter Jesika discovered oil on the ranch and became extremely wealthy overnight. The Hadrian family has continued to collect royalties ever since, and Karlton Ranch, as the settlement is now called, houses around 1200 people, half of whom are oil-company employees.

The Peters Clan has made repeated claims that the sale of Karlton Ranch was illegal because it was never cleared by the clan heads in Fort James. The demand that their "clan lands and revenues" be returned to them has taken various forms. Western boycotts of Karlton Oil were organized in TN 1877 and TN 1891, and vigilantism has been endemic — Tomas Hadrian was killed by Peters Gilbert in TN 1861. The most drastic action came in TN 1912, when Peters Laurenz uncovered, or manufactured, evidence that Elena Hadrian-Jando was a Southern informer, and he used that evidence to justify occupying the settlement with the Fort James militia. Only the Earth invasion enabled the Hadrians to reclaim their homes. In recent years, the old claims about Elena Hadrian-Jando have resurfaced. Some see a bitter irony emerging as Elena may be forced to acquire Southern aid if only to stave off the Fort James militia.

ELENA HADRIAN-JANDO



Elena Hadrian-Jando is the current leader of the Karlton ranch settlement. The second daughter and third child of a Karlton Oil employee, she was born on 8 Winter TN 1877. Elena has lived her early cycles on the ranch and her parents provided her with a happy childhood, marred only by the constant conflicts between the Peters clan and the Karlton family. At around age 20, she enrolled herself as sandmate aboard a landship, very much against her parents' will. She traveled here and there for many cycles, then returned home a bit wiser and determined to settle down. She never talked much about her travels.

In TN 1907, a springer riding accident left her stranded with a twisted ankle five kilometers from home. She was brought back by a handsome but distant man and fell in love with him, only to learn later that he was Luter Hadrian, eldest son of Tomas Hadrian. Although slightly taken aback, she was too stubborn to give up and she pursued him until he accepted to marry her later that cycle.

In Spring TN 1911, Elena was widowed after Luter died in a freak drilling accident — which was suspected to be the result of sabotage — leaving her alone with their two children, Mak and Sally-Jean. She inherited the ranch and began a vigorous campaign to shake off the Peters, whom she suspected of being responsible for the death of her husband. Unfortunately, because of the frequent visits of Southern friends she has made during her earlier travels, she has been accused of being a southern spy. She is all too keenly aware that the Peters clan has been using this argument to stir up trouble in Fort James, but she has also been preparing the Peters a little surprise of her own.





4.1.5 UNIT OF NOTE



99TH HEAVY GEAR REGIMENT (AUXILIARY) - BLUE ANGELS

The *Blue Angels* are, in fact, the 18th Heavy Gear Regiment of the Norlight Army, but they are currently attached to the Northern Guard while stationed in the Badlands. The *Angels* are distinguished by their deeply religious tradition. Daily Revisionist services are attended by all troops not on patrol and each section has a chaplain among its personnel. This reputation made the *Angels* the perfect choice when the CNCS bowed to public pressure to preserve the holiest site of Revisionism and turned Massada into a Northern protectorate.

The *Angels* are commanded by Colonel Neel Garner Fulan, a highly decorated veteran of the War of the Alliance. Fulan rose to command after the battle of Church Pass, when the *Angels* were almost completely wiped out while repelling an enemy advance into the Northern Lights Confederacy itself. The names of those who died in the battle are inscribed on a monument in Valeria and many are buried in Sorrento, the seat of Northern Revisionism.

Some *Angels* have wondered aloud whether their presence does not violate the sanctity of Massada, threatening the faith by making its home a military target. Colonel Fulan has dismissed such concerns, arguing that Southern commanders could not resist such an inviting psychological target as Massada were it to be left undefended.

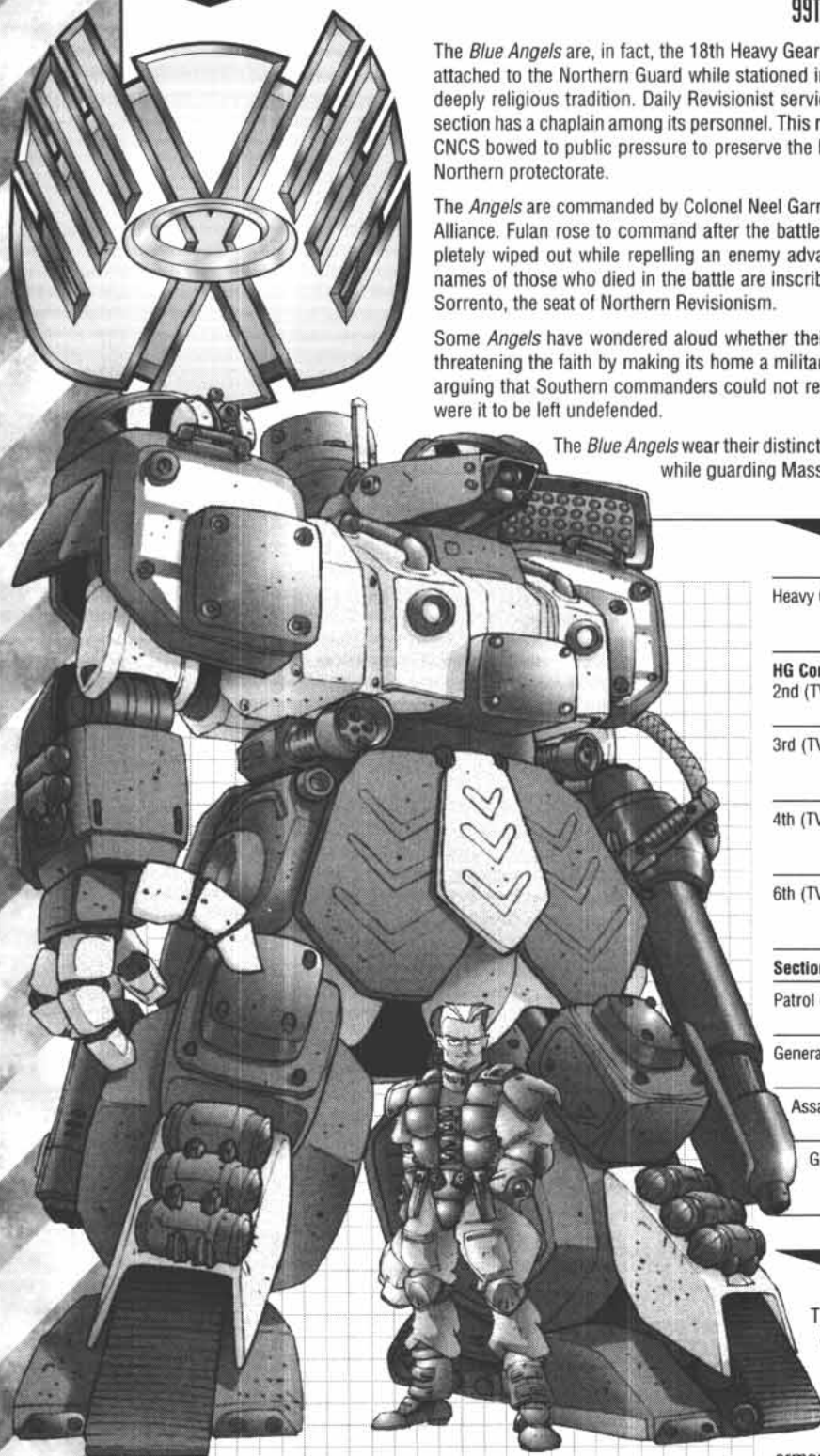
The *Blue Angels* wear their distinctive blue and white ceremonial paint scheme at all times while guarding Massada.

REGIMENT COMPOSITION

Heavy Gear Regiment	Heavy Gear Company x4 Support Company Command Section
HG Company	Sections Included
2nd (TV = 47,205)	General x 1 Guardian x 2
3rd (TV = 39,150)	Patrol x 1 General x 2 Assault x 1
4th (TV = 46,521)	Patrol x1 Assault x 2 Guardian x 1
6th (TV = 50,761)	General x1 Assault x1 Guardian x2
Section Types	Squadrons Included
Patrol (TV = 8235)	Recon x 2 General Purpose x 1
General (TV = 9562)	General Purpose x 2 Strike x 1
Assault (TV = 11,791)	Strike x 2 Fire Support x 1
Guardian (TV = 14,704)	Honor Guard x1 Strike x1 Fire Support x1

COLOR SCHEME

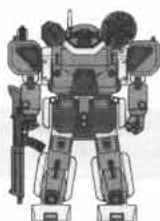
The vehicle on this page is painted in the *Blue Angel's* distinctive ceremonial color scheme. The hull is sky blue, with some raised plates and detail painted a deep royal blue. The highlights are yellow. Many pilots wear white or yellow stylized angel wings on the shoulder plates of their Gears, some even engraving them in the armor plates themselves.



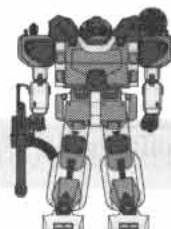
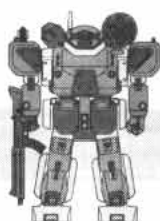
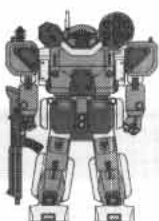
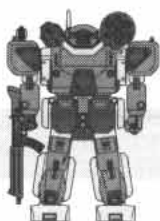


99TH AUXILIARY HEAVY GEAR REGIMENT TYPICAL SQUADRONS

GENERAL PURPOSE (THREAT VALUE: 2935)



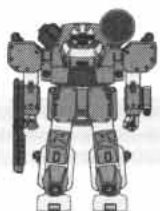
• Hunter-4 x Lvl 2



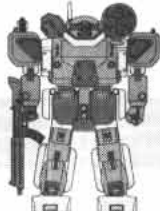
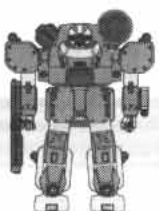
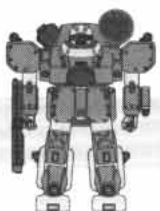
• Jaguar-1 x Lvl 3



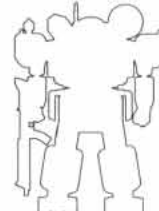
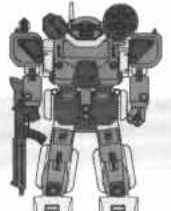
RECON (THREAT VALUE: 2650)



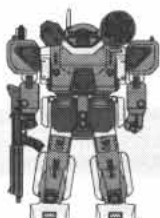
• Cheetah-3 x Lvl 2



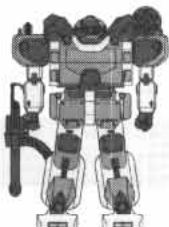
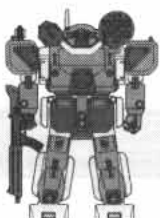
• Hunter-2 x Lvl 2



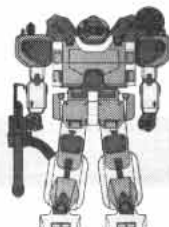
STRIKE (THREAT VALUE: 3692)



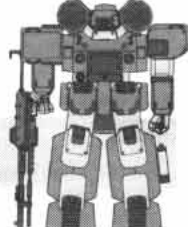
• Hunter-2 x Lvl 2



• Jaguar-[1 x Lvl 3]



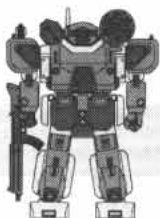
• Jaguar-[1 x Lvl 2]



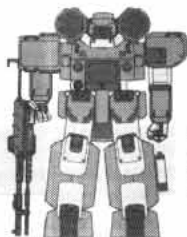
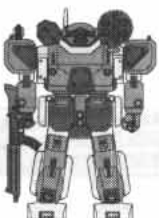
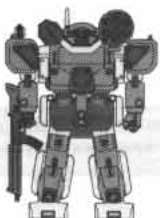
• Grizzly-1 x Lvl 2



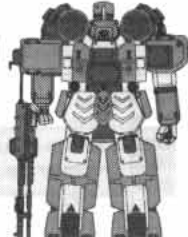
FIRE SUPPORT (THREAT VALUE: 4578)



• Hunter-1 x Lvl 3



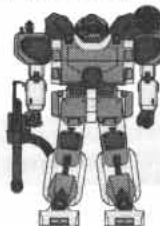
• Grizzly-3 x Lvl 2



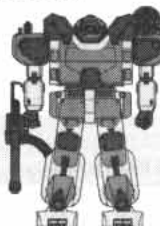
• Hodiak-1 x Lvl 2



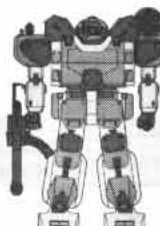
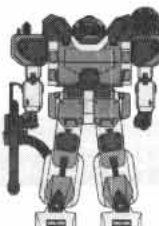
HONOR GUARD (THREAT VALUE: 6605)



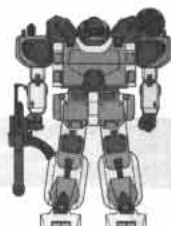
• Jaguar-[1 x Lvl 4]



• Jaguar-[2 x Lvl 3]



• Jaguar-[2 x Lvl 2]





4.2 THE ALLIED SOUTHERN TERRITORIES



Southern citizens tend to see the Badlands as a wild place where careers can be made, and many young Southerners travel to the Badlands to prove themselves. The Southern Republic government looks on the region as a strategic frontier that must be protected and controlled, and their diplomatic and military efforts in the region reflect this outlook.

4.2.1 THE SOUTHERN DIPLOMATIC MISSION

Southern Republic Prime Minister Louis Philippe deRouen set AST policy in the Badlands during a TN 1924 speech in which he referred to the southern savannah belt as "a vital component of the political and economic whole which is the Allied Southern Territories" and to the whole equatorial region as "an integral part of this government's plan to ensure the security of the city-states of the southern pole." DeRouen assigned Ambassador Markus Lory — his former chief of staff — to lead a diplomatic mission that would coordinate economic and political policy in the region. Lory recruited a staff of dedicated diplomats and his ex-wife Maia Landling, one of the best-connected politicians in Port Oasis.

Lory and Landling have had great success in signing strategic treaties with communities in the southern Badlands. Their greatest diplomatic coup was the TN 1930 signing of the Southern Savannah Regional Defense Pact in which almost all settlements in the region agreed to cooperate with the Southern MILICIA in the event of a "regional threat." It was supposedly under the aegis of this accord that the MILICIA suppressed the TN 1931 workers' revolt in Lance Point.

• Organization

Markus Lory operates out of the diplomatic mission headquarters in Peace River. Maia Landling remains in Port Oasis — distance being essential to her détente with her former husband — and acts as a highly effective political lobbyist for the mission. Lory employs twelve deputy ambassadors, each of whom is assigned a region in the Badlands and given significant freedom of action. Lory often travels from embassy to embassy, pushing negotiations along. The twelve embassies also house small military units for embassy defense and extensive intelligence facilities hidden under diplomatic cover.

• Current Activities

The landmark Savannah Regional Defense Pact has been put under a great deal of strain by the suppression of the Lance Point workers' revolt. Savannah communities see this act as a breach of the treaty provisions and Lory has had to make several concessions. Several MILICIA regiments have been pulled back from their treaty-based positions, leading to grumbling in the military.

Peace River is the other major source of activity for the mission. Etien Montroyal, the Peace River deputy ambassador, has been making progress undermining Ella Kayman's attempts to get Paxton to sign an accord with the North. Montroyal has guaranteed the city's neutrality unless the AST is forced to look upon it as an enemy. Paxton officials are well aware that the diplomatic mission works closely with the Southern MILICIA and takes both the promise and the threat seriously.

**ETIEN MONTROYAL**

Born in TN 1875 to Southern politician Laurene Montroyal, Etien was plunged into Terranovan politics at an early age. In TN 1905, in a prelude to the Judas Syndrome, Laurene's chief of staff was convicted of espionage for the northern leagues. Suspicion fell on her as well and an inquiry was started. Abandoned by her political patrons, Laurene was faced with the prospect of execution as a traitor. Etien shocked Port Oasis by emerging with proof that his mother's accusers were spies themselves and had manufactured most of the evidence to get rid of her.

Although he never sought a seat in the Estates General, Etien became very active behind the scenes. He was recruited into the Foreign Ministry in TN 1911 and was a vital part of the diplomatic effort during the War of the Alliance. In TN 1915, he traveled to Peace River to try and convince Paxton Arms to join the war effort. A few weeks later, he returned with a confidential guarantee that the Peace River Army would appear when necessary. As a gesture of goodwill, Paxton's board of directors had also given him the location of a "lost" shipment of anti-armor rockets which were very much needed by the beleaguered Terranovan defenders.

Montroyal's career and knowledge of the Paxton frame of mind made him the perfect choice for the post of deputy ambassador to Peace River. He and Ella Kayman have developed a rivalry that often explodes into vicious verbal sparring. Some of Montroyal's staff whisper that the sexual tension between the two can be cut with a knife.



4.2.2 SOUTHERN MILICIA

Southern political leaders share much in common with the AST's military high command. Both view the aggrandizement of the Southern Republic as an essential step toward its manifest destiny to rule Terra Nova and agree that war with the North is now unavoidable. They feel that action is necessary to ensure that the South has the advantage when the conflict finally breaks out.

Most of the MILICIA's operations in the Badlands fall in one of the three categories: protection, harassment and patrol. "Protection" is probably a misnomer — most such operations take the form of controlled intimidation and bullying of selected villages and towns along the AST's borders. Harassment missions are similar, but much more direct. Gone is the good will facade and niceties, replaced by direct threats to join the AST or else. The patrol missions mostly take place to ensure that the MILICIA keeps on top of the various events happening in the Badlands.

• Strategic Deployment

Southern forces are positioned throughout the southern Badlands savannah and the desert fringe. The Savannah Regional Defense Pact signed by Ambassador Loray has legitimized this deployment, and Southern military bases have been established hundreds of kilometers away from AST borders. Northern patrol areas are also targeted for MILICIA troop movements, especially around the Southern fief of Azov.

Prefect Fabienne Gautil, the overall commander of MILICIA operations in the Badlands, is well aware that the Northern Guard is in a weakened position since it cannot count on political support. As a result, MILICIA regiments spend much of their time harassing and stalking their Northern counterparts, who have little choice but to back down. Maia Landling and Markus Loray are very pleased with Gautil's strategy and hope the Guard will be goaded into a rash action that will undercut Northern diplomatic efforts. Political analysts also point to the significance of Landling and Gautil's long-standing friendship to explain the MILICIA's cooperation with the diplomatic mission.

• The Légion Noire

As North-South tensions have increased, so have the activities of the Légion Noire — the Southern Republic's dreaded special forces unit. The Badlands have seen more than their fair share of these activities. Community leaders too vocal in their opposition to Southern expansionism have died by sniper-fire, while dissidents have been assassinated in a variety of ways.

Much of this activity is fueled by politics, rather than strategy. Politicians in Port Oasis have always feared certain elements in the Légion who feel they are best suited to determine Southern policy. Jacques Molay, Lord Protector of the AST, is determined to avoid any coups and has deployed MILICIA regiments with large numbers of Légion veterans to the Badlands. The 11th Heavy Gear Regiment is the most famous of these units, but many others have joined it in the desert.

Molay's strategy may well be backfiring on him. While much of the Légion is indeed away from the capital, it has virtually been given the Badlands as its own. Almost all units in the region have at least a few Légion veterans, and several have high numbers of them. The strength of the network of loyalty and blood that binds these men and women is difficult to estimate, and the desert has become a staging-ground for the Légion and its political supporters. Commandant Mari Thangal, the overall Légion commander in the region, has made several journeys to Port Oasis to meet with Prime Minister deRouen, and the two are rumored to have entered into a political accord.

4.2.3 ALLIED SOUTHERN INTELLIGENCE

Just as the AST is a puppet of the Southern Republic, so the confederation's intelligence service — Allied Southern Intelligence — is an organ of the Southern Republic Intelligence Directorate. SRID does not trust ASI enough to allow it to act in the Republic or in the North, so the agency concentrates its efforts in the Badlands.

Intelligence officers operate from covert safe-houses and from the diplomatic cover of embassies, supervising a network of informants, professional operatives and unwitting collaborators. Southern intelligence-gathering is highly sophisticated but tends towards very cutthroat methods. Agents who become a problem are systematically eliminated to cover any trails. Northern and Badlands investigators often find suspects dead or disappeared before they can act. More often than not, they never realize an accidental death is anything more than what it seems.

Sous-Commandant Julio Nestor, ASI chief of operations in the Badlands, agrees with the overall policy put forth by Ambassador Loray and Maia Landling, who acknowledge the importance of the ASI's contribution. As a result, Southern negotiators can count on up-to-date intelligence on their opponents across the negotiating table.

While only occasional tension exists between the diplomatic mission and Nestor's office in Azov, the ASI chief is very concerned about the MILICIA's strategy. He fears the policy of harassing the Northern Guard has gone too far. Nestor knows of the precarious balance of power in Valeria and fears the MILICIA will give the Guard the political clout it needs to take over CNCS policy in the Badlands. He is quite sure that their military commanders would be much less reluctant to fight the MILICIA than their trade negotiators are. Légion Noire commander Mari Thangal has accused Nestor of being "afraid of war," but he believes that the MILICIA is not yet ready for a conflict and should not rush matters. He is also plotting revenge against Thangal.



4.2.4 OTHER SOUTHERN ACTORS

The Southern Republic's domination of the leagues of the AST does not go completely without opposition. The Badlands are an excellent source of potential allies for groups dissatisfied with Republican domination and currently looking for help. By the same token, many groups which actively support the AST's prominence keep a close watch on Badlanders and their activities.

The people opposing the Southern involvement in Badlands' affairs are often expatriates from the southern polar region themselves, or have come into contact with such individuals. Their lives are almost always fraught with danger, since the southern government does not recognize the Badlands as having any political authority. No political weight means no opposition to covert operations, and these are increasingly relied upon to eliminate potential troublemakers.

• The Southern Alliance party

Not all are against the southern involvement, however. The Southern Alliance party is a group of politicians and businessmen who actively support the expansion of the Allied Southern Territories in the Badlands. In general, they are dissatisfied with the current political and commercial state of the Badlands, but refuse to leave their positions for the more prosperous southern leagues. Rather, they hope for the creation of a giant super-state which would hopefully generate more opportunities for business and commerce.



PROFESSOR HENRIETTE VOVELLE

Southern dissidents often have little choice but to flee to the Badlands. Life in an isolated homestead or desert city-state is far more attractive than a Southern Republic prison or work-camp. Most dissidents like to remain as close to the AST as they can and settlements in the southern savannah have significant exile communities. The most prominent exile is Henriette Vovelle, an astrophysicist made famous by her contribution to the War of the Alliance.

Professor Vovelle first gained attention for her studies of the Terranovan system's unusual double Tannhauser discontinuity paths while a Professor at the prestigious Ankara University of Science in the TN 1880's. In early summer TN 1897, Vovelle was placed under house arrest after three cycles as the head of the Pax Movement, a loose alliance of Southern scientists, intellectuals and activists who wished to create a climate of peace. She was barred from contact with anyone except her husband, philosopher Artoor Vovelle.

Professor Vovelle was released in TN 1913 to participate in the war effort against Earth. She helped develop a hunter-killer missile that could target the trademark emissions of the gatedrives of Earth starships, stranding several craft in Terranovan space. Vovelle fell out of favor after the war when she argued that South and North should welcome abandoned Terran troops. This was widely seen as treason and she was forced to flee Ankara under the cover of night in TN 1919.

Vovelle now lives in Port Arthur where she continues to publish scientific and political papers and serves as a symbol for all Southern dissidents. She has survived no less than 25 assassination attempts, including one in TN 1925 which took her husband's life.



PRECEPTOR HYPOLITE

Preceptor Gavin Hypolite, protégé of Illuminatus Salvador Anastapulos, is the leader of a movement to reject Republican domination of the AST. Hypolite argues that the AST must break free if its member leagues are to preserve their own identity and values. The Illuminatus is well aware of the Republic's military might and has asked Hypolite to keep his feelings quiet for the time being. Officially, Hypolite has been assigned the duty of running the Humanist embassy in Port Arthur.

The embassy building houses a dedicated staff of Hypolite's followers. Hypolite is making covert alliances with Badlands powers and has even begun some discussions with the North. He has established a close personal friendship with Colonel Charles Arthur and has a verbal agreement to use Port Arthur as a covert weapons and training center for the emerging Humanist rebellion. Hypolite feels ready to undertake personal negotiations with Northern officials and has arranged for a series of covert meetings with Northern diplomats in Port Arthur. He hopes to gain the friendship of Ella Kayman herself.

Preceptor Hypolite is unaware that at least one agent of Allied Southern Intelligence has infiltrated his operation. The plant is a young clerk named Beatrice Winter, a clever cover identity carefully forged to withstand the most intense scrutiny. Winter does not yet have access to all of Hypolite's plans, but she is aware of the numerous contacts between the Preceptor and Colonel Arthur. She is currently gathering as much information as she can about Hypolite's planned meetings with Northern officials, leaving the information in a series of pre-arranged, concealed drop boxes out in the desert and in the remote parts of the city. Her directors are almost ready to order a strike against the Preceptor.



4.2.5 UNIT OF NOTE



THE 11TH HEAVY GEAR REGIMENT - RAPIERS

The *Rapiers* regiment is one of a select few that have become traditional units for Légion Noire veterans. The regiment was formed by a group of Légion veterans from the ashes of the old 11th Strike Regiment, which was decimated early in St. Vincent's War. A third of the *Rapiers* are Légion veterans, and many others are on the waiting list for admission. The Légion's black armband is almost universally present among officers.

The *Rapiers* themselves are the MILICIA's top urban warfare specialists. The regiment has a reputation for brutal efficiency. Collateral civilian casualties are often quite low in *Rapier* assaults — unless civilians themselves are the targets — due to the regiment's pride in accomplishing its objectives with great precision. The level of skill and moral blindness that Légion ties ensure mean that the regiment is employed in the most bloody of operations.

The *Rapiers* are led by Commandant Giyom Nazier, a highly decorated Légion veteran. Nazier was associated with pro-Légion political factions in the Southern Republic during the TN 1920's. His regiment was reassigned to the Badlands to keep him away from Port Oasis, but the increased tensions with the North have put the regiment back in the center of the action. When the Southern government needed the Lance Point worker's revolt crushed, it was the *Rapiers* who "reestablished order." The *Rapiers* remain stationed near Lance Point, but are itching for a new assignment.

The *Rapiers*' Gears are most commonly painted in dark and light gray urban camouflage, often with bare metal plates. During parades and other ceremonies, Légion veterans usually paint the left shoulder of their Gear in black with the Légion's skull logo.

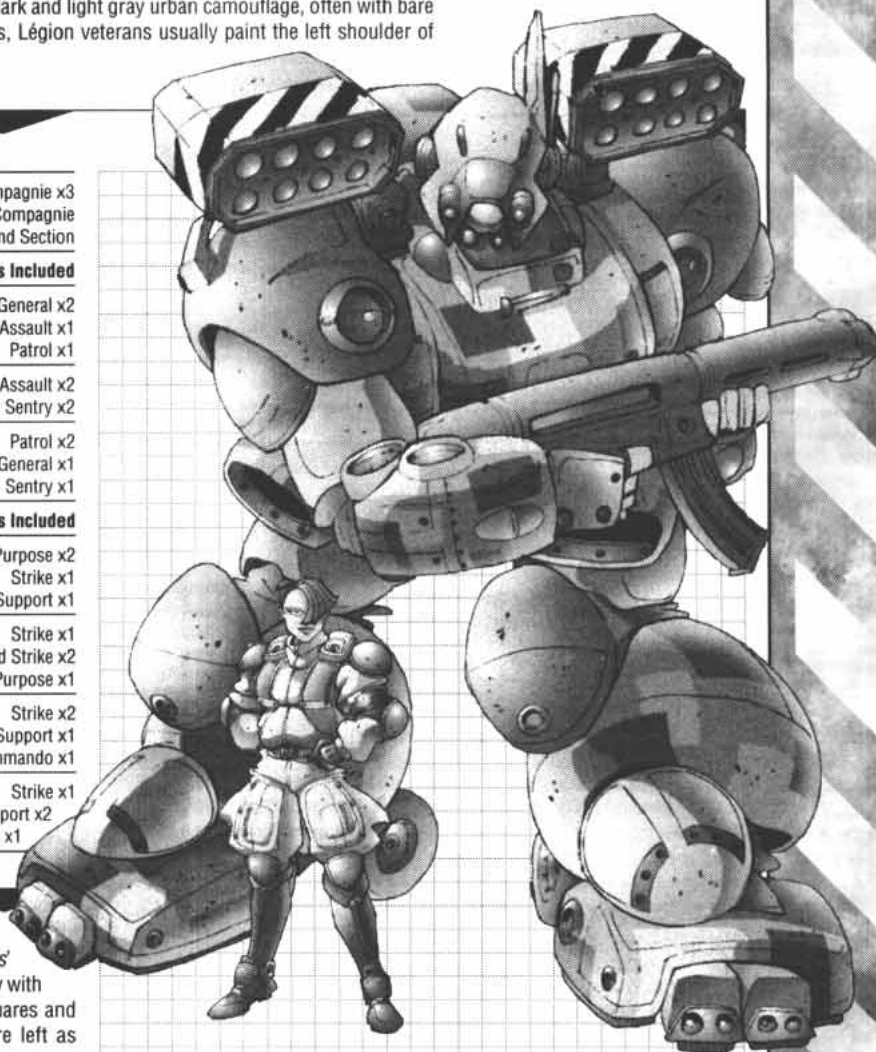


REGIMENT COMPOSITION

Heavy Gear Regiment	Heavy Gear Compagnie x3 Support Compagnie Command Section
HG Compagnie	Sections Included
4th (TV = 84,352)	General x2 Assault x1 Patrol x1
6th (TV = 98,948)	Assault x2 Sentry x2
7th (TV = 83,604)	Patrol x2 General x1 Sentry x1
Section Type	Cadres Included
General (TV = 19,027)	General Purpose x2 Strike x1 Fire Support x1
Patrol (TV = 20,467)	Strike x1 Forward Strike x2 General Purpose x1
Assault (TV = 25, 831)	Strike x2 Fire Support x1 Commando x1
Sentry (TV = 23,643)	Strike x1 Fire Support x2 General Purpose x1

COLOR SCHEME

The vehicle on this page is painted in the *Rapiers*' current paint scheme. The hull is a dark asphalt-gray with an irregular overlay of concrete and light gray squares and rectangles. Certain knee and shoulder plates are left as unpainted grey armor.



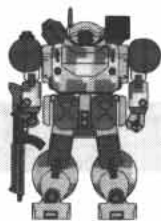
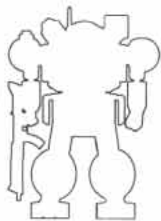


POLAR FORCES

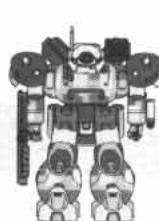
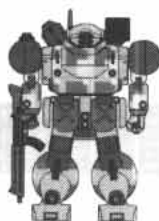
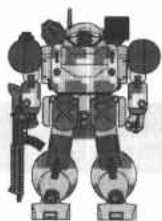
04

11TH HG REGIMENT TYPICAL CADRES

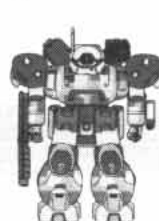
GENERAL PURPOSE (THREAT VALUE: 3045)



• Jäger-[3 x Lvl 2]

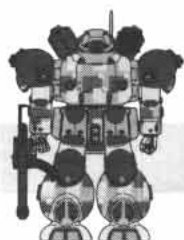
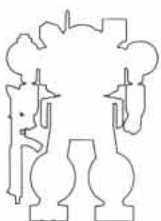


• Iguana-[1 x Lvl 3]

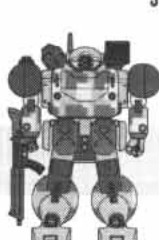
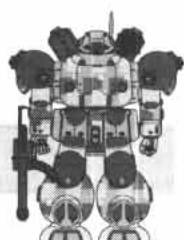
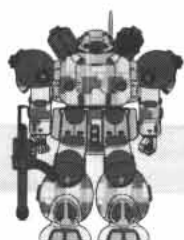


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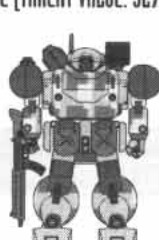
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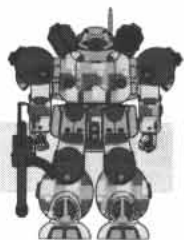
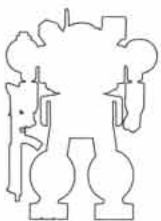
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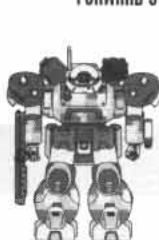
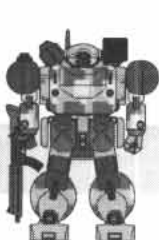
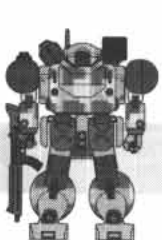
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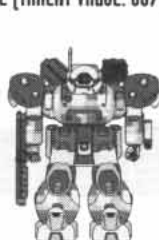
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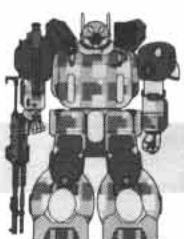
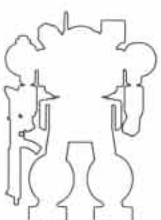
• Black Mamba-[1 x Lvl 4] • Jäger-[2 x Lvl 2]



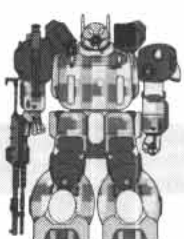
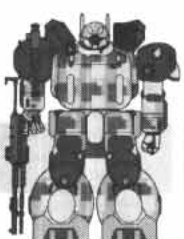
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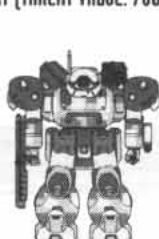
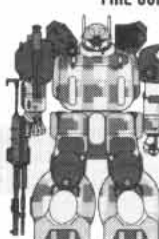
FIRE SUPPORT (THREAT VALUE: 7661)



• Spitting Cobra-[2 x Lvl 3]

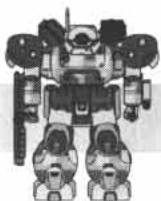
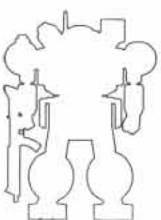


• Spitting Cobra-[2 x Lvl 2]

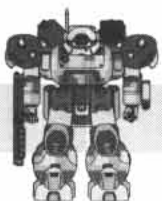


• Iguana-[1 x Lvl 4]

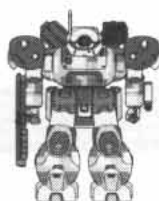
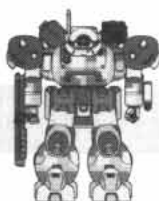
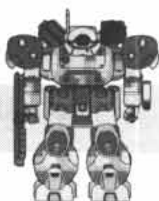
COMMANDO (THREAT VALUE: 7618)



• Iguana-[1 x Lvl 4]



• Iguana-[4 x Lvl 3]





4.3 MILITARY DUELING

The popular image polar citizens have of the Badlands is colored by the tradition of regimental dueling. Since before St. Vincent's War, Heavy Gear regiments have named one of their own as a duelist, the repository of the unit's honor. These duelists pilot the best Gears available, facing off against each other in the desert sands.

4.3.1 OVERVIEW

Duels are fought between regiments over questions of honor, and only the regiment's commander, chief NCO or Duelist may issue or accept a challenge. Normally, the challenger sets the duel's stakes, whereas the challenged party decides on its form. Most duels are fought between otherwise friendly regiments for simple bragging rights, or to decide who will take on a plum assignment. Serious rivalries do arise that can lead to much more serious stakes, but duels to the death are undertaken only in the gravest of cases — such as accusations of treason.

Military duels are always one-on-one affairs. The form varies, but usually consists of a battle with predetermined weaponry fought in a designated area. Some regiments practice dueling that is not pure combat, resembling races or obstacle course runs. Most Duelists feel these challenges are beneath their dignity.

Duels are rare between regiments of enemy forces. Most do not trust their opponents enough to respect the outcome of the duel. When these duels do occur, they are used to avoid conflict during stand-offs in areas that are not deemed strategically vital, with the losing regiment accepting defeat and withdrawing. In strategically sensitive encounters where neither side can afford to withdraw, duels are not undertaken since no regiment will risk besmirching its honor by refusing to pull out after a loss. For true Duelists, death always comes before dishonor.

4.3.2 PROMINENT DUELISTS

Hundreds of military Duelists are spread across the Badlands, with more added each day as forces move into the region. Most are unknown beyond their own regiment, but a few have gained wider recognition. Terranovans avidly follow the lives of their favorite Duelists, and even those who have stepped down can find reporters springing upon them based on rumors of a return.

SEERGEANT DEERNA EARNSHAW [42ND NORTHERN HG REGIMENT - THE SMOKING GUNS]



Sergeant Earnshaw first served as a Duelist for the 42nd in the years after the War of the Alliance. After a chain of victories in the early TN 1920's, Earnshaw left the Northern Guard in TN 1925 for personal reasons — some say she suffered from severe nightmares after her experiences during the battle of Baja. She reappeared briefly as a duelist on the Khayr ad-Din circuit, but left dueling completely behind in TN 1928. Earnshaw returned to the Northern Guard reserve as a Gear trainer and is currently assigned to her old regiment near Prince Gable, where she is under pressure from her comrades-in-arm to take up her old post and resume her dueling career.



SOUS-LIEUTENANT DANYEL KLUUN [11TH SOUTHERN HG REGIMENT - RAPIERS]



Danyel Kluun is regarded in Southern circles as the greatest Duelist currently serving in the MILICIA. A decorated veteran of the Légion Noire, Kluun has served the *Rapiers* for five complete cycles and has yet to be defeated in single Gear combat — he walks on air as far as his regiment and his comrades are concerned. Sous-Lieutenant Kluun, however, is far from happy in his post. His sense of fulfillment has been drained away from him by the pomp and ceremony associated with the position of Duelist. He keeps his thoughts to himself and goes through the motions, hoping that he will be defeated at last and be able to step out of the spotlight and continue as an ordinary pilot.



CAPORAL JAANA TIRNOS [57TH SOUTHERN HG REGIMENT - STRINEBOLTS]



Jaana Tirnos is called a coward by her rivals and a cool head by her friends. Tirnos is famous for declining more challenges than any other Southern Duelist currently on record. She was elected to the post after her predecessor, Caporal Tomas Derringer, was forced to step down after a series of embarrassing defeats and grudge matches. Tirnos will only fight over a serious breach of honor or in purely friendly duels. Posturing challenges issued in the heat of the moment do not interest her at all. Some soldiers in the regiment do not find this attitude acceptable and have begun to push for Derringer's return.





LIFE ON THE FRINGE

"Another hand, my friend?"

Stanislav was about to decline the trader's offer — he had wasted enough time playing cards already — when he saw the dust cloud beyond his waterroot field. Gamlian Aziz was a friendly man, a fair trader and an excellent card player, but his luck was about to change. Stanislav shuffled the cards.

They had reached the second round of betting when the barking started. Muffled and distorted, it sounded like electronic dogs were descending on the farm. The roar of engines soon followed.

"What in Mahmoud's name?" Aziz dropped his cards — face down like a good gambler — and turned around in time to see three desert bikes racing between the rows of waterroots. A buggy with an impressive machinegun on its roof was circling around the fields.

Aziz didn't notice it, but Stanislav appreciated that his plants were not being trampled. He glanced at his cards again, "So, are you in?"

"Wha.. what? We are under attack!"

"That we are. Gamlian, meet the Desert Wolves. If you hadn't guessed, they're rovers."

"My supplies!" Aziz ran toward his truck parked nearby, but it had become the center of the rovers' attention.

"HOLD IT!" The Wolf's order was garbled by his voice-amplifying mask, but emphasized by his buggy's machine gun, which swung toward Aziz.

"Come and finish this hand," Stanislav said as he walked from under the shelter of his moisture traps.

Aziz was quaking from head to toe, **"Wha-what are you talking about?"**

"YOU HEARD HIM! GET BACK THERE!" Aziz hesitated only a second before he began to creep back to the moisture trap. The other rovers had jumped off their bikes and were opening the many crates on Aziz's truck, putting aside whatever struck their fancy and discarding the rest. They yelled in triumph when they found the two cases of fine Mekong brandy.

"Relax, Gamlian. It's no big deal."

"No big deal! Look at what they're doing to my truck!"

"Don't worry, they'll leave most of the stuff you really need. They don't let people starve. It's a fact of life in these parts, Gamlian."

"But my truck —"

"Hey, you win some, you lose some. Now let's play."





5.1 ROVER GANGS

Desert outlaws and renegades, rover gangs date as far back as early colonial times. The original rovers were disgruntled colonial workers who struck out against their employers, living in makeshift desert shelters and raiding supplies from isolated mining camps to survive.

Today, rovers are usually drawn from the Badlands' isolated desert settlements. Very few towns can afford prisons so most criminals are simply exiled, often ending up in outlaw gangs with other outcasts. Other would-be rovers leave the settlements of their own accord, seeking the fabled thrill and freedom of the rover lifestyle. These are usually polar expatriates, as the so-called "rover mystique" is scoffed at by the inhabitants of the Badlands, who know what rovers are truly capable of.

Rovers are viewed with suspicion and deep distrust by Badlanders, who consider them lazy and dishonorable. This does not mean that all rovers are bad, but most have abandoned their scruples for simple day-to-day survival.



5.1.1 OVERVIEW

Rovers are outlaw raiders, making their living by stealing from small communities and trade caravans. Most are only lightly armed and prey only on isolated targets. Almost all rovers gather around a charismatic leader who provides arms, money, alcohol or some other desired item. Gangs usually last only as long as their leader is able to bring them success.

• The Rover Mystique

Descended from stylish frontier tales, the rover genre has become a staple of the Terranovan holofilm industry and helps fuel gang membership. Playing rovers is also a common childhood game on Terra Nova and many youngsters threaten their parents with running away to the Badlands to escape parental tyranny. Those that do so as adults try to recreate the frontier lifestyle they grew up with on trideo. They make things interesting in the settlements, but not for very long as they tend to have a reduced lifespan.

• The Rover Threat

For the most part, the rover threat has been greatly exaggerated by the media. Despite tales of huge rover armies, most gangs can only threaten isolated homesteads and small trading convoys. Lightly armed bands are easily chased off by even a nominal defense force, and those communities with enough money to invest in light military vehicles, such as Heavy Gears, have little to fear from 95% of all rovers.

However, the aftermath of the War of the Alliance has made the rovers much more dangerous. The Peace River Army mobilized and armed a large section of Badlands society and battlefields remain littered with discarded or damaged weapons. Many gangs have acquired Gears and heavy weapons, making them much more powerful. Several communities have armed themselves in response, or have called on the PRDF, the Arthurian Korps or even polar forces for aid. Unfortunately, both North and South have realized that rovers can serve as excellent tools with which to harass their enemies, and several gangs have acquired new weapons from their patrons.

THE ROVER

The rover film burst into the Northern mainstream in TN 1895 with the release of *The Rover*, the tale of a homesteader forced to become an outlaw to avenge his family's murder. The holofilm was a smash success, beating most box office records and spawning a dozen sequels. *Pile of Bones*, the latest film in the series stars Mikal Fynn, the fourth man to portray the Rover, and was recently released to mixed reviews. Carlson Nash, who starred in the first three productions, has recently filed suit against Starlight Holo to receive royalties on all subsequent holofilms "based on his work."

The Southern film scene has been electrified by the work of maverick director Marianne Simpall who has taken the rover film into new stylistic territory with ultra-violent films such as *Augusta* and *Terre Noire*. Her films have been deemed morally offensive in the North, but a vast market in bootleg trideos has sprung up amongst film buffs.





5.1.2 THE DESERT WOLVES



The Desert Wolves are the longest lasting of all Badlands rover gangs. Established after the so-called Sand War — a series of small North-South skirmishes fought for tactical advantage in the Eastern Desert during TN 1880 — the Wolves have become a fixture in the Crags region east of Prince Gable. The original core of Wolves were Southern defectors led by sous-lieutenant Mahmet Mor, a charismatic section commander who had become sick of pointless conflict. Born in the Badlands, Mor was a bold, small unit tactician who forged an almost patriarchal relationship with those under his command. When Mor finally gave in to his melancholy and went AWOL, he was able to bring most of his section with him.

Mor guided his followers to a mesa in the Crags — which he dubbed the Wolf's Den — and proceeded to strip all Gears and uniforms of their symbols of rank and insignia. He declared all the Wolves brothers and sisters, equally vital members of a family. His charisma and skill made Mor the father of this family and he encouraged his followers to become part of the surrounding community. Within a few cycles, the Wolves had established themselves as noble bandits, occasionally raiding homesteads to feed themselves, but also protecting the locals from other aggressors. In several settlements, arrangements were made and the Wolves were welcomed into town for trade and drink. In TN 1886, Mor married a local homesteader named Dara who quickly made a home of the Wolf's Den. Dara died in childbirth in TN 1888, leaving Mor with his first son, Antoni.

The years after Dara's death were hard on the Wolves. Mor retreated into himself, refused to care for his child and no longer provided the leadership the clan needed. His occasional orders were born out of frustration and led to rash raids that alienated many of the surrounding settlements. It was not until TN 1893 that Mor was brought out of his somber mood by Bianka Yul, a peace officer from the farming community of Sand Lake, who boldly came to confront Mor about the Wolves' actions. Confrontation led to reconciliation, and Bianka became Mor's companion. In TN 1896, Bianka gave birth to a son, Davood.

With the colonial invasion in TN 1913, the Wolves found themselves on the warpath again. Many of the gang members were not trained soldiers and many non-combatants lived at the Wolf's Den, so Mor decided to abandon his home for the desert wastes to lead a guerrilla struggle. Bianka and Davood refused to remain at Sand Lake and followed Mor and his warriors into the desert. When the Peace River Army was formed, the Wolves joined up and became one of its most celebrated fighting units. They led the drive toward Prince Gable, fighting valiantly in the house to house liberation of the city, but at the cost of Mahmet Mor himself. Mor was killed when he used his battered *Black Mamba* to shield a squad of his men from a barrage of anti-infantry rockets.

Their leader's death left the Wolves in disarray with Prince Gable still occupied. Davood, dubbed "Gray Cub" for his favorite gray jacket, filled the leadership vacuum at the tender age of 19 cycles. To everyone's surprise — except his mother's — he proved a highly competent leader of men and led his force to victory. He has been clan father ever since.

• Organization

The Desert Wolves live under the clan system created by Mahmet Mor. Davood Mor leads the gang as clan father, along with a council of elders currently consisting of his mother and five of the soldiers who defected with his father. Status in the Wolves is determined by service and loyalty to the Clan, skills, and bravery in battle, not personal wealth or birth. Marks of status — silver "paw-print" metallic pins and the right to wear one's hair in ever more braids — are doled out by the council of elders according to merit. In the field, the Wolves fight in packs of 3 to 10 vehicles, each pack being led by a clan person of high status. All packs secretly operate from the Wolf's Den, the Desert Wolves' hidden base. The Wolf's Den is hidden within the many caverns of a Badlands mesa and is home to a whole community. The Wolves have grown over the years and they now include many non-combatants such as spouses and children, as well as those who have retired from raiding.

• Current Activities

Under Davood Mor, the Wolves have continued to be the bandit princes of the Badlands east of Prince Gable. Rich trading convoys from the city into the deep Badlands are the prime raiding targets, although small settlements are sometimes convenient sources of food. The Wolves rarely completely strip their target, taking only a percentage of the goods carried. These goods go to supply the Wolf's Den, with the surplus often distributed to the poorest of the nearby homesteads. Davood Mor has increasingly committed the Wolves to keeping the region independent from the rest of Terra Nova. The increased economic and political influence of Prince Gable and Port Arthur made possible by the NuCoal agreement has made the Wolves more and more serious about their raids on caravans between the two cities. The traders have responded by arming themselves with more powerful weapons. More troubling to the Wolves is the arrival of the CNCS trade negotiators and a Northern Guard regiment in Prince Gable — raising the specter of eventual combat with Northern Guard troops. Davood Mor is currently looking for allies.



DAVOOD "GRAY CUB" MOR

• Attributes

AGI	1	APP	0	BLD	0	CRE	1	FIT	1
INF	2	KNO	0	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	5	AD	5

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	1	1	Camouflage	1	1	Combat Sense	2	1
Communications	1	0	Dodge	2	1	Drive	2	1
First Aid	1	0	Gunnery (HG)	2	1	Gunnery (Ground)	1	1
Hand-to-hand	2	1	Heavy Gear Pilot	2	1	Leadership	2	2
Melee	2	1	Navigation (desert)	1	0	Small Arms	2	1
Survival (Desert)	1	1	Tactics	1	1			

• Attitudes

Davood strongly believes in delegating work to those who are capable of taking care of it. From the early days of his leadership, he made the choice of trusting other people's abilities, a decision that earned him their respect and their loyalty. While he is far from being bloodthirsty, Davood is slightly more ruthless than his father, mostly because he had to prove himself at a young age. He may not be the leader his father was, but he is equally courageous and willing to sacrifice his life to save that of his men. Now 37 cycles old, he has grown somewhat wiser and usually selects the least violent of all possible solutions.

He is secretly distraught that his older half-brother, Antoni, has left the Wolves and that the both of them are estranged. When asked about it by some of his closest friends, he usually answers that it is something he can do nothing about. It is best to leave the past in the past and to move on.

• Combat Reactions

In a Heavy Gear (he usually pilots a *Black Mamba*), Davood is often tempted to take the lead and charge into battle — an old reflex from his younger days. Unless a very emotional fight is involved (such as fighting Earthers or avenging the death of a friend), he follows his lieutenants' counsel and remains in the back, organizing the troops and sending out appropriate orders. In personal combat, he prefers using small arms (a 9 mm machine pistol with one extra clip) and finishing the fight quickly. When the need arises, he is not afraid to get into a hand-to-hand brawl, something he does equally well. He is confident in his strength and usually accepts any challenge if it can avoid unnecessary bloodshed.

• Contacts

Blanka Yul (age 71, specialties: law & investigation), his mother and trusted counselor; Risha Fahir-Karim (age 41, specialties: cheating & carousing), a blood-sister who left the Wolves to join a Sand Rider tribe; Chali Harrioxon (age 29, specialties: martial arts & desert survival), a Badlander girl with a mysterious past who has taught him much about the ways of the desert.

• Base of Operations

The Wolf's Den, a series of caves (some artificial, but most natural) in the side of a mesa located approximately 150 kilometers east of Prince Gable. Over the cycles, the Wolves have added several facilities within the caves, along with some very complete vehicle repair and conversion facilities. Though they cannot manufacture complete vehicles or weapons, they can put together a functional machine from spare parts. The Wolves also have a minimal ammunition manufacturing capacity, although they can only produce pistol, rifles and other personal weapon shells. If pressed, they can recondition old autocannon casings to make new shells.

The Wolf's Den is located in a region of rough and mountainous terrain and is very hard to reach. For further protection, the Wolves have dug pits and traps around the mesa, and at least two to three sentries are on duty at all times. All Wolves, including the children, know how to use a hand weapon or at least a knife.



Age:	37 cycles
Height:	1.85 meters
Weight:	85 kg
Hair Color:	Gray
Eye Color:	Gray
Handedness:	right-handed
Members:	approximately 150

Heavy Gears:

One *Black Mamba*, three *Jägers*, four *Warriors*, one *Hunter*, two *Cheetahs*, two *Iguanas*, one *Spitting Cobra*, four *Prairie Dogs*.

Other Forces:

One *Hunlight* tank, two *Scarab* APCs, a few dozen *Stormrider* battle bikes, *Elan* desert buggies, and *Wallaby* battle ATVs.

Distinguishing marks:

Most Desert Wolf equipment is painted in desert camouflage, with the gang insignia on the right shoulder of uniforms and Gears. Status is indicated by the number of small paw-print studs worn on the left shoulder and the number of hair-braids.



5.1.3 GARRICK'S GOLDEN

Valis Garrick was born Garthon Morrack in TN 1875 in Ashington. After an unremarkable childhood, he became a peace officer and had been on the force for several years when the city was briefly invaded by Earth's colonial troops in early TN 1914. Seeing that he could never stand against such overwhelming odds and unwilling to throw away his life for mere ideals, Morrack surrendered to the advancing GRELS. He soon began to aid the occupiers as best he could, reasoning that "if you can't beat them, join them." His collaboration earned him a certain amount of power from the authorities in place, and he became a high level city guard under the new regime. During the short occupation, he helped send dozens of resistance fighters to incarceration or execution. He soon became famous for his trademark gas mask and combat armor, both of which he almost never removed to protect his identity.

When the tide of the war began to turn, Morrack proved himself politically savvy by fleeing into the desert regions of the Badlands ahead of the revenge squads. He traveled to Red Sands in TN 1916, where he passed himself off as the son of a cattle rustler and took on the name of Valis Garrick. Immediately after the war ended, he set up a vengeance squad called Garrick's Golden and began hunting down other collaborators. He reasoned that doing so would eliminate any suspicion about him and he could get rid of those who could have possibly identified him. When order was reestablished, Garrick was unwilling to return to a mundane, less exciting life and was afraid he would be recognized in Ashington — so he and his Golden became rovers, preying on the small farms and traders in the deserts south of Red Sands. They operate out of a small homestead located south of Red Sands, about 75 kilometers into the desert.

Recently Garrick has struck a deal to give himself even greater power. The Allied Southern Territories have been anxious to disrupt Northern hegemony in the region around Red Sands and have been secretly contacting many rover groups operating in the region. The rovers are provided with coordinates of "lost" or wayward weapon shipments that are then written off as stolen or destroyed by the Southern government. This way, no formal link can be established between the two, should the rovers be caught or killed.

Like many others, Garrick has obtained shipments of Southern weapons in exchange for promises to disrupt Northern security, mostly infantry support weapons and ammunition. The Golden have recently acquired their third shipment: this time, three lightly armed *Cheetahs* were found intact in a crashed Republican cargo plane, the coordinates of which had been "intercepted" by the Golden. Although the machines were much needed by the group, the choice of model made by his Southern contacts has infuriated Garrick who was anxious to trade his old *Pit Bull* civil security Gear for a top-of-the-line Southern machine. Indeed, Garrick cannot fit into a *Cheetah's* cockpit due to his considerable girth, to the (secret) amusement of the rest of the Golden. Garrick keeps using his old machine, but never misses an opportunity to whine about it.

• Organization

The Golden are organized around the leadership of Valis Garrick. No formal ranks exist within the gang, although Garrick has a circle of five trusted allies who serve as his lieutenants. None of them knows about his past as a former collaborator, and no Golden will believe someone bringing them that information (unless well backed by material evidence, which is unlikely to have survived). All duties (daily chores and raiding operations) are assigned directly or indirectly by Garrick himself and he supervises any punishments deemed necessary.

In the field the Golden usually deploy mixed forces, with armed buggies and desert bikes supported by a single Heavy Gear. With the arrival of the *Cheetahs*, Garrick has begun deploying all his Gears together to strike at targets around Red Sands. He remains cautious, however, and pulls them back at the first sign of trouble, not wanting to lose any of his precious war machines to combat or lack of spare parts.

• Current Activities

Garrick's Golden are currently engaged in a delicate balancing act: dividing their time and activities between increasing their own power and prestige and pleasing their anonymous Southern backers. The arrival of their new Heavy Gears has made them significantly more powerful than before, and able to strike at larger — and hence richer — settlements and caravans. The Golden have done so at a fever pitch recently, trying to profit as much as possible from the arrangement before their sponsors abandon them. On Southern orders, the Gears have also been used to harass local ranchers and homesteaders to undermine Northern authority in the region.

Garrick is very conscious that he must be careful not to push things too far lest he suffers a punitive strike from one of the Northern Guard Badlands regiments. However, his Southern suppliers have threatened to withhold further shipments if the attacks are not stepped up. Valis Garrick is becoming increasingly aware of how low his well-being is on the Southern list of priorities and has begun to frantically search for a way out of his current predicament.





VALIS GARRICK

• Attributes

AGI	0	APP	0	BLD	2	CRE	1	FIT	0
INF	1	KNO	0	PER	1	PSY	-1	WIL	0
STR	1	HEA	0	STA	35	UD	8	AD	7

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	0	Camouflage	1	1	Combat Sense	2	1
Cooking	1	1	Dodge	2	0	Drive	2	0
First Aid	1	0	Gambling	1	1	Gunnery (HG)	2	1
Hand-to-hand	2	0	Heavy Gear Pilot	2	0	Intimidate	1	2
Leadership	2	1	Melee	1	0	Small Arms	2	0
Survival	1	1	Tactics	1	1			

• Attitudes

Garrick is an opportunist. Whenever the occasion arises to gain more power and prestige, he usually takes it. He is no fool, however, and is very much aware that someone might try to trap him by using this weakness. Whenever an interesting offer is made, he usually tests whoever made it to ensure that it is not a trap. The test may be as simple as providing references (for small and unimportant offers) or as demanding as killing someone (if the offers warrant it). He is harsh towards his men, expecting dedication and obedience, but believes in rewarding them in proportion to the work and effort they put in to pleasing him. He figures that as long as he makes it worth their while, they will stand by him.

• Combat Reactions

For all his talk and bravado, Garrick is not particularly brave. However, he is a good judge of character and knows which fights to pick and which ones not to. He has, so far, managed to confront only those losers and posers who merely *look* imposing rather than those who actually have something to back them up. Garrick will do whatever it takes not to lose face, because he knows it would undermine his leadership with his men. If push *really* comes to shove, he will simply flee and leave his men forever — but that would take some doing. It would be a grave mistake, however, to think that Garrick is a coward. While he likes to win, he has taken far too many personal risks in his life to be lacking bravery. He is merely prudent and prefers to stack the odds on his side.

• Contacts

Leena Marris (age 49, specialties: small arms & demolition), his somewhat psychotic bodyguard; Kane Bastion (age 37, specialties: infiltration & streetwise), an informer in Red Sands who tells him what units are stationed in the city and what they are up to; Marcus Streinton (age 82, specialty: medicine & history), a former doctor who now stays with the Golden because he believes in their cause (unbeknownst to Garrick, he is also an informer for the AST who like to keep close watch on loose cannons like Garrick).

• Base of Operations

A converted homestead 75 km south of Red Sands (limited repair facilities only). The base is not heavily armed — the Golden have limited resources — but there are multiple traps within a 200-meter perimeter that are sufficiently lethal to detract any untrained, non-Gear attack force. Three sentries always patrol this area at night.

Because the homestead was initially built for no more than twenty individuals, the Golden have had to convert some rooms to accommodate more people than necessary. They have also converted one of the animal barns into a rough hangar for their Gears and vehicles, while another barn was modified to create more living quarters for their newer members. Of all the animals normally found in a homestead, only hoppers have been kept because they require little food and water to survive.

The physical plant of the homestead (condensers, water tanks and solar panels) are in poor condition, but they are still functional. The so-called technicians in the Golden are qualified enough, but they are as overworked as they are lazy. With all its reserves, the Golden's homestead could withstand a siege for a week or two at least.



Age:	58
Height:	1.71 meters
Weight:	96.8 kg
Hair Color:	Red
Eye Color:	Pale Blue
Handedness:	right-handed
Rovers Members:	35

Heavy Gears:
One *Groundhog*, One *Pit Bull*,
Three *Cheetahs*.

Other Forces:
One *Badger* APC, a dozen converted civilian vehicles (buggies and trucks), a dozen *Wal-laby* ATVs.

Distinguishing Marks:
To a man, all of Garrick's Golden wear gold-tinted desert goggles or sunglasses. Most also wear the gang insignia as a tattoo.



5.1.4 THE BADLANDS REVOLUTIONARY FORCE



The Badlands Revolutionary Force (BRF) was born in a moment of fervent socialist ideology. In the fall of TN 1931, when the rebellious workers of Lance Point had taken firm control of the city's factory complex and the region was waiting to see what the response of the Southern MILICIA would be, a wave of solidarity swept through many of the closest Badlands city-states and settlements. Those with the strongest feelings (or, in many cases, the least to lose) grabbed whatever arms and weapons they could and slowly made their way toward Lance Point to lend aid to their comrades behind the barricades.

This ragtag group began to assemble in the mountains near Lance Point by the winter season. A few weeks after the call to arm went out, nearly 600 supporters had gathered on the high ground above the plain where the city is located. They could muster very little in the way of heavy armament, just a few commercial Work Gears (many of which were jury-rigged with additional armor and weaponry), some anti-vehicular guns and rockets left over from the War of the Alliance, and several light infantry rifles and submachine guns to equip the infantrymen. It was not much, but everybody felt it would be enough to face the security and militia forces in and around Lance Point. The Badlanders began making plans and trained every day for long hours.

Unfortunately, the workers revolt was brutally stamped out by the Southern MILICIA before the improvised mountain army could even act. They witnessed the whole operation from their mountain stronghold, listening in on the occasional transmission sent by the rebels as they fell back. The morale of the assembled sympathizers was crushed. Fearing that the brutality of the MILICIA soldiers would now be turned against them and unprepared to face professional military troops in combat, many of the would-be freedom fighters quietly slipped away and returned to their homes. Those who remained, about one-third of the original group, began to fall into a rough system of ranks to create some order out of the rising chaos, using a structure similar to that used by Paxton during the War of the Alliance. The ranks were officially formalized when small groups of workers who had escaped the slaughter arrived in the mountains seeking refuge. Together, these refugees and sympathizers formed the Badlands Revolutionary Force, a movement dedicated to the purpose of continuing the struggle of the Lance Point workers' revolt.

The goal of the BRF is far off. Ernesto Jaxon, a charismatic Lance Point worker who came to command the rag-tag army, soon realized that the best they could hope to do in the short term was to secure the mountains as their own. Without proper training and equipment, there was no way the BRF would tackle the MILICIA, at least not directly. Support and logistics are also problematic, although the covert support of many homesteads in the region has managed to keep the men fed and clothed so far. The activities of the Badlands Revolutionary Force remain limited to raiding isolated corporate mining settlements and the shipment convoys to and from Lance Point. They have no illusions about their fighting capacity and are constantly doing their best to avoid the MILICIA forces still in the region. Except for two close calls last season, they have managed to elude the Southern forces so far.

• Organization

The BRF is a strange hybrid of military and unionist structures. Commander Jaxon sits as the commanding officer, but he answers to a Workers Council in which all members of the army may speak freely. Others have the rank of Sub-Commander, Unit Leader and Unit Sub-Leader. Units are more than military squads, they also are the voting cells for any resolution in the Workers Council, with each unit voting as one to accept or oppose any major decision made by the command staff.

The raids and other attacks are generally assigned by the Sub-Commanders rather than by Jaxon himself who is busy planning the overall strategies of the group and dealing with those who might either support them financially or supply them with weapons. Unit Commanders then handle the more minute details of each operation.

• Current Activities

The BRF troopers are concerned with establishing the section of the Westridge Range located near Lance Point as their territory. Convoys to and from Lance Point are systematically attacked or harassed, corporate executives are targeted for intimidation and supplies are raided from settlements trading with the city-state. Most of the Revolutionary Force's operations are hit-and-run attacks, with the attacker vanishing before the guards can mount an effective defense.

This policy may well have been too successful: several convoys have been seen in the company of MILICIA Heavy Gears in recent weeks. This has somewhat complicated the BRF's task, forcing them to switch to less dangerous, more indirect attack methods such as minefields and rock slides. Rumors now abound of a Southern move into the mountains, and they are gaining credence daily as the BRF's informers in Lance Point send back their reports about Southern troop movements.



COMMANDER ERNESTO JAXON

• Attributes

AGI	1	APP	0	BLD	0	CRE	0	FIT	0
INF	2	KNO	0	PER	0	PSY	-1	WIL	1
STR	0	HEA	0	STA	25	UD	5	AD	5

• Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	1	1	Camouflage	2	0	Combat Sense	2	0
Communications	1	0	Dodge	2	1	Drive	2	1
Earth Sciences	2	0	Gunnery (HG)	1	0	Gunnery (Ground)	1	0
Hand-to-hand	2	1	Heavy Gear Pilot	1	1	Leadership	2	2
Mechanics	1	0	Melee	2	1	Navigation (desert)	1	0
Small Arms	2	1	Tactics	1	0			

• Attitudes

While determined and rock-solid in appearance, Ernesto is a deeply troubled and hesitant man. He cares about the people who have chosen to follow him, but is unsure that he is the best man for the job. He knows that much weight rests on his shoulders and despite the consultative nature of the BRF, he is very much aware that all eyes are turned toward him. Although he is surrounded by competent and dedicated lieutenants, it is very lonely at the top. Despite the reassurances of Gwenlith, his best friend, he wonders if he is not leading all these people to their death and if, indeed, they are making a difference.

In the meantime, sensing that the MILICIA is slowly but surely closing in on the BRF, Ernesto has laid down a desperate strategy which he hopes will give the BRF a fighting chance. He has contacted Nicosa Renault and asked her to help him sabotage the policies of both North and South in this region of the Badlands in hope that it will delay the war long enough for the BRF to better organize itself.

• Combat Reactions

Ernesto dislikes combat, especially personal combat. He would much rather let someone else handle it for him. Because of this quirk, his lieutenants have insisted that he be accompanied by a bodyguard (Gwenlith) at all time. She has, over time, evolved from a simple protector to an intimate friend and occasional lover. Much to his distress, she is frightfully loyal to him and will always put herself in harm's way if necessary to make sure that he survives. If caught without his bodyguard, Ernesto will not let himself be killed, despite his pacifistic nature. He will do his best to disable his opponent(s) and seek help as soon as an opportunity presents itself.

• Contacts

Gwenlith Raleigh (age 37, specialties: combat sense & small arms), his protector and lover; Esteban Martinez (age 36, specialties: contacts & leadership), his trusted aide and political counselor; Lüther Burneside (age 52, specialties: leadership & tactics), his military counselor.

• Base of Operations

Valley in the Westridge Range, 35 km east of Lance Point (field repair capabilities only). The BRF's settlement is made of camouflaged tents and hand-made shelters that blend with the surroundings. There are also numerous caves in the area that the rebels have closed shut with welded plates of scavenged steel, turning them into last-resort bunkers should they ever be located by the Southern MILICIA or the Northern Guard.

The rebels' installations spread over 600 meters of mountainous area. Because they are very vulnerable to aerial attacks, the BRF are always on guard and keep a constant vigil over the skies for fear of aerial bombing. They also regularly patrol a 100-meter perimeter around their camp.

Inside one of the caves lies a large pool of water that is roughly fifty meters in diameter and appears to be very deep. A series of tunnels extend in many directions, most likely linked to the MacAllen network. Out of suspicion, the rebels have sealed most of them with many layers of 1-centimeter thick plating.



Age:	40 cycles
Height:	1.69 meters
Weight:	76 kg
Hair Color:	Brown
Eye Color:	Green
Handedness:	right-handed
Rovers Members:	200
Heavy Gears:	one Pit Bull, two Groundhogs, five Prairie Dogs, three Moles
Other Forces:	over forty civilian vehicles, mostly buggies and trucks.



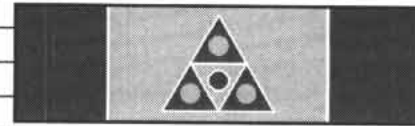
5.2 WOUNDED KNEE SMUGGLERS

Method of Government: Representative Democracy

Head of Government: Captain Jeremiah Dupree

Principal Industry: Smuggling

Population: 350,000



The reams of laws that ban immoral or dangerous products in the North — especially in the NLC — make smuggling a multi-billion mark business. Northern smuggling is centered around recreational drugs (both hard and soft), forbidden media material (be it hard-core pornography or simple films deemed too violent) and a variety of products that are otherwise legal, but subjected to heavy duties and taxes, such as cigarettes and alcohol. Illegal arms, machine parts and even slaves can also be obtained, but the tendency is towards easily marketable goods. The North's largest smuggling rings are located in Wounded Knee.

5.2.1 HISTORY

Wounded Knee developed around the hulk of the *HCS Antigones*, an abandoned colonial-era vessel. By TN 1600, the hulk residents had coalesced into a rugged community that fed off the nearby Northern leagues. It was at this time that Wounder rotgut, a local homemade alcohol, became popular in the savannah region and among hardened drinkers in Fort William and Mainz. Wounded Knee grew into a smuggler's den partly due to the easy access to the leagues through the Westridge Range.

At the time of St. Vincent's War, the CNCS military established a presence in Wounded Knee and made it a protectorate to help defend their borders, and the Northern Guard has remained garrisoned there ever since. Wounders tend to see the Guard as an occupying force they choose not to oppose, while the Guard sees the city simply as a convenient military base and refuses to become involved in internal affairs. It is this *laissez-faire* policy that has allowed smuggling to explode in Wounded Knee like nowhere else.

5.2.2 THE CARTELS

Wounder society is dominated by twelve major smuggling cartels. The cartels are groups of semi-independent smugglers organized into a chain that allows illegal goods to enter the Northern Leagues. Each cartel operates differently, be it the clan-like Granis Cartel or the bloody dictatorship within the Forzi Cartel.

While the city government is nominally elected by the populace, the cartels serve as extremely powerful party machines and every Wounder Captain has been a cartel head for the last 150 cycles. The Cartels mobilize the population during an election by handing out gifts and threats in great number. As a result, almost all Wounders, whether or not they are directly linked to smuggling, are attached to one cartel or another.

Most cartels try to establish a unique smuggling pattern — with their own routes, contacts and preferred contraband products — keeping conflict to a minimum within Wounded Knee. However, the profits to be made from a secure line into a wealthy market like the NLC or UMF mean that many cartel bosses are more than willing to shed some blood to gain a competitive edge. The Northern Guard garrison has a tradition of staying out of these conflicts unless they reach a scale that threatens regional stability. As a result, inter-cartel violence is usually limited to assassinations. Still, most Wounders carry at least some form of weapon to protect themselves — usually openly.



JEREMIAH DUPREE

The leader of the Kolson Cartel and current Captain of Wounded Knee, Jeremiah Dupree seems to be the epitome of the smiling bandit. Extremely cultured and refined, he dresses in the finest suits and works out of beautiful offices filled with expensive furniture and lined with fine artwork from across Terra Nova. However, Dupree is extraordinarily ambitious and roadblocks to his success are brought down extremely efficiently, without a second thought.

Dupree has served as Captain of the Wounded Knee settlement for the last ten cycles and feels he is now ready for new challenges. He has set his sights on taking control of the NuCoal trade alliance. The Kolson Cartel's many contacts in the region have served him well in approaching Royz Malkom about Wounded Knee joining the coalition in exchange for a place of prominence for himself. Whether or not the other members of the New Coalition will accept this is another matter entirely.



5.3 GAMBLING IN WESTPHALIA

Method of Government: Responsible Anarchy

Head of Government: None (AST Garrison Commandant Gerome Bienvenue)

Population: 400,000 plus 130,000 transient tourists

Principal Industries: Gambling, tourism, commercial, rail transport.



Gambling exists across the Badlands and all of Terra Nova, ranging from friendly card games to state lotteries and vast underworld empires, but it all pales in comparison to the casinos of Westphalia. The true gambler makes pilgrimages to the city-state in the southern foothills of the Westridge Range. The gilded streets, running from casino to casino, call the desperate and the daring like a beacon.

5.3.1 HISTORY

Westphalia became the gambling haven it is today thanks to its fame as the place where Earth forces surrendered to the Alliance, ending the war. Local entrepreneurs used the planet-wide recognition to attract tourists and dinars and opened up a whole series of casinos. There are now over a hundred gambling houses, ranging from smoky card parlors to the elaborate Silver Star Casino that dominates the downtown core. The local garrison commander assured some order with the so-called Four Laws that created a class of paid witnesses to observe all wagers and competitive events, set up public lashing as a punishment for unpaid debts and made treason, murder, rape and littering capital crimes in the city-state. Westphalia is spotless as a result.

5.3.2 SOCIETY

Most Westphalians are workers or small business owners serving the visiting gamblers or the rail industry. A small class of ultra-rich casino owners dominates the city's life. Ever since the establishment of the Four Laws, they have operated in a state of relatively friendly competition, forming a cabal of ten men and eight women who own more than 70% of the city. The cabal meets weekly to discuss business in the city, with Commandant Gerome Bienvenue acting as a neutral chairman.

The Southern MILICIA garrison just outside the city is the only true haven of order in Westphalia. The city is strategically vital to the AST and at times an entire legion of infantry is stationed there. Unfortunately, gambling has become an epidemic among the troops, compelling Commandant Bienvenue to initiate a forced savings plan. Individual soldiers are given very little disposable income to gamble away and are paid a large lump sum when they transfer out of Westphalia.

At any one time, a quarter of the people in Westphalia are visiting gamblers. Many stay for extended periods, alternating between wealth and poverty as they remain transfixed by the casinos' glare. Others come for luxurious vacations and arrive by way of the Westphalia airport, operated for the exclusive use of the casino cabal. These are the ideal customers, rich polar magnates who arrive with millions and leave a little poorer, but craving to return.

THE SILVER STAR CASINO

The largest of all gambling dens, the Silver Star dominates the center of Westphalia. Sprawling across twelve square blocks, the Silver Star's twenty distinct buildings are linked by underground and suspended passageways, making the entire complex a great labyrinth of gambling and entertainment. The complex features six large gaming rooms — including the Star Chamber that accommodates thousands of gamblers playing a variety of games side by side — and hundreds of discrete gambling rooms for private games. The casino also has a luxury hotel, a dozen show stages and a branch of every major bank on Terra Nova.

Kyla Beauregard, the Silver Star's owner, owes much to Barjhal, one of the Emirs of Cimmaro. According to some, the construction of the Silver Star was just a distraction for the Emir, a compulsive gambler who now spends half his time in Westphalia. The precise nature of Beauregard's relationship with Barjhal is unknown, but some have commented that they act more like father and daughter than lovers.





5.4 THE KHAYR AD-DIN DUELING CIRCUIT

Method of Government: Anarchy

Head of Government: None (various crime lords)

Principal Industries: Organized crime, mercenary contracting, gambling

Population: estimated at 70,000



Private Gear dueling has existed almost as long as its military counterpart. Gear duels are spectacular events and many people are more than willing to pay to attend and/or gamble huge sums on the outcome. Although many minor duels are arranged across the Badlands, the heart of gladiatorial dueling lies in Khayr ad-Din. Only in this trash heap turned criminal haven can a dueling circuit be found with the organization, prestige and resources to challenge the private duels organized in the Antarctic.

5.4.1 OVERVIEW

The circuit is centered around the infamous Web Arena and its creator Saddik "The Spider" Jahmoon. A master showman and gangster, Jahmoon capitalized on the interest in Gears after their victories in the War of the Alliance to establish an elite dueling circuit in his city.

The Spider organized his circuit for maximum entertainment and profit, setting up a system of meets and ranking. The top seat is the Duelist with the best record, and records are kept for all fights. Meets are arranged in which dozens of Duelists compete in a series of duels. The winner of the meet improves his record, but does not necessarily become the new champion. This system creates a keen interest in all the fights, rather than simply in the championship bouts. The Spider's organization sets the odds and accepts bets on all the duels.

The Spider's greatest innovation is certainly the Web Arena. Amplifying the entertainment value of solo duels, the arena — essentially a concrete octagon 150 meters in diameter — can accommodate duels of up to eight Gears or a variety of team games, such as the hugely popular Block and Run in which a light Gear scores points by running across the arena while a series of heavier machines try to stop it.

The Arena has become the mecca of Terranovan dueling, with the public coming to watch duels live and several trideo networks picking up live coverage. The gambling lounges that overlook the arena provide luxurious quarters with bank links and betting services on site.



SADDIK "THE SPIDER" JAHMOON



Saddik Jahmoon was born an unwanted wretch to a single woman living in the mountain of trash known as Khayr ad-Din. Leading small street gangs and running errands for underworld figures ensured him food, booze and prestige at an early age. Ambition soon followed and Jahmoon began his steady rise through the criminal underworld of the decaying city. He gained the nickname of "Spider" for his ability to weave complex schemes and tangled webs of deceit against his opponents. A master at seizing opportunities, the Spider presented himself as a compromise candidate for the position of gambling lieutenant that had been the cause of a dispute between two factions within the dueling racket of the gang-lord known only as the Priest. The Priest was a mysterious figure in the underworld, but his authority was undisputed. Some even whispered that he was really a minister of the faith, and that he had the blessed universal force on his side.

Spider served the Priest very well, but the crime lords refused to listen to his most ambitious projects, including one to build an elite underground dueling network. In the chaos of the closing days of the War of the Alliance, the Priest and several of his close advisors paid for their shortsightedness thanks to a virulent poison slipped into their drinks. The Spider was now ready to take the dueling world by storm and started establishing a large network of contacts.

In the years since his rise to power, the Spider has transformed Gear dueling and all of Khayr ad-Din. He now sits at the center of the a criminal enterprise that makes him one of the richest men in the Badlands. Yet, success pries on the Spider's mind. Fighting for survival and success since his early childhood has made him very restless. He currently distracts himself with alcohol, designer drugs and women. He is especially fond of female duelists and has had affairs with several champions, including — or so the rumor goes — the now-retired Katryne Sanz. Many whisper that Jahmoon has lost his edge, that he lives in a drunken stupor, deadening his boredom and his memories of Katryne. Those who say these things openly have a tendency to disappear.



5.4.2 THE BEST OF THE BEST

The success of the Khayr ad-Din dueling circuit has turned its champions into media stars. Dueling enthusiasts know the names of the top pilots and follow their careers with bated breath. Unlike in military dueling circles, very few Khayr ad-Din Duelists really shun the spotlight. They fight for glory and revel in the attention they receive. The spotlight does take its toll on private lives, and few champions can hope to maintain a relationship or a family life. Ironically, those that do keep their secrets are the most interesting to the press.

LASH [GAITAN ALANI]



The hottest Duelist on the Khayr ad-Din circuit, Gaitan "Lash" Alani burst onto the scene in TN 1930 with a stunning victory over Solitaire, the reigning solo dueling champion. Lash took over Solitaire's title by the beginning of TN 1931 and has become an urban legend. Some claim she is one of the semi-mythical Jezebel-class GRELS, others say she is an elite Northern pilot. Alani is actually the daughter of Western Army Captain Gaitan Luis, a hero of the War of the Alliance. Unable to find, in the post-war period, the glory she felt was her birthright, Alani eventually went AWOL and joined the circuit to prove herself in combat. She has piloted her *Jaguar* Gear to great success, but has been unable to satisfy her longing for glory on the battlefield.

Lash has become a glory hound, taking extreme chances in combat and using moves that are increasingly complex and daring, all in the hope of gaining even more of the public's attention. By doing this, she hopes that a recruiter for one of the Northern armies will notice her and give her a command in what she believes to be the upcoming global war.



SILVER [JANA OLANGI]



A crowd favorite, Silver is a champion runner in the arena game known as Block and Run. Her shinning chrome *Cheetah* is known to literally dance around her opponents while they try in vain to tackle her. She has programmed several extremely daring Macromoves into her drive computer and practices with her Gear almost every day. Silver herself is just as flamboyant outside her Gear. An inveterate party animal, she became famous for living in Khayr ad-Din's loudest clubs and consuming various kinds of mood altering substances, mostly boosters. Whenever a brawl started, she would be right in the middle of it, mixing it up with opponents twice her size.

In TN 1932, for reasons unknown, Silver underwent a month-long pilgrimage to Marigold. She returned to dueling drug-free and a newly initiated member of the Blue Crescent order. Although she no longer drinks or does drugs, she has remained a thrill seeker and can still be found on the club scene.



SOLITAIRE [ANTONI MOR]



The eldest son of Mahmet Mor, the founder of the Desert Wolves, Antoni left his clan in TN 1927. Mahmet alienated his son after his wife's death in childbirth, and the two never reconciled. The rise of Antoni's younger half-brother Davood to the position of clan father only made things worse. Taking his *Black Mamba* with him, Antoni left the Wolf's Den for Khayr ad-Din to make his own future, adopting the name Solitaire. Gear piloting was Antoni's only joy and he rose to the solo dueling championship, but remained plagued by his own guilt and could not keep the title.

Recently, several members of the Desert Wolves have been seen in Khayr ad-Din and rumors are circulating that Davood Mor himself has traveled to meet with Antoni. Solitaire's new determination to retake the championship and his adoption of a single braid in his hair, a mark of membership in the Wolves, seem to indicate that the brothers have reconciled their differences.



LUCKY B. [GUY SLANE]



A relative newcomer to the Khayr ad-Din dueling circuit, Guy Slane is a fast rising star in the underground world. His unusual piloting style consists entirely of lucky moves and incredibly opportunistic attacks, as if the pilot were shaking the controls wildly. This type of piloting is highly frowned upon by the other, more "serious" pilots, mostly because it works so well for Slane! So far, he has managed to win every match that he has fought, earning himself the nickname "Lucky B."

Some contend that Slane is merely very lucky and that his good fortune will run out sooner or later. Others insist that he is highly proficient at disguising his own piloting and gunnery abilities, letting his opponents underestimate him. As to which version is true, Slane is not telling.





THE SOUL OF THE DESERT

06

THE SOUL OF THE DESERT

Brother Stephane was softly crying. The many carved faces of Temple Heights rose for hundreds of meters before him, details cut out by the play of sun and shadow. Carefully, respectfully, the young priest opened his copy of the first tome of the *Khodaverdia*, his faith's holy book, to the marked page describing the journeys of the Prophet Mamoud Khodaverdi and his faithful companion Nathani.

A great calm surrounded Nathani and the Prophet as they stood before the wall with many eyes. Nathani looked upon his bond-twin to see his eyes fill with sorrow. As Nathani gazed without knowledge, the loneliness of the stone flowed into the Prophet and tears welled up in his eyes. When these tears fell to the sand below, a miracle occurred. The dry sand was transformed into rich soil and life began to burst from the turf.

"They will come for you, stone," said the Prophet. "You will no longer be alone."

Stephane was almost overcome. This had to be the spot the text spoke of. He removed his shoes and the feeling of joy and harmony seemed to flow from the moist soil between his toes. Crouching, he began a simple prayer thanking the universal force for the Prophet and his miracles.

"Hello, Brother."

Stephane was honestly surprised, but he had stopped jumping at noises many cycles ago. A tall woman looked down at him, wearing the white embroidered skull-cap of a Jerusalemite cleric.

"Hello, Sister."

"I hope I am not intruding on your meditation," she said as she extended her arm to help him rise.

"Not at all. I was simply admiring the beauty of this place."

"God's work is a wonder to behold."

"That it is. I was just rereading the passage that tells of the miracle of Mamoud which created this blessed place," Stephane began leafing through his text.

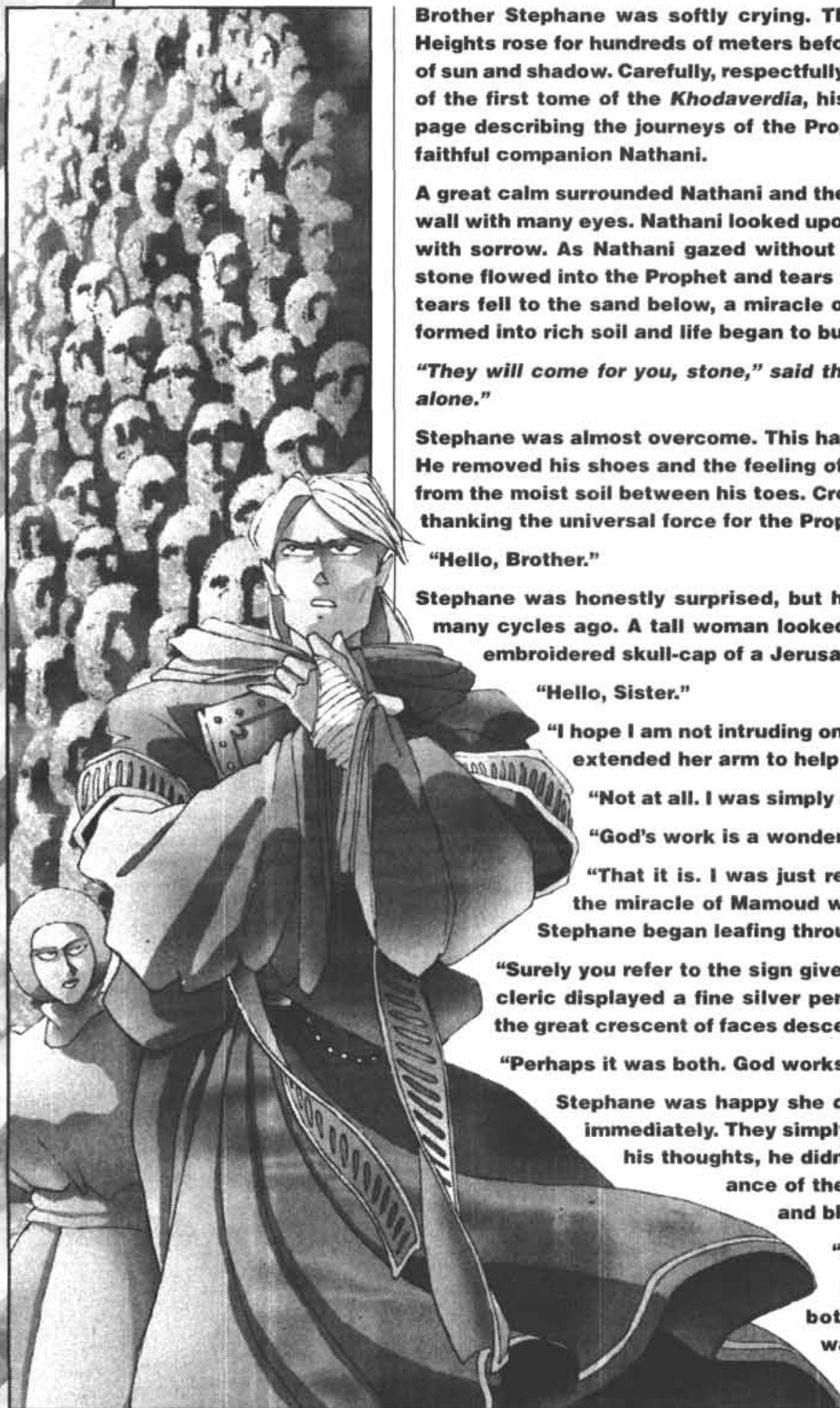
"Surely you refer to the sign given to Erzach Ibn-Muhammad?" The cleric displayed a fine silver pendent engraved with the image of the great crescent of faces descending before one of her wise men.

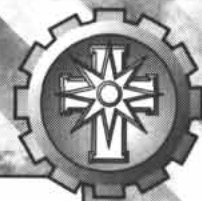
"Perhaps it was both. God works in mysterious ways."

Stephane was happy she did not respond with an argument immediately. They simply gazed at the wall silently. Lost in his thoughts, he didn't even notice the sudden appearance of the small man with the shaved head and blue crescent tattoo.

"It was neither."

Brother Stephane looked at them both and sighed quietly. They had warned him: debate was forever part of a teaching priest's duties.





6.1 MASSADA AND THE REVISIONIST CHURCH

Revisionism, the strongest Terranovan religion, was born in the Badlands during the Reconstruction years after Terra Nova's abandonment. The Gentle Prophet Mamoud Khodaverdi received enlightenment in the Karaq Wastes and founded his new faith of love in the city of Massada. A schism occurred after his death, and the Prophet's lifelong companion Nathani left the city and founded a separate church in his native Sorrento — a church which now dominates the North. Mamoud's son Jakob remained in Massada and led the Revisionist Church that now has adherents across the Badlands and in some parts of the Eastern Sun Emirates.

Little else is known of the early days of the faith since Mamoud frowned upon recording devices, preferring to teach using metaphorical fables. Following this method, many stories are told about the Prophet, but they are largely apocryphal, used to enlighten rather than to reflect historical events. The greatest Massadan stories are gathered in the two books of the *Khodaverdia*. Book One consists of stories, told by the Prophet himself, that often feature personified animals as protagonists, while Book Two is a collection of the most famous stories about his life. Nathani is portrayed as somewhat unenlightened and thick headed in Book Two, a fact most theologians see as a reflection of the Massadan/Sorrento schism rather than an accurate portrayal of the man.



6.1.1 TENETS OF THE FAITH

Massadan Revisionists are expected — with the aid of a priest — to find their own interpretations of the *Khodaverdia* in order to guide their lives. However, a body of standard interpretations has become widely accepted.

The primary Massadan Revisionist belief is that an almighty divine force guided the Prophet to create the faith and the Church. This force is widely believed to be universal and benevolent. A constant debate exists as to whether this force is the creator of the universe or its consciousness.

Massadan Revisionists wish to promote peace and love in order to guide humanity to a peaceful time of harmony. The Prophet taught that all things are connected by sympathy, so a single act of kindness can save the world and a single act of violence can destroy it. As a result, Massadan Revisionists are total pacifists, feeling that no violence can be justified. The Sorrento Revisionist belief in righteous violence is the greatest gulf between the sister faiths.

The themes of love and harmony, central to Revisionism, are most strongly expressed in marriage. The bond of matrimony is understood as the ultimate commitment to harmony and is expected to last a lifetime. The Massadan Church does not permit divorce and so encourages the faithful not to marry impetuously. Premarital sex is perfectly acceptable and it is common for Revisionist couples to live together for a decade before taking marriage vows. Clerics are expected to remain single (but not celibate) in order to dedicate themselves to the faith, but teaching priests may marry.

THE DIVINE PROPHET

A small, but influential, faction within the priesthood, the Divine Prophet is founded on the belief that Mamoud Khodaverdi was not a simple sage or prophet, but the universal life-force itself in human form. The Divine Prophet is the sect most dedicated to weeding out the exact teachings of Mamoud — in their opinion, the words of God — from the apocryphal and human tales that surround it. They will go to almost any length to uncover original texts and recordings from Mamoud's life, or speak with the descendants of people who met and talked with him. Through their endeavors, they have come to idealize the man's life, creating a fantasy image devoid of any defects. The best way to insult or even enrage a Divine Prophet believer is to suggest that the Prophet had flaws or shortcomings, even simple human ones such as occasional impatience or animosity toward others. Historical evidences that could tarnish, even in the smallest way, this perfect image of the prophet is discarded as a "dishonest fabrication meant to weaken and undermine the faith of the pure of heart."

Unlike other Revisionist sects, the Divine Prophet has adherents within both the Massadan and Sorrento Churches and in fact forms a shadowy network that greatly concerns the leadership of both churches. The Sorrento leader — Second Follower Reverend Thor Hutchison — has privately called the sect a heresy. While the First Follower refuses to go that far, preferring to see them as slightly misguided (but still basically good) believers, he does agree that they can come to pose a problem to the Revisionist faith as a whole.





THE SOUL OF THE DESERT

06

6.1.2 STRUCTURE OF THE CHURCH

At the top of the Massadan Church's loose hierarchy is the First Follower. He or she embodies all the elements of the faith and leads both the church and Massada. First Followers model their lives after the Prophet, hoping to gain grace by walking in his steps, but cannot speak with divine authority. The word of the Follower is the word of a wise man, not of God. The First Follower is assisted by a small group of advisors known as Counsels. Chosen by the Follower, they are prominent theologians, social campaigners or trusted friends. This counseling body is often split between theological advisors and pragmatic administrators.

Other than First Follower and Counsel, there is no rank beyond priest. However, two types of priests exist: clerics, addressed as Father or Mother, and teachers, addressed as Brother or Sister. Clerical priests preach from sanctified churches within Massada and guide the faith of the pilgrims, whom they may convert to Revisionism. Teaching priests cannot evangelize or convert, but are sanctioned to operate across Terra Nova, teaching about the Prophet. Those who wish to join the faith are told to make a pilgrimage to Massada. Teaching priests often travel from place to place, but may also help guide the faithful outside Massada by setting up temples as community centers.

Priests in charge of churches, temples or services in Massada hire lay people to assist them. These employees of the church are paid for their services and remain answerable to the priest who hired them. Lay officers often decide to enter the priesthood after a period of service.



SUCCESSION OF THE FIRST FOLLOWER

First Followers serve until their death and the question of succession is rarely easy to answer. Followers often name successors, but these may not be trusted by the Counsels who serve as interim leaders of the faith. Such was the case in TN 1908 when the dying Berengar Green named his personal student Dreven Capac as his successor. To avoid impetuous decisions, the Counsels hold an open meeting after a Follower's death to ratify succession and in this case, they wavered. In TN 1909 however, Capac's simple compassion, and his respect for his mentor and the Prophet, won over a majority of the Counsels and the Church has benefited from his wisdom ever since.

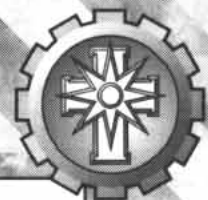
6.1.3 MASSADA

Method of Government: Revisionist Theocracy
Head of Government: First Follower Dreven Capac
Principal Industries: Tourism (pilgrimage), trade
Population: 120,000



The original Massada — now known as the Old City — was built into an isolated mesa and later abandoned by an obscure colonial-era cult that expected a cataclysm in 5600 A.D. (TN 1188). The cataclysm never materialized and the cult slowly disbanded. The city then became the home of rovers, smugglers and other malcontents over the cycles, creating a rag-tag shanty town clinging to the side of the mesa. The situation remained pretty much unchanged until the arrival, in TN 1487, of the newly enlightened Mamoud Khodaverdi. He made his home among the lowest section of the worst neighborhood, and soon forged a peaceful religious community from the dregs of society. His new philosophy completely changed the outlook of the city over time, driving away the unreformables and offering a new hope to those willing to work for it.

The city has grown with the faith, the major expansion coming in TN 1728 when two oasis towers were built near the city gate to accommodate refugees from the communities ravaged by the St. Vincent's War. The so-called New City, comprised of housing built on the mesa-top beyond the Old City, has slowly developed since that time. Apart from the oasis towers and some of the buildings of the New City, the architecture of Massada is very simple — one could almost say humble.



• Society

Massadan society has three components. First are the 5,500 priests or lay officers of the Church, many of whom run the network of volunteer charities that serve as city services in Massada. Second are the approximately 50,000 pilgrims in the city at any one time for religious reasons. They want to be in the holiest place on Terra Nova either to learn from the greatest teachers or to enter into the life of the church. Roughly half of them will settle permanently in Massada for a life of faith and contemplation and are given a small stipend by the church if they do volunteer work. Third, and largest, are the secular citizens who engage in a variety of activities as they would in any other city — trade, services and agriculture — although most gear their businesses to serve the needs of pilgrims.

Massada is informally segregated. The Old City has a few simple businesses, but consists almost entirely of religious buildings and ancient houses for priests and pilgrims. The New City is a mixed lot, resembling other city-states except for the occasional church or shrine. The oasis towers at the city gates are set up to welcome transient pilgrims and are also the major tourism centers where tours are arranged, souvenirs are purchased and tourist information is available.

Tensions between secular and religious inhabitants do occasionally arise. Secular Massadans complain about high taxes (which pilgrims do not pay) although they have access to virtually unparalleled social services, while pilgrims often balk at the crass commercialism of tours and souvenir shops. Large scale violence is unheard of, but the city does have a small corps of secular peace officers known as guardians. Guardians patrol all sectors of the city and are authorized to use force (even deadly force, if need be) if there is no other solution, although they carry only stun truncheons and tranquilizer weapons.

Criminal cases are tried by a panel of three priest-judges with one judge acting as advocate for the defendant, one as advocate for the state, and one as neutral observer. The three judges must reach a consensus. Sentences usually entail supervised community service, but in the most serious cases, incarceration in study/rehabilitation centers does occur. There are currently 25 prisoners in the only such center in Massada.

• External Relations

Massada has no formal diplomatic policy, but First Follower Capac has become famous for his calls for social justice, especially in the Revisionist enclaves of the ESE. Massada is committed to remaining an open city and accepts refugees with few questions asked. The Massada/Sorrento schism has led to tense relations with the North, but Massada remains a holy site for Sorrento Revisionists.

In the climate of increased North-South tension, the CNCS has faced strong public pressure to protect Massada, leading to repeated offers of a military defense force for the city. First Follower Capac rejected the idea until Second Follower Thor Hutchinson came from Sorrento for a marathon summit in TN 1929. The two religious leaders finally agreed that a single Northern regiment — the highly Revisionist *Blue Angels*, see p. 42 — would take up a position outside the city. Many feel Capac agreed to this to prevent Massada being unilaterally declared a CNCS protectorate and flooded with troops.

The *Blue Angels* have set up a base one kilometer from the city gates and patrol the surrounding area in distinctively painted Heavy Gears, but are banned from the Old City while bearing arms. So far, the defense force has not encountered any major problems, although the priesthood remains uncomfortable with them. Pilgrims from the ESE are common targets for harassment and searches by the *Angels*. Some predict serious problems to come as tensions increase.

SISTER MELISSA NOBLE



Many would agree to say that the protectorate is made possible only through the efforts of Sister Melissa Noble. Born a Sorrento Revisionist in the Norlight city of Livingstone, Noble is the bond-twin of the current *Blue Angels* commander, Colonel Neel Garner Fulan. Although they had a happy childhood, Noble had a severe crisis of faith in her early twenties and went on a pilgrimage to the holy city-state of Massada, where she studied the life of the Prophet and his teachings for many seasons before converting to the Massadan Church. Although she remained in the holy city and has since become a teaching priest, Noble stayed in contact with her bond-twin through a constant exchange of vidmessages and letters, following his career with great interest.

When it was decided that Massada would become a CNCS protectorate, Noble realized that she and her knowledge of the Norlight ways could be of assistance to the First Follower in his negotiations. She offered her assistance and he wisely accepted, so Sister Noble was present for most of the final marathon summit. It was she who suggested that the *Blue Angels* serve as Massada's protectors, their highly pious background making them a mutually acceptable protection force. Noble is now the principal contact between the *Angels* and the church.

Noble and Fulan have enjoyed being together again, rediscovering the simple companionship of the bond they had lived without for years. Their friendship is currently verging on the romantic, but neither feels ready for a relationship that could very easily affect their work. Indeed, there are some who worry that Colonel Fulan could be blackmailed by threats against his bond-twin.

Matters have recently been made even more complex for Sister Noble. The *Blue Angels* received some reinforcements a short while ago, and one of the Gear pilots met her by pure chance while she was visiting the base. He has been actively courting her since then. Fulan has not noticed yet, or at least has given no indication that he has.





THE SOUL OF THE DESERT

06

6.2 THE BLUE CRESCENT



The Blue Crescent are a half-religious, half-social order that is found throughout the Badlands and in many regions of the polar states. Blue Crescent initiates usually live together in an informal network of communes, although it is not required of them. Most city-states have at least a small Blue Crescent community and several oases, towns and caravans have a few bald and tattooed adherents among their citizenry. Although even a small commune can be significant in a sleepy town, Badlanders generally see the Blue Crescent as a harmless fringe group.

The Blue Crescent teach a doctrine of cooperation and benevolent communism. Adherents of the order attempt to shed the physical aspects of the self and concentrate on the beauty of the spirit and the welfare of the community as a whole. It is this beauty and order that guide the way toward the true enlightenment and wisdom of the inner self. While the Blue Crescent has no strict hierarchy or rank system, most communes in the Badlands trace much of their philosophical theories back to Kolos the Teacher, founder of the Great Commune in the isolated city-state of Marigold.

Marigold is the center of the Blue Crescent order. The fortified city-state is not seen as a holy city, but merely acknowledged as the place where Kolos first developed his philosophy and started gathering other like-minded individuals. As a result, the best teachers and guides of the order, as well as the largest Blue Crescent community, can be found there. The streets are filled with people sporting the crescent tattoo on their shaved foreheads, and the inhabitants of the city have come to accept this as a fact of life.

6.2.1 THE CITY OF MARIGOLD

Method of Government: Labor Union

Head of Government: Union Leader Jaleel Marquis

Principal Industry: Gold Mining

Population: 170,000



The city-state of Marigold is built around the gold mines near the alpha maglev line. The union that runs the community is left over from colonial times and remains extremely paranoid about foreign intrusions. Marigold has had to resist repeated attempts to take over its rich mines and outsiders are barely tolerated in the name of trade. The city is heavily fortified and defended by two Heavy Gear regiments.

Marigolden society is divided between those who manage and work in the city-owned mines (roughly 60% of the population), and the local Ross lichen farmers and traders. Traders are responsible for the injection of consumer and luxury goods from beyond the city. Marigolden industry is extremely limited, leading to a great paradox in which the city is dependent on the very industrial powers it fears.

Nelson Marsh became chairman of the Marigold Miner's Union in TN 1845. An advocate of change in his days as a union delegate, he initiated a program of increased trade and foreign relations starting with the construction of a foreign quarter in the city to house delegations. Unfortunately, on 12 Summer TN 1846, Marigold skirted Southern occupation when a Mekong trade delegate was assassinated by a Northern sympathizer and the MILICIA threatened to invade. Marsh was forced to close the foreign quarter and eject all diplomats, unknowingly setting the stage for Kolos the Teacher. This failure made Marsh bitter until his death, and none of his successors have dared to try and reopen diplomatic ties.

• Entering Marigold

The city of Marigold is almost exclusively closed to foreigners — except for traders and pilgrims to the Commune. Traders must apply in advance for entry permits which allow them to set up in the city. Pilgrims, however, simply appear at the city gates and expect to be let in. The Commune has a fortified entrance outside the city walls and pilgrims are directed to that gate. There, they are searched for weapons or other illegal goods by union guards and then led away by commune members to begin their studies.

Union leader Jaleel Marquis is becoming increasingly concerned with the ease of access that pilgrims enjoy and has directed his assistants to look into solutions. As it stands, Commune members are allowed to leave their sanctuary freely, and some union leaders have proposed making the Commune a completely separate entity, with heavily guarded borders between it and Marigold. Kolos is known to be strongly opposed to this project and rumors of new strikes are in the air.



6.2.2 THE GREAT COMMUNE

Hidden behind the fortified walls, paranoia and bitterness of Marigold lies the Great Commune of Gabriel Kolos, perhaps the greatest teacher of the Blue Crescent. Kolos received enlightenment in the TN 1850's when he was a Marigolden mine supervisor and began to teach others the way of the Blue Crescent. Nelson Marsh became increasingly concerned and eventually expelled the teacher and his prominent students.

On 42 Fall TN 1854, three of the five great gold processing plants in Marigold came to a screeching halt in response to the expulsion. Negotiations lasted for a full week until the two parties emerged with a mutually acceptable agreement that designated the abandoned foreign district as a Blue Crescent commune. Kolos agreed not to teach outside the Commune and to stay completely out of Marigolden politics. On 31 Spring 1855 TN, the Great Commune was officially handed over to Kolos and it has been the Crescent's exclusive purview ever since.

Kolos the Teacher has welcomed thousands of students and has formed the Commune into a great academy. Crescent adherents insist that Kolos teaches still, despite the fact that he has not appeared in public since the War of the Alliance. A cadre of thirty teachers — Kolos' star pupils — are responsible for most of the teaching in the Commune.

6.2.3 THE MARIGOLD NETWORK

Kolos' students have formed the core of the Blue Crescent in the Badlands and some parts of the Antarctic. The Great Commune is open to anyone interested in learning at the feet of the master, and thousands arrive from across the Badlands to become students. Most students will stay at least a full cycle and then return home to set up communes of their own with other pupils of Kolos. They live together and search slowly and subtly for those who might be interested in wearing the Crescent. These initiates are often sent to Marigold to learn the Way. There exists a network of thousands — some say tens of thousands — of Blue Crescent adherents spread across the Badlands, all in limited or extensive contact with Kolos the Teacher and his commune, a fact which is beginning to draw attention.

Northern Guard Intelligence Service (NGIS) Prince Gable bureau-chief Captain Alhana Zuniga began investigating the network after a suspected spy — and Crescent adherent — was released from a Gablite prison by an investigator who also wore the tattoo. Zuniga has dispatched two trusted agents to infiltrate the network. One of them — Lieutenant Malcolm Henez — entered Marigold three months ago and has not been heard from since.

THE STREETS OF MARIGOLD

The tall, armored walls of the city hang ominously on the skyline, casting long shadows and giving tourists a strong sense of claustrophobia. This feeling is further reinforced by the narrow and winding streets that lace the city. Many first-time visitors have reported seeing things "from the corner of their eyes" and have not particularly enjoyed their trip.

Many of the old quarters of the city were built within the remnants of early mining operations and were, at the time, little more than temporary shelters. While the newer quarters are somewhat taller and cleaner, much of Marigold appears to be little more than a slum. Tourists who come to visit "Midas' City" are always disappointed as they leave the commercial sector — more so when they attract the attention of local thugs and cutthroats.

Most mines and waterroot fields are located within the walls of the city, in districts of their own that are well protected by skilled security forces. This has proved to be the best way to defend against marauders such as Sand Riders and Rovers. While some of the mines and fields are located outside of the city walls, there are enough inside to allow Marigold to withstand a siege, should it be attacked.

The commercial and industrial sectors are the most open to traders and travelers, but visitors are usually kept inside those perimeters unless they benefit from special privileges. While the city government claims that it is for their own security and protection, most people whisper that it is yet another typical example of Marigolden paranoia.





THE SOUL OF THE DESERT

06

6.3 SAND RIDERS



In the heart of the harsh Badlands lies the most inhospitable region on Terra Nova, known only as the Great White Desert. Although it is geographically part of the Western Desert, the Great White Desert is so different that it is often counted as the Badlands' fifth main desert region. The area is named after the deadly corrosive powdery sand that coats much of its surface. White sand is spewed into the atmosphere by the volcanoes on the eastern side of the neighboring Westridge Range and brought over by hot air currents. Yet, in the midst of this hellish environment, life persists. Many animals and desert plants have adapted themselves to the hostile environment, and to general disbelief, so have some very strange human communities.

The people known as Sand Riders emerge from the depths of this uncharted wasteland to trade and exchange stories with the homesteads and towns that dot the fringes of the Great White Desert. They are one of the great mysteries of the Badlands, a people able to survive and even prosper in one of the worst environments on Terra Nova. While most Terranovans think of them as a united and homogenous group of people, they are in fact composed of several sub-categories and cultures that interact with one another on many levels. This perception is due to the fact that Terranovans in general (and, more specifically, Badlanders) have come in contact with only one particular tribe of Sand Riders, the other tribes remaining hidden in the deep desert.

Knowledge of the Sand Riders and their way of life is scarce and hard to come by. Most of the anthropologists and social sciences students who have attempted to follow them into the Great White Desert have either died or turned back, unable to survive the harsh conditions. The Sand Riders' way of life remains a mystery, even to this day.

6.3.1 OVERVIEW

Although the nomadic lifestyle of the Great White Desert could not have arisen until several hundred cycles after humans arrived on Terra Nova, in some sense the Sand Riders have existed as long as humans have been in the Badlands. Early settlers found an empty and inhospitable world in the desert and — as humans are wont to do — built up a body of myths and stories to fill the void. Stories of supernatural desert creatures circulated among colonial inhabitants, and one of the most famous creatures was the Sand Rider. Supposedly native to the desert, Riders were said to live in the harshest part of the Badlands. When settlement started around the Great White Desert, it naturally became their mythical home.

Sometime during Reconstruction, the myths became fact. Most theorize that local homesteaders and miners, cut off from the rest of Terra Nova, reverted to a tribal lifestyle and somehow discovered a way to thrive in the white desert itself, establishing a totally new culture of their own. When the fertile areas nearby were reclaimed for homesteading, the Sand Riders emerged from the desert and into reality.



FROM THE TESTIMONY OF DANIEL KRISTALZEN

Daniel Kristalzen, homesteader from Pol County near the Great White Desert (TN 1821):

"You wanna know about the Sand Riders? They're dirty desert scum, that's what they are. I know your type, you think they're some kind of noble desert primitives. Well you're wrong. I've seen 24 mm rifles in their tents, and bought data pads from them, so don't give me that 'one with nature' drek. They sure ain't kindly traders either. They'll take you for everything you've got if you let 'em. They camp out near town and wait for you to come to them. They try and sell you candies and fruits and cloths and all kinds of bull. What the hell do we need that for? Suckers snap it up, though. They give away food, farming equipment, and stuff from the poles. Two days after they've traded away all their goods, they're left with a pretty cape and a stomach ache. Idiots.

Benevolent traders? Yeah right. Benevolent traders don't swipe things out from under you. Why do you think we keep 'em out of town? If you let them close to anything valuable they'll snatch it up while your not looking. They trade 'cause they can't steal everything. At night they sneak into town or out to the homesteads anyway and swipe what they can. Including people. You heard me. Apparently they can't have their own babies so they steal ours. We've got to lock up our kids when they show up and wait 'em out. My little brother disappeared when I was a little kid, so don't give me that goody goody line about the Riders. We chase them out of town as quickly as we can. Wouldn't you?"



6.3.2 SAND RIDER SOCIETY

Sand Riders call themselves the Koreshi — which loosely translates to “the people” — and divide their society between those who are permitted to traffic with outsiders and those who must remain isolated in the heart of the desert. The Ratir Koreshi, or “observant ones,” travel in large trading caravans and are the Sand Riders known to traders and homesteaders. Ferah Koreshi, or “true people,” live in the Godwell Valley at the heart of the Great White Desert. Both groups are guided by the Thral Koreshi, or “blessed ones.”

• Thral Koreshi: Teachers of the Spirit

The Thral are shamanistic priests who have molded the social fabric of their society since its inception. They direct the community by interpreting omens and entering trances in which they traffic with spirits. Thral Koreshi are also responsible for preserving the traditions and chronicles of the Koreshi with oral and written records. Each Ferah village and Ratir caravan has at least one Thral who provides for the spiritual needs and education of the community.

Koreshi are initiated as Thral after receiving a special dream, which is a portal to the world of spirit and magic. Although Koreshi society is quite egalitarian, male and female dreamers are initiated into separate mysteries. Women are seen as linked with life and fertility and are initiated into mysteries that are said to preserve the crops of the Godwell Mountains. Men are supposedly linked with death and the desert and are initiated into mysteries to help survive the ravages of white sand and crushing aridity.

The greatest of the Thral mysteries is the story of the Koreshi great cycle, an epic that tells of the events that led to the creation of the Koreshi people and maps their future. The details are secret, but all Koreshi know that it speaks of a Godwell Valley containing the seed of the great community that the whole of Terra Nova will one day become. The Thral enter dream trances to better understand the path to this destiny, and then help their fellows reach for the future. It is known that the crescent moon is an important symbol of the great future, and the Thral have protected a wild garden in the center of the valley with a great wall covered with crescent shaped openings. This garden is the Koreshi's most sacred site and is said to contain the seed of the world's rebirth.

• Ratir Koreshi: Caravans Traders

The Ratir have the sacred responsibility of trafficking with the world outside of the Godwell Valley. The great epic of the Thral speaks of the signs of the great change in humanity coming from the outside world — Ratir search for these signs. The Ratir also fulfill the real need for trade, bringing back goods unavailable in the Godwell Valley. The Ratir trade fruit and meat, fine silver and gold-work, jewels and refined white sand to the homesteaders and travelers on the fringe of the Great White Desert for firearms, fine woven textiles and many food staples. All foreign goods must be ritually cleansed before entering the Godwell Valley.

During trade stops, the Ratir set up large black tents, pen their desert beasts and set up stalls for trading. They carry large firearms at times, but do not use motor vehicles, relying instead on huge armadillo beasts and riding springers. Those who meet the Ratir usually see them as primitive tribal traders since they only seem interested in the simplest tools, but, despite appearances, they are well aware of the power of technology. The technology is, however, worse than useless in the Great White Desert since it will corrode and break down inside a day. Only simple weapons with a few moving parts that can be covered with corrosion resistant resin are regularly traded for.

The Ratir's final duty is to adopt those outsiders who are chosen to join the Koreshi. The Koreshi believe in an organic society in which the individual is just a component of the whole. They adopt only children (relatively uncorrupted by the outside world) that have been rejected from their own community. Those abused by their parents or neglected to the point where they cannot dream properly (a condition Ratir are trained to recognize) are candidates for adoption. The removal of children is fairly rare, but the coincidence between Sand Rider visits and vanished children has been noticed. The Northern Guard's 21st Heavy Gear Regiment — the *Sand Snakes* — has recently undertaken a campaign to chase the Koreshi away from the towns on the northern fringe of the Great White Desert.

JONUS HERASI: “SACRED WANDERERS”

The most admired Koreshi are those who leave the Great White Desert altogether to observe the outside world. Often traveling with people who have had previous dealings with the Sand Riders, their journeys usually take many cycles to complete. When they eventually return, they tell all their tales to a Thral, often talking for days on end, are ritually cleansed and then depart once again. Only volunteers become Jonus Herasi and do so because they feel it to be their calling. They are usually fascinated by the outside world and are the Koreshi most likely to adopt outsider habits. Although respected for their sacrifice, Jonus Herasi are also seen as strange and almost supernatural for voluntarily leaving the relative safety of their community behind to venture into the other human societies.





THE SOUL OF THE DESERT

06

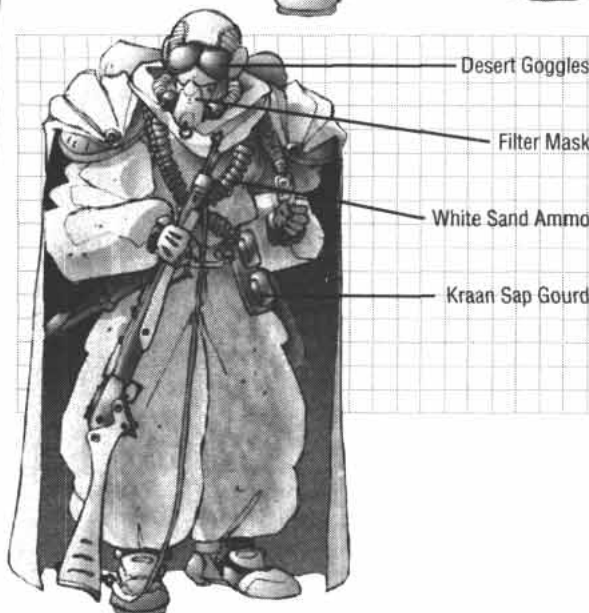


15 mm Heavy Rifle

Desert Cloak

Drevis Knife

All Purpose Belt Pouch



Desert Goggles

Filter Mask

White Sand Ammo

Kraan Sap Gourd

RATIR EQUIPMENT

Ratir Koreshi, the Sand Riders known to outsiders, wear distinctive clothes and carry specialized equipment that allows them to survive in the Great White Desert.

Desert Cloak

A valuable piece of technology, the cloak Ratir wear is made of a heat dampening material imported from the poles. The cloak is made of several layers that keep the wearer cool and break up his IR signature, making him harder to spot with thermal sensors. The cloak (and mask) is covered with Kraan sap which guards against the effects of white sand, enabling the Ratir to survive even white sandstorms.

Drevis Knife:

The drevis (AD+7 Damage Multiplier) is the traditional hunting knife of the Koreshi. It is used to skin springers and can be inserted between the plates of armadillo beasts to crack them open. The Ratir sometimes use their drevis for duels of honor, although this is a rare occurrence.

15 mm Heavy Rifle

These old-style heavy rifles with few moving parts are traded for by the Ratir. They are coated and lubricated with Kraan sap to avoid corrosion and can load the deadly white sand ammunition. Most of these rifles weigh around 9 to 11 kilograms and are valued at about 1600 marks/dinars (when available). Game stats: Acc:0, Dam: x40, Range: 50/100/200/400, ROF: 0, Ammo: 5 shots/magazine.

White Sand Ammo

This hand-made ammunition contains highly corrosive refined white sand ash. White sand causes an extreme burning sensation in wounds and adds 10 points to the damage total of any shot that hits. In addition, when using this ammo against armored targets (personal scale), the armor is permanently reduced by one die's worth (1d6) of points for each hit. This type of ammunition is manufactured exclusively by the Ratir and is rarely found on the black market. The cost for one shell (if found) is typically around 200 marks/dinars.

Kraan Sap:

Ratir carry gourds of sap that they use to coat their clothes and weapons to protect them from the ravages of white sand.

• Ferah Koreshi: Life on the Land

The Ferah who tend the land given to the Koreshi are the core of Sand Rider society. They raise crops of nuts and fruits and breed animals in their jungle valley, maintaining a society they firmly believe holds the only hope for the future. They are banned from contact with the outside world — except for ritually cleansed objects — for fear it will corrupt the "pure" Ferah.

The Ferah, like the Ratir, live in family-based groups. Each extended family controls a small village and at least one fertile depression in the Godwell Valley. Villages are led by a chieftain who operates with the consent of his or her community and the local Thral. The decisions of the villagers determine the place of almost all Ferah in their society. At the age of 13 cycles, all undergo a rite of passage, at which time the chieftain of the village (after consulting with the youth and the rest of the villagers) presents the communal judgment on the new Ferah's role. Youths who resist are allowed to put off adulthood for a full cycle, at which time they must accept the judgment or become untouchable and leave their village.

Villagers from diverse communities come together once a season in large festivals run by the Thral. Besides their religious purpose, these festivals serve as grand councils where Ferah from far-flung villages can air and resolve grievances. These councils usually prevent minor disputes from exploding into major confrontations, but skirmishes between warriors from neighboring villages are very common.



THE CURSE OF THE FIRST BORN

The Koreshi people suffer from a reproductive defect that causes the first born child to be still-born in almost all cases. The Thral teach that this is the price all Koreshi must pay for the protection they are given by the land in the Godwell. Koreshi women often suffer from other fertility problems, and conception must frequently be aided by ritual and herbal remedies known only to certain Thral. As a result, the Koreshi reproduction rate is relatively low. Combined with the problems of disease and other dangers, this means that the Koreshi population remains fairly stable, even with their tradition of adopting abandoned or unwanted children.

Occasionally, a first-born child will survive and is born very healthy. According to the Thral, these are special children who are given back by the land to accomplish great things. These first-born survivors are usually taken under the care of a Thral mentor at an early age. Other children — and many adults — distrust them, seeing them as different and dangerous and wonder whether the land did not, in fact, reject them.

First-born survivors are often hardy children who are molded into tough, mature individuals by the social pressures they face. They often become some of the best warriors and explorers of the Sand Rider community, and frequently ask to be made Jonus Herasi, "the Great Wanderers."



6.3.3 THE GREAT WHITE DESERT

The Great White Desert is, without a doubt, the most hostile environment on Terra Nova. Covering several thousand square kilometers in the Western Desert just north of the Saragossa Range, it is named for the millions of tons of white sand ash that spew from an active volcanic chain at its heart. For the most part, the white sand settles to the ground as a mildly corrosive dust, giving the landscape white highlights. In areas where the white sand collects in larger quantities, such as on the crests of large dunes or around rocky outcroppings, the ash remains pure enough to be deadly.

The region is also subject to major sandstorms. The Saragossa Range pushes cold air northward at high speed and mingles it with the hot volcanic updrafts in the area to create great turbulence. These winds pick up the white ash — lighter than sand — and become so corrosive that they can strip flesh from bone and eat through Heavy Gears. Occasionally, these sandstorms will meld together into deadly white tempests that race across the face of the Badlands, destroying anything that has the unfortunate of being in their path.

Living in this desolate and harsh terrain requires a hardy constitution, some special equipment and, most of all, an extremely acute survival instinct. One must learn to recognize and avoid the worst white sand concentrations, breathe for hours on end through a half-clogged respirator, or spot the telltale coloration that betrays the presence of a patch of water-bearing plants hidden in the sand.

• Flora and Fauna

Ironically, the same volcanism that makes the Great White Desert so deadly also makes it fertile. The geological activity has led to many minor fissures in the MacAllen cave network, so plant and animal life is surprisingly plentiful. Most life in the Great White Desert lives beneath the sand, away from the wind and the highest concentrations of ash. Moss lichen, wild waterroot and some scrub plants are the most common flora. The native animals are mostly small lizards and insects that burrow through the sand, feeding off each other and the lichen. Small hunter vines also feed off the fauna.

The richness of the water and plant life has attracted many homesteaders to the fringe of the desert. These hearty souls build extremely sturdy homesteads against the deadly white sandstorms, but lead good lives raising hoppers and springers, and tapping water from their wells and local waterroots.

• The Godwell Valley

At the center of the desert lies the heart of Koreshi life. A volcanic mountain chain rises abruptly out of the dunes, black rock contrasting sharply with the deadly white sand deposits that cap every stone. Scientists call these the White Mountains and acknowledge them as the planet's largest source of white sand ash. These mountains hide what the Koreshi call the Junira Loresh — the Godwell Valley.

The mountains may spew out tons of deadly ash, but they also shelter one of the most fantastic micro-climates on Terra Nova. The mountains form a rough ring, and in the center lies a huge surface tributary of the MacAllen network in a valley whose floor dips as low as 1500 meters below the average ground level. Isolated by depth, water and volcanic updrafts, the valley contrasts sharply with the desert above. Temperatures hovers around 25° centigrade and humidity is high. This jungle environment features ferns, trees, lizards, insects and mammals usually found only in the Southern rain forests. A unique plant called Kraan grows along the upper walls of the valley, in areas that are subjected to regular drafts carrying white sand ash. The vines excrete a resin on their leaves and branches that acts to counter the corrosive compounds in the ash. It is refined Kraan sap spread across cloaks that allows the Koreshi to survive white sandstorms.



ADVENTURING IN THE BADLANDS

07

ADVENTURING IN THE BADLANDS



"Two thousand points!"

Yannick smiled widely under the headset as his fingers danced across the game's control panel. His Gears had just captured the city-center, breaking his old record.

"You suck, man," Karl was playing defender in the same game and wasn't very happy about having a strategic point captured. He dropped some more coins in the slot, "Kiss your ass good-bye!"

"Come and get me, loser!"

While the two boys' fingers pushed triggers and pulled control sticks, while their feet worked pedals, the war raged on in the digital world of the game. Yannick's blue team was bogged down in the city center by Karl's newly arrived attack squadrons. Struck by a glowing missile, Yannick's lead Gear exploded in a flash of light.

"Damn!" Without his leader, Yannick was at a crippling disadvantage. Karl exulted, **"No more special weapons, loser!"**

"Don't need 'em to wipe you!" Yannick reconfigured his squadrons. No special characters, but he could still take Karl. One of his troopers moved around a beautifully rendered blown out building and jumped Karl's leader. The Game entered duel mode, **"You're going down."**

Karl launched a spread of mega-killer missiles from his more powerful Gear, but Yannick was the better duelist and his machine avoided all damage. One quick reverse thrust kick — a move Karl could never get to work — and Yannick had won the duel and the game.

"Don't mess with the best," Yannick fished in his pocket. Enough for one more game, **"Hey Karl, how about a civy-hunt?"**

"Alright!" Both boys plunked in their coins and chose the "patrol" game scenario. They then flouted the rules of the game and attempted to accumulate as many civilian casualties as possible before the game clock ran down. Yannick sent his Gears into a hospital and mowed down the patients. Karl found a busy intersection and sent missiles into several cars, setting off a chain-reaction of carnage. In the closing seconds of the game, both boys fired all their heavy missiles at the base of a tower and brought it crashing down on the refugees below. All the carnage was beautifully realistic, the holographic flames rising high above their game console.

"Yes!" Karl got out of the simulation cockpit. **"Did you see those people get squashed?"**

Yannick smiled, **"Totally! Hey, I'm hungry, let's go get some food."**

Yannick and Karl walked out of the arcade and into the daylight. They had just cleared the door when the first parachuting Jaguar landed in front of them. The sounds of cannon fire could be heard echoing across the city. The two boys looked at each other and said as one:

"Woah ... Cool!"



7.1 ROLEPLAYING IN THE BADLANDS

One of the strongest aspects of **Heavy Gear** is that the game can be played not only as a wargame, but also as a roleplaying game. Of all the regions on Terra Nova, the Badlands are ripe with wargaming and roleplaying opportunities. The law is looser than anywhere else, the weather and the environment are tougher and the opportunities for adventure abound. While playing in the northern or southern hemispheres has a charm of its own, piloting a Gear often — if not always — requires the character to be part of a military unit. Not so in the Badlands. Indeed, it is possible for a player to be a lone cavalier defending the widow and the orphan, or to be a simple homesteader defending his community against a band of aggressive rovers. It is even possible to play the rovers themselves.

This chapter provides eleven short adventure seeds which are not necessarily linked with one another. A creative Gamemaster may wish to find a thread that connects them all and turn them into a campaign, or he may simply select those adventures which he feels are closer to what his players are interested in. Not all the scenarios suggested are for Heavy Gear pilots. While the latter can play them, they might not require the use or even the presence of a Heavy Gear at all.

Remember that the Badlands do not bear that name for no reason. Life is harsh, death comes easy and the people who live there are as merciless as the sun. With the move to war, the restlessness increases, and it is but a matter of years before all hell breaks loose...



7.1.1 OVERVIEW

The deserts, mountains and savannahs of the Badlands form an endless venue for adventure. The forces of Terra Nova's two confederations face off in these deserts, while locals struggle to survive in the harsh world of their birth. Players can portray polar Gear pilots if they want, but other options are equally viable. County marshals, desert tribe members, caravan traders, religious pilgrims, rovers, gamblers and spies all interact in the Badlands and provide great fodder for roleplaying. **Heavy Gear** is a game of science fiction and war machines, but it is also a game of politics and survival, of enlightenment and betrayal. All these elements are at play in the Badlands.

7.1.2 THEMES

Perhaps the most important step in developing a roleplaying adventure is choosing a theme. Themes bind stories together and serve as their core. War, vengeance, survival, religion or discovery are all common roleplaying adventure themes. These are all viable in the equatorial deserts, but **Into the Badlands** focuses particularly on the following two linked themes:

• The Coming of War

Both polar confederations are preparing for another war that will likely be fought — at least in part — in the Badlands. Intelligence agents and freelance spies are trading information across the deserts, while Northern and Southern regiments meet in tense face-offs. Skirmishes and tactical strikes are becoming commonplace, while black operations spiral out of control.

Many stories can be told focusing on these tensions and conflicts. If players portray polar soldiers they will be caught up in the struggle with blinding speed. If they hail from the North, they will be held back by diplomats and face the frustration of stand-offs they cannot resolve with the arms at their disposal. Their Southern counterparts will be dragged into morally questionable actions, forced to leave their code of honor behind them. Intelligence or other agents will be caught in a shadow war of special operations and betrayals. Always remember that war is costly: friends will die, innocents will suffer and Player Characters will be caught in the middle of it all.

• Independence

Badlanders are famous for their rugged individualism, but resistance to polar domination is becoming more and more futile. Both the CNCS Desert Trade Commission and the AST's diplomatic mission are putting serious pressure on many communities to align, pressures backed up by military might. Meanwhile, the shields of the Paxton Protectorate and NuCoal have become less and less reliable.

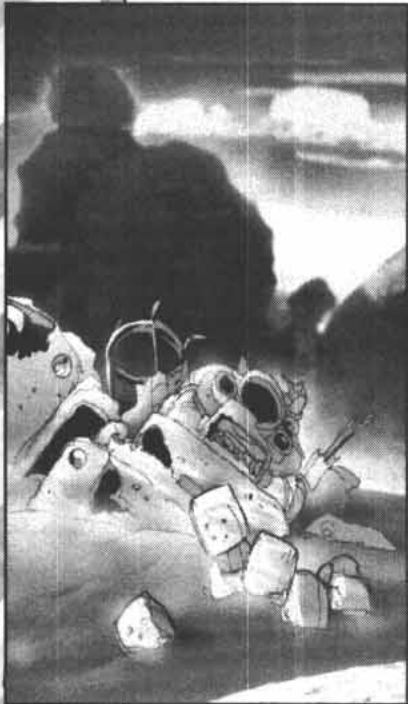
If players portray locals, they will likely be struggling against this trend. Their city, village, homestead or tribe may come under pressure to align and/or be caught up in the military struggle that is gripping the region. Can they use public opinion, negotiation and other peaceful methods, or will they be compelled to take up arms?



ADVENTURING IN THE BADLANDS

07

7.2 ADVENTURE SEEDS



The adventure seeds on the following pages should provide good launching points for a variety of campaigns in the Badlands. They are not fully detailed adventures, lacking details such as location maps, personalized sub-plots and the statistics of the major Non-Player Characters. What each seed offers is a basic plot along with a few complications that can be thrown in to make matter more interesting. The seed still requires some fine-tuning work by the Gamemaster to turn it into a full-blown adventure suitable for the party.

Each adventure seed includes a header which contains three entries called Suggested PCs, Location and NPCs. The Suggested Player Character types are not obligatory, but are the types that fit the most within the listed plot. Some adventures are naturally best suited for certain kind of Player Characters, but with a few manipulations and a little rewriting the circumstances portrayed can be used with other characters and/or locales.

Location is the city or place where most of the adventure is taking place. Often, this can be easily modified to suit the group's current location — after all, what is more common than a desert or a city-state on Terra Nova? The **Life on Terra Nova** Sourcebook and this manual can be used to fill in the missing information on the suggested location(s).

Finally, the last entry, Non-Player Characters, is a short list of the people that the PCs may encounter during the adventure. They will be the secondary characters of the story (or the villains) and will require a bit more work than the usual "window dressing" character. These NPCs should thus be prepared in advance. Often, a ready-made "typical" character will already exist for the required role, or one can be adapted. This will save both time and effort to the Gamemaster, who will be able to concentrate more on the plot of the adventure.

The header is followed by a plain text description of the basic plot of the adventure. Plots can be readily mixed and matched and an adventurous Gamemaster could try and run two of the following adventures at the same time, letting their intrigues twist and turn around each other, making the game more exciting (and a bit more confusing, too). Sub-plots specific to each character in the party should also be woven into the main story as well to further personalize the adventure.

7.2.1 CALL FOR HELP

• Requirements:



Suggested Player Characters:	Peace River Defense Force soldiers
Location:	Stormhaven, a Karaq Wastes town
Non-Player Characters:	Southern MILICIA soldiers, local miners, Northern intelligence agents

A Southern MILICIA Heavy Gear regiment appears on the horizon east of the mining town of Stormhaven. The town council makes a desperate call for help to Peace River and Paxton sends in a regiment by air-carrier to protect Stormhaven. By the time the PRDF arrives, Southern Gears have already entered the city and secured the main road, but will withdraw if confronted. The town council insists that they be expelled from their positions. Player Characters arriving in the town will be forced to face better trained Southern Gear pilots without being able to open fire first, as their commanders do not want to provoke all out war with the South.

Once the patrols have withdrawn, Player Characters will be stationed to guard the city interior and will notice a group of commandos infiltrating the town. Unknown to the PRDF, the local mines have been serving as arms depots for the Northern Guard for the last cycle. Mayor Cecil Junika has received ample payment for allowing this, and ten Northern intelligence agents are stationed in the depot. Acting on information from a double-agent, the MILICIA is planning to destroy the depot, hoping to capture the Northern commandos.

If the Player Characters allow the commandos to complete their reconnaissance mission, a second team will be sent in to destroy the cache while the PRDF is engaged as a feint. If the commandos are captured, they will resist interrogation, and then only give information about their reconnaissance mission. In this case, the MILICIA will decide to attack with their full force and destroy the depot.

Will the Player Characters reveal the cache to their superiors, probably leading to a PRDF withdrawal and the destruction of the town — including innocent casualties? Will they attempt to capture the Northern agents? Can they find a way to get both sides out of the town without bloodshed?

ADVENTURING IN THE BADLANDS



7.2.2 COUNTDOWN TO ARMAGEDDON

• Requirements:

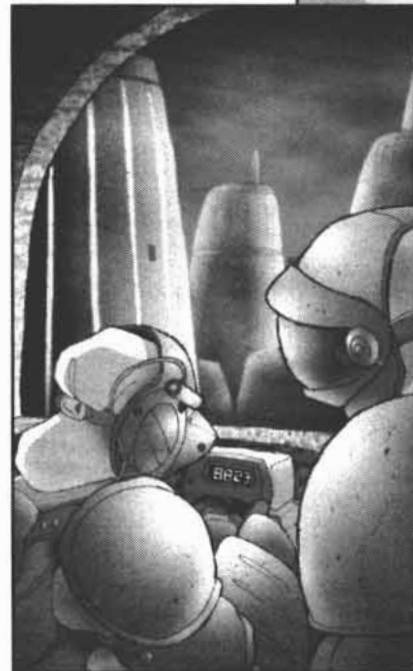
Suggested Player Characters:	Revisionist pilgrims, Northern agents
Location:	Massada
Non-Player Characters:	Pilgrims, Revisionist priests, Massadan citizens

Janus Filo, a disturbed Sorrento Revisionist veteran, has decided to rid the world of the Massadan "heresy." He has used his demolitions expertise to wire the major support beams of one of Massada's oases with explosives. Filo announces his plan anonymously over the oasis' public address system — muttering about the wrath of God — and seals all the exits by activating the emergency quarantine system.

Player Characters are among those trapped in the tower and are nearby when an explosion rips through a gift shop, killing both staff and clientele. They may know one of the victims, be familiar with the explosive used (a typical Northco anti-personnel mine) or recognize the Sorrento Revisionist concept of divine wrath in Filo's speech.

Those who investigate the tower's emergency control center will discover that the command board has been tampered with. The doors can be opened from here, but another bomb must be dealt with. An examination of the public address system uncovers an audio disc player containing Filo's declarations. The text of these speeches is rambling and fanatical, but refers continuously to divine wrath. Characters may realize that this fixation is tied to the Massadan festival of harmony which celebrates the Prophet's abandonment of all anger. The festival, celebrated in the Old City, is set to begin the next day — and the First Follower will be in attendance.

The festival site is a vast cathedral supported by great beams and archways that are obvious targets for the bomber. It will be packed with pilgrims during the festival. The Player Characters do have a chance of talking Filo out of his act. He is a Revisionist, and it is possible to convince him that this is not an act of love. However, should the Player Characters display even the slightest anger, it will trigger Filo's own rage and lead to bloodshed.



7.2.3 CRESCENT OF BLOOD

• Requirements:

Suggested Player Characters:	Desert traders, any Badlanders
Locations:	Marigold, other desert communities
Non-Player Characters:	Blue Crescent adherents, NGIS agents, traders

Player Characters are drawn into a lethal chase when a friend of theirs, a trader in the Badlands, is found dead, his head shaved and bearing the Blue Crescent tattoo. An investigation reveals that, across the Badlands, twenty Crescent members have been found dead with their throats slit. Medical exams reveal that the shaving and tattooing occurred after death. Comparing the travel records of the victims — complicated by local reluctance to release the information — will uncover that they all traveled to Marigold before their deaths, sending the Player Characters to the city.

In Marigold, talking to traders and local gold merchants will be the most effective way to uncover the truth. One trader will tell them that a man matching their friend's description walked off with a Crescent adherent who had a distinguishing characteristic (a mark, scar, deformity, etc.). The commune members will deny any knowledge of the victims, but the Player Characters may well find the adherent who was seen with their friend. If cornered, he will eventually reveal that the commune leader — Kolos the Teacher — ordered him to meet a trader and bring him to Kolos' inner sanctum.

Gaining an audience with the Teacher will take a lot of convincing, but Kolos will confide that their friend was carrying a data disk to be sent to another commune. The Crescent has enemies, Kolos will say, that will stop at nothing to destroy their society. The Player Characters will leave the meeting only to find the trader who helped them killed, shaved and tattooed.

Johan Grice, a NGIS agent assigned to uncover the secrets of the commune, has become convinced that the Blue Crescent is a great conspiracy. He has begun to eliminate and identify "collaborators." The Player Characters are now in danger and will have to find the killer before he finds them.





ADVENTURING IN THE BADLANDS

07

7.2.4 DIPLOMATIC DISAPPEARANCE

• Requirements:



Suggested Player Characters:

Northern agents

Location:

The Craggs, east of Prince Gable

Non-Player Characters:

Desert Wolves, Southern strike-team, desert traders

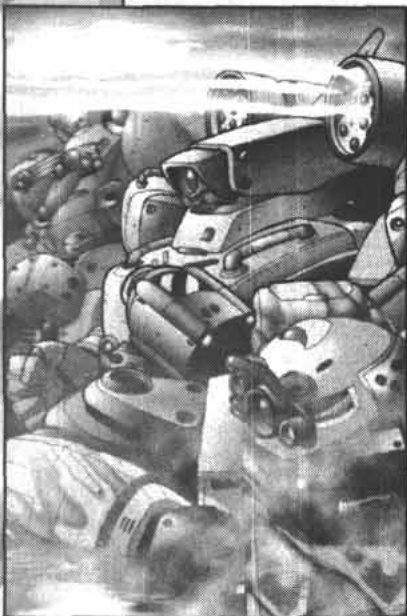
Leonard Harrison, an assistant to Killa Odupe, the Northern trade representative in Prince Gable, has gone missing in the Craggs area east of the city. Five days ago, he traveled there alone, supposedly to open negotiations with the local homesteaders. However, the Craggs are notorious for being the turf of the Desert Wolves, a well-known rover gang, and Harrison has failed to report in. A northern governmental agency (most probably the Northern Guard, although any agency connected to the PCs can be used) sends the Player Characters to investigate the disappearance. The agency's directors want them to track Harrison down, fearing he may be a Southern spy based on strange reports of clandestine meetings in shadowy neighborhoods of Prince Gable.

The Player Characters will face stern opposition from the rovers and silence from the locals if they arrive in force. The homesteaders cling to their independence and the Wolves are ready to defend it, so a show of force will only antagonize them. Subtler characters will discover that a trade caravan arrived in the Craggs around the same time as Harrison — maybe the two are connected somehow? As usual, the inside of the caravan trucks are off-limits to outsiders. The Desert Wolves may be willing to help if the Player Characters can prove that Southern agents are in the region, or if the Northern Guard agrees to recognize the Wolves' hegemony in the Craggs (unlikely, but worth a shot).

In fact, Harrison is secretly negotiating with a representative of Humanist nationalist Preceptor Hypolite. Killa Odupe is aware of the talks but has not deemed necessary to inform the military about them. The military has thus launched a search because of her "refusal to act on evidence." The Southern agent in Hypolite's staff has reported the meetings to her superiors and agents of the MILICIA's crack Special Intervention Unit (SIU) have been deployed to capture (or kill, if capture is impossible) Harrison and Hypolite's delegate. The Player Characters are trapped in this web of deception and must try to get Harrison back as discreetly as possible.

7.2.5 HONOR-BOUND

• Requirements:



Suggested Player Characters:

Sand Riders (Ratir Koreshi)

Locations:

The Great White Desert, the Westridge Range, Wounded Knee

Non-Player Characters:

Other tribe members, various Badlanders, Jeremiah Dupree

The Player Characters' caravan is two days journey from a small town where they plan to trade their goods when a band of rovers takes advantage of a calm in the desert winds to attack. The Riders may well put up a fight, but the rovers are armed with several Gears and deadly incendiary rockets. The attackers rip open many packages and then leave quickly with several Koreshi in tow, including the Thral priest. The Player Characters are honor bound to track down their kidnapped brethren.

The Ratir face a long journey tracking the rovers to their lair in an abandoned oasis tower. Unfortunately, by the time they arrive the Thral and the other tribe members have been shipped off to be sold to slavers from Wounded Knee. The Player Characters must now chase after them. The pursuit will bring them to the Westridge Range and NuCoal territory. Once the slavers realize they are being stalked, they will travel through cities, hoping to put the tribal hunters at a disadvantage. The chase north will be complicated by the Northern Guard's increased vigilance and knowledge of Sand Riders.

The criminal society of Wounded Knee will bring the Player Characters face to face with their ultimate enemy. The slavers are tied to the Kolson Cartel that rules the city, and the Ratir will have to deal with Captain Jeremiah Dupree. If the Ratir attacks are effective, Dupree will eventually try to bring the Player Characters under his control. He will offer to release the slaves if the Ratir caravan joins his smuggling network. He would pay in arms or other useful supplies.

Will the Ratir accept Dupree's offer? Or will they lash out at a hated slaver?

ADVENTURING IN THE BADLANDS



7.2.6 JUDAS GAME

• Requirements:

Suggested Player Characters:	polar military personnel
Location:	any
Non-Player Characters:	Nicosia Renault, intelligence agents

The Player Characters are approached by legendary spy Nicosia Renault, who hints she has vital information. She confides her suspicions that their superior officer is a double-agent. She provides photographs of him meeting with people she claims are agents of the opposing power, copies of reports from the his desk and enemy communiqués that refer to those reports. She leaves them to decide what to do with this incriminating evidence.

A few days later, the Player Characters are called into the office of the local intelligence officer who informs them that someone claiming to be Nicosia Renault is spreading misinformation in the ranks in order to sow dissension and weaken their defenses before the enemy attacks. If they tell him about Renault's revelation, he will confirm that their superior has been targeted for a smear-job by the master spy. Soon afterwards, their superior will send the Player Characters out on a patrol, and they will fall into a trap set by enemy commandos. If they escape, they will have proof that their superior is indeed a double-agent, but will not have anyone to trust. Renault is trying to catch both polar powers in a web of betrayal and suspicion so that they will remain too weak to threaten the independence of communities in the Badlands.

The Player Characters will be forced to rely on themselves. Their superior will have trumped up charges of treason against them, their own intelligence agents may be provided with evidence of their meetings with Renault, and Renault will attempt to cause the most disruption and suspicion possible. If the Players Characters can capture her or prove their superior's treason, they can come out as heroes, although an air of suspicion may always follow them.



7.2.7 RIOTS AND RETRIBUTION

• Requirements:

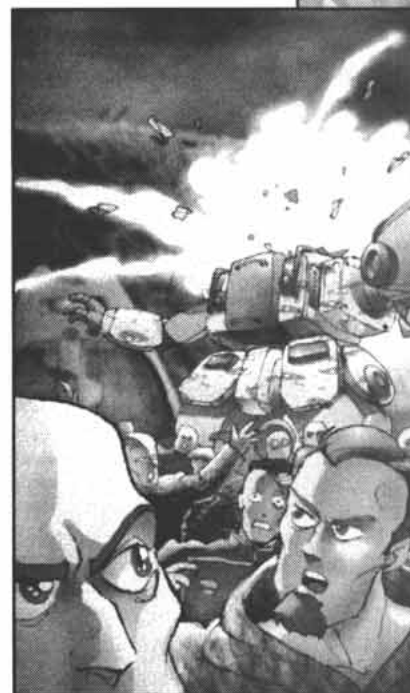
Suggested Player Characters:	Peace River peace officers
Location:	Peace River
Non-Player Characters:	Peace River citizens, Morgana GREL

Tension runs high in Peace River when Fidel Jacobi begins a campaign to reduce the recreation times allotted to the worker caste in order to increase production. President Simosa at first rejects the idea, but comes under pressure from other board members and passes the policy decision. The announcement is punctuated by an explosion that rips through an executive recreation center, triggering a worker riot.

Player Characters are sent undercover to find those responsible for the attack. To do so, they have to enter the shadowy world of radical labor activists. Here the bombing is applauded, but no one agrees as to who is responsible. A few days into the investigation, with the riots starting to calm down, a crowd of marchers is suddenly mowed down by the machinegun of a *Warrior Heavy Gear*. An anti-armor rocket fired from the crowd ends the carnage, but not before two dozen workers are dead. Investigation will show that the Gear's CPU had been tampered with, and a few witnesses will report seeing a "tall woman" use the rocket launcher. This will tie into stories of a beautiful woman joining some of the radical groups.

Undercover again, the Player Characters will discover that most of the more radical activists have met with a tall and beautiful woman named Klaara over the last several months. If they are very subtle, the Player Characters can get activist Dermot Braun (Klaara's lover) to take them to her. If not, he will tell her she is being tracked.

At six feet tall, "Klaara" is a relatively diminutive Morgana GREL who has undergone major plastic surgery to modify her distinct physical appearance into a more mundane-looking one. She is acting under orders of an Arthurian major to disrupt Peace River as retribution for their part in the defeat of the colonial forces. If Klaara is captured, she will stick to her story of being a revolutionary to the end. Only a very skilled interrogator, an extremely observant investigator, or a medical exam will reveal that she is a GREL supersoldier — even her lover is not aware of that fact.





ADVENTURING IN THE BADLANDS

07

7.2.8 ROVER'S GAMBIT

● Requirements:



Suggested Player Characters:

Rovers

Location:

The Western Desert

Non-Player Characters:

Caravan traders, mercenaries

During an attempted raid on a passing trade caravan, the Player Characters face unexpected resistance from a squadron of Heavy Gears. To warrant such expensive protection, the convoy must be carrying very valuable cargo and the Player Characters are given extra forces, if they need them, for a second ambush further down the trail.

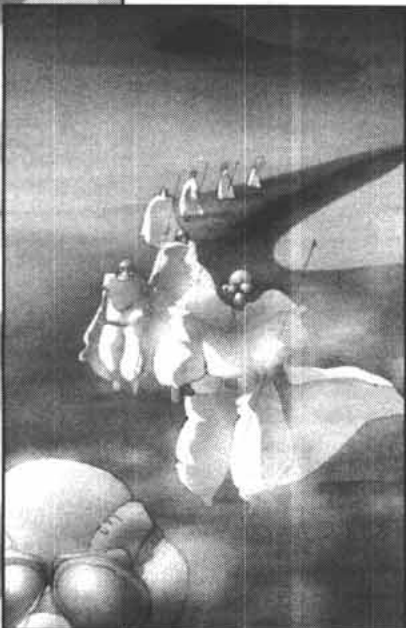
Provided they are successful, the rovers will find a dozen sealed, unmarked and armored boxes in one of the caravan trucks. Once back at their base, laser torches can be used to burn through the electronic locks of the crates, revealing a half-dozen canisters of what seems to be chemicals inside each one. Player Characters with military or chemistry backgrounds will be able to identify J14, an extremely deadly nerve gas banned by international treaty. Any captured Heavy Gear pilots from the caravan, given a bit of coercion (physical or otherwise), will grudgingly admit to being a soldier of fortune hired out of Khayr ad-Din. They were assigned to guard the shipment, bound for the city-state of Port Arthur, by a banned weapons supplier. They had no idea that they were carrying lethal gas canisters, only that they were to safeguard the shipment until it arrived at its destination.

The course of the adventure then depends on the inclinations of the players. If any of the mercenaries escaped (several may have remained incognito in the caravan) the Arthurian military will be informed of the loss and send GREL troops to recover their property. The rovers are now equipped with a very potent and dangerous weapon. It could be used to increase their power, could be sold to a third party, or held for ransom from Port Arthur.

The polar confederations and Paxton would also be very interested in knowing that Port Arthur is stockpiling chemical weapons and could offer the rovers protection in return for the information (and the nerve gas canisters, obviously).

7.2.9 STORMFRONT

● Requirements:



Suggested Player Characters:

Marshals, homesteaders

Location:

Fringe of the Great White Desert

Non-player characters:

Homesteaders, Sand Riders

A local child has gone missing and a white sandstorm is heading toward the Player Characters' homestead county. A Sand Rider trade caravan has recently returned to the desert, and Hernan Guzi, father of the missing Jimi, fears that his son has been kidnapped.

If the Player Characters take some time to investigate, they will discover that Jimi was fascinated by the trade caravan. Some children mention that Jimi and his sister Lia were often hurt, the victims of accidents on the farm. Lia will be difficult to talk to, but if she can be approached without her father's knowledge, she will say that Jimi "went away."

The Sand Riders will not be happy about being followed and may respond violently if the Player Characters try to make a show of force. It should become evident that the PCs are dependent on the Riders as the storm comes down upon them. If they are friendly, the Riders will protect them from the elements.

The traders will deny that Jimi was ever at the caravan. However, the storm will last at least one day, so the Player Characters will have time to investigate under the shelter of the Riders' tents. They will eventually discover that Jimi is indeed with the Riders, kept in a small tent with their shamanistic priest. He seems ill as he is undergoing a purification ceremony.

The Player Characters can choose to bust him out of the caravan, in which case they will face a pursuit through the desert, or they can confront the Riders. If they choose confrontation, the Riders will refuse to hand him over, saying that they will care for him. If pressed, they will reveal that the boy has been the victim of systematic child abuse.

ADVENTURING IN THE BADLANDS



7.2.10 THE ULTIMATE GAME

• Requirements:

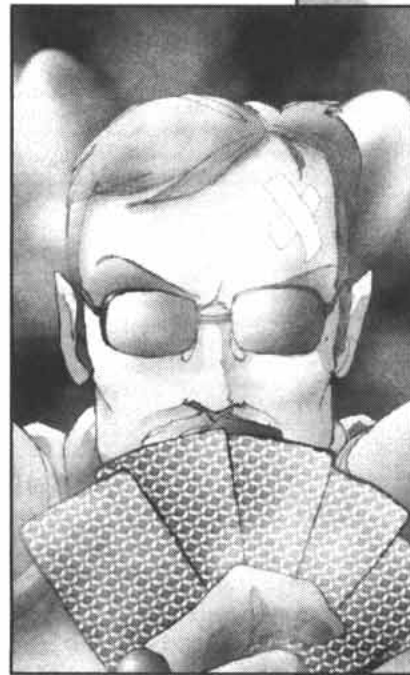
Suggested Player Characters:	Gamblers, scoundrels or ne'er-do-wells
Location:	Westphalia
Non-Player Characters:	Others of the same ilk

The first annual Silver Star Casino card gambler's championship — and its 10 million dinar prize — has attracted Terra Nova's best, most dangerous, most daring and most desperate gamblers, including the Player Characters. The intrigue and posturing begin as soon as the contestants arrive. Among them are various rogues from the Player Characters' pasts and old rivalries and loves are rekindled. Practical jokes abound as the gamblers settle in.

As the days pass, the stakes, the practical jokes and the tension all increase. The Player Characters find embarrassing baby pictures projected onto the casino's huge video monitors and wake up with strange bed partners. The jokes are part of the greatest scheme of a Southern thief named Hannah the Clown who plans to make fools of the gamblers by walking away with the prize money. The Player Characters obviously become Hannah's favorite targets.

In the climactic winner-take-all card game — where at least one Player Character should be present — Hannah will make her final move. Disguised as a gambling witness, she replaces the cards with micro-thin photo-films that can store and display several card face images. The images are manipulated so that the Player Character wins, but after the final hand they will switch to bright letters that spell out "surprise." Just then, the great casino safe will open to reveal that the prize money has been replaced by a card with Hannah's signature.

The players have the duration of the contest to stop this plan. If her identity as a witness is revealed, Hannah will try to escape into another disguise and frame the Player Characters for the crime. The Player Characters will find themselves answering questions about how secret casino data and observation tapes got into their rooms.



7.2.11 THE ENEMY OF MY ENEMY

• Requirements:

Suggested Player Characters:	Any polar force soldiers, Peace Force soldiers
Location:	The Karaq Wastes
Non-Player Characters:	Rovers, homesteaders

A series of vicious attacks against homesteaders in the Karaq Wastes is cutting a bloody swath in the settlements of the region. No one seems safe: settlements located in polar protectorates, as well as the independents, have been attacked. Neither the Peace River officials nor the polar delegates have any idea of what is going on, and all spend much time accusing each other of being responsible for the attacks. Meanwhile, the various military forces are keeping a cooler head and coming to term with the fact that they will have to work together if they are to solve this whole sordid affair.

All seems to point to a very mobile group of rovers as being responsible for the attack. No one can explain how they can vanish so fast after each attack, however, for they seem to strike where the army is not and always vanish before the defenders can reach the site of the assault. The only clue is that all the homesteads that were attacked belong to one or the others of three separate great homesteader families: the Tellerson, the Ducornis and the Ho.

The truth is, there is no rover gang. The Tellerson family has been at odds for the past hundred cycles with the Ducornis clan over a question of mishandled live stock contract. Nobody remembers who was wrong, and nobody cares. The two families are waging a private war with the weapons they salvaged from their service in the Paxton army during the War of the Alliance. Since neither group wants "outsiders" to come and mess in their business, they systematically cover each other's tracks, making them very difficult to catch in the act. Both the Tellerson and the Ducornis are very powerful in the region, and they have managed to impose the law of silence over the other homesteading families. Only Jackson Ho tried to break that rule, and his family paid for it dearly. The Tellerson and Ducornis care very little for the health of those who would interfere in their affairs.





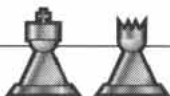
ADVENTURING IN THE BADLANDS

07

7.3 STOCK NON-PLAYER CHARACTERS

Because of the underlying story inherent to Heavy Gear, Non-Player Characters have been divided into five particular types. These types will help Gamemaster determine which character he can or cannot use in his campaign, and who among those is expendable. The attentive reader will notice that most Historical Figures, Restricted Characters and Very Important People have no stats, while Social Encounters and Expendables often do. This is to reflect the fact that stats are most useful for combat involving PCs, and the first three categories do not run that risk.

• Historical Figures



These are dead people. Unless a Gamemaster's campaign occurs at a date prior to the current Heavy Gear storyline, these characters may not be encountered. Their stats are not provided for this very reason.

• Restricted Characters



Those are the characters who are vital to the storyline of Heavy Gear. While their actions may result in events that will affect the Player Characters' lives, they should remain in the background and are not expected to interact with the players. There will always be numerous underlings to intervene between the PCs and them.

• Very Important People



Characters who fall into the VIP category are not necessarily linked to the storyline. However, they are still important to the game world as a whole and should not be eliminated unless the circumstances and the campaign justify it. They have multiple resources and/or helpers who will come to their aid, which they can occasionally make available to the Player Characters. Should the players kill such a character, they should immediately be hunted down and appropriately punished.

• Social Encounters



Most of the non-combat Non-Player Characters should fall into this category. While stats may be provided for these characters, they are not expected to get into combat. Still, because they can encounter Player Characters, there is always a chance they could die.

• Expendables



These are the typical, faceless characters that populate Terra Nova by millions. They also include those characters who are meant to challenge the players during scenarios. While mindless slaughter should never be encouraged, these are the most expendable characters.



AMBITIOUS POLITICIAN

• Typical Attributes

AGI	0	APP	0	BLD	0	CRE	1	FIT	0
INF	1	KNO	0	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	0	History	1	0	Psychology	1	0
Business	1	0	Law	1	0	Streetwise	1	1
Etiquette	2	1	Leadership	1	1	Theatrics	1	1
Foreign Language	2	0						

• Description

From the largest city-states to the smallest homesteads, there are those willing to ride the wave of political change in the Badlands and come out on top. Emerging leaders, back-stabbing collaborators and social visionaries all vie for the leadership of the equatorial desert. From the meeting chambers of the corporations to the darkened corridors of the armored towers of the government offices, they plot and plan ahead, some to advance their people, other to advance themselves. All have a hidden agenda, and none can be fully trusted.



ADVENTURING IN THE BADLANDS



CARAVAN TRADER

• Typical Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	1	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	3	1	Law	1	1	Psychology	1	1
Drive	1	0	Melee	1	0	Small Arms	1	0
Etiquette (trading)	1	1	Navigation	2	1	Streetwise	1	1
Intimidate	1	0	Notice	1	1			

• Description

The savannahs and desert expanses are crisscrossed with the routes of caravan traders. Caravans are vital to the economy of the Badlands, ensuring that products and manufactured goods are delivered to whoever ordered them. The traders bring wares from across the planet to isolated homesteaders and accept payment in polar currency or barter. They are generally friendly and open (hostility is bad for business), but always looking out for another opportunity to make more profit. Beware of the Good Samaritan, few traders are altruistic.



DESERT GUIDE

• Typical Attributes

AGI	0	APP	0	BLD	0	CRE	1	FIT	1
INF	0	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	1	1	Combat Sense	1	1	Drive	1	0
Earth Sc. (geography)	2	1	First Aid	2	1	Hand-to-Hand	1	0
Navigation	3	1	Notice	2	1	Riding	1	0
Small Arms	2	0	Stealth	2	0	Survival	3	1
Tracking	2	1						

• Description

Those not used to the Badlands' hardships would be well advised to travel with an experienced guide. These guides come from a variety of backgrounds, most often the restless children of homesteaders who have found a way to profit from their knowledge of the deserts. The guides are expert in desert navigation and survival (most of them anyway), and can often find their way out of the worst tempest or find water in the middle of a sea of dunes. Many are also fairly good shots, if only to protect their charge against the vicious fauna that the group might encounter.





ADVENTURING IN THE BADLANDS

07

DESERT MONK



• Typical Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	1	KNO	1	PER	0	PSY	2	WIL	1
STR	0	HEA	0	STA	25	UD	3	AD	3

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Etiquette	1	1	Foreign Language	2	1	History	2	1
Literature	1	0	Navigation	1	1	Social Sc. (theology)	3	1
Survival	1	0	Teaching	2	0			

• Description

Many find the contemplative silence needed for enlightenment and the pursuit of inner wisdom in the desolation and oppressive heat of the equatorial sands. All types of religious hermits can be found in many remote corners of the Badlands. Some are living on their own in isolated regions, but many are wanderers, going from place to place in their search for personal redemption. Most of them are happy to share the stories of their travels with a friendly stranger — and a potential convert.

GEOLOGIST



• Typical Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	0	KNO	2	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	2	Law (land claims)	1	2	Notice	1	1
Computer	2	2	Mechanics	1	2	Physical Sciences	1	2
Demolitions	1	2	Navigation	1	2	Teaching	1	0
Earth Sc. (geology)	3	2						

• Description

The Badlands are resource-rich and many corporations send geological survey teams across the desert in search for still another rich mine or oil field. Most hail from the poles and tend to see the Badlands as a giant geological experiment or playground, rather than the home of sixteen million Terranovans. As such, they have a very detached attitude toward the Badlanders, often complaining about the lack of proper facilities or the oppressive heat messing up with their instruments, or making naive comments about the traditions and culture of the "locals."

ADVENTURING IN THE BADLANDS



MARSHAL

• Typical Attributes

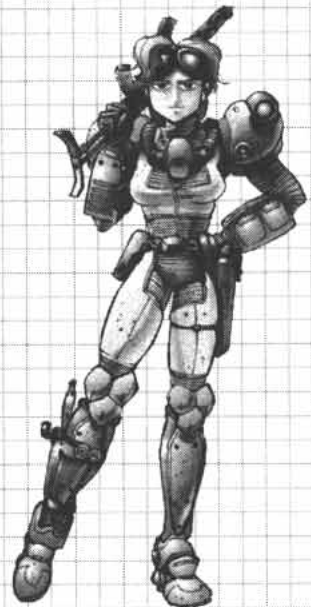
AGI	1	APP	0	BLD	1	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	0
STR	1	HEA	0	STA	30	UD	7	AD	7

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	1	Drive	1	1	Hand-to-Hand	2	1
Intimidate	1	1	Investigation	2	1	Law	1	0
Melee	2	1	Notice	2	1	Small Arms	2	1
Streetwise	1	0						

• Description

Hired by homesteader counties to keep the peace, desert marshals are very often veterans of an established military organization. They are tough as nail, fairly well trained and never back out of a confrontation. Knowing that they are often the last line of defense for the homesteaders, the marshalls take their responsibilities very seriously. More than one troublemaker has been disposed of with extreme prejudice with little more than a second thought. Some marshalls, especially those of larger counties, like to have a deputy to assist them in their duties.



MINER

• Typical Attributes

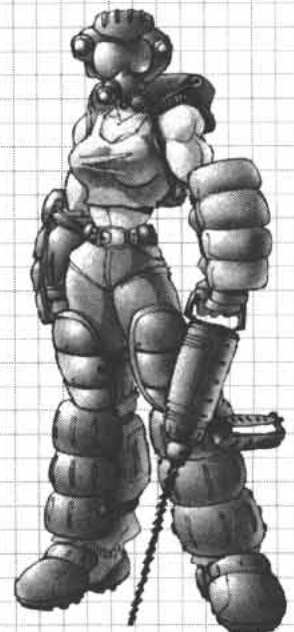
AGI	0	APP	0	BLD	2	CRE	0	FIT	2
INF	0	KNO	0	PER	0	PSY	0	WIL	0
STR	2	HEA	1	STA	40	UD	8	AD	7

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Computer	1	0	Cooking	1	0	Demolitions	2	0
Drive	1	0	Earth Sc. (mineralogy)	2	0	Gambling	1	0
Hand-to-Hand	1	0	Intimidate	1	2	Mechanics	2	0
Survival	1	0						

• Description

The men and women who work on extracting gold, metallic ore and oil from the desert rocks are a hardy and jovial lot. They can be found in the open mining pits of the rocky mesas and in the deep tunnels under the Badlands, hard at work with powered tools and special drilling vehicles. Well known for heavy drinking and loud boasting, the miners sign on for long periods of indentured labor (usually contracts lasting between five to ten cycles), then try to retire back to the cooler comforts of the poles.





ADVENTURING IN THE BADLANDS

07

PAXTON EXECUTIVE



• Typical Attributes

AGI	0	APP	1	BLD	0	CRE	1	FIT	0
INF	1	KNO	2	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	2	Business	3	2	Computer	1	2
Etiquette	1	1	Foreign Language	1	2	Leadership	1	1
Notice	1	0	Psychology	1	2			

• Description

Famous for their efficiency and loyalty to the Paxton family, executives of the mighty weapons conglomerate can be found across the Badlands, not just in Peace River, as one would expect. They act as diplomatic delegates and trade representatives, operating local branch offices or negotiating weapons sales and loan schemes. Wherever Paxton can be found, the executive caste is ever present. It is generally considered a bad idea to antagonize these people. While harmless by themselves, Paxton Arms does not tolerate any harassment toward its executives. They have the Badlands equivalent of diplomatic immunity.

PEACE FORCE SOLDIER



• Typical Attributes

AGI	1	APP	0	BLD	0	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	5	AD	5

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	First Aid	1	0	Notice	1	1
Combat Sense	2	1	Gunnery (HG)	2	1	Small Arms	1	1
Communications	2	0	Hand-to-Hand	2	1	Streetwise	1	0
Dodge	2	1	Heavy Gear Pilot	2	1	Survival	1	0
Drive	1	1	Law (Paxton)	1	0	Throwing	1	1

• Description

Proud and confident, the men and women of Paxton Arms' Peace Force enforce their conglomerate's protectorate over the Badlands. They regularly face off against Northern, Southern and Arthurian forces in the Western Desert and Karaq Wastes, but can be found across the whole equatorial region at one time or another. Peace Force soldiers tend to be disdainful of the obsessive military honor codes of the polar confederations, but are not above their own *esprit de corps*.

ADVENTURING IN THE BADLANDS



POLITICAL ACTIVIST

• Typical Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	2	KNO	2	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	2	History	2	2	Law	1	2
Leadership	3	2	Psychology (crowds)	2	2	Streetwise	2	2

• Description

Be they Southern exiles or local agitators, street corner agitators and political philosophers always seem to plague the Badlands. They can be found in nearly every city-state, the tone of their message varying according to the local police oppression or the government policies. They organize protests for a variety of reasons, most of the time challenging recent decisions of the local leader, complaining about yet another polar incursions or denouncing corruption in this or that corporation. Thanks to their interventions, riots have become commonplace events in certain Badlands city-states.



RANCHER

• Typical Attributes

AGI	0	APP	0	BLD	0	CRE	1	FIT	1
INF	0	KNO	0	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Animal Handling	3	0	Business	1	0	Life Sc. (veterinary)	1	0
Navigation	2	0	Riding	2	0	Small Arms	1	0
Survival	1	1						

• Description

The savannahs on the edge of the Badlands are home to large herds of springers and other animals whose meat is found on diner tables across Terra Nova. Ranchers are extremely protective of their animals, grazing lands and watering holes. They usually greet strangers with guns drawn and a wary attitude. Once befriended, however, the newcomer will be treated to the legendary rancher hospitality. On the whole, they are a good folk, made perhaps a tad paranoid by the countless dangers of the Badlands.





ADVENTURING IN THE BADLANDS

07

SMUGGLER



• Typical Attributes

AGI	1	APP	-1	BLD	0	CRE	1	FIT	0
INF	0	KNO	0	PER	1	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	4

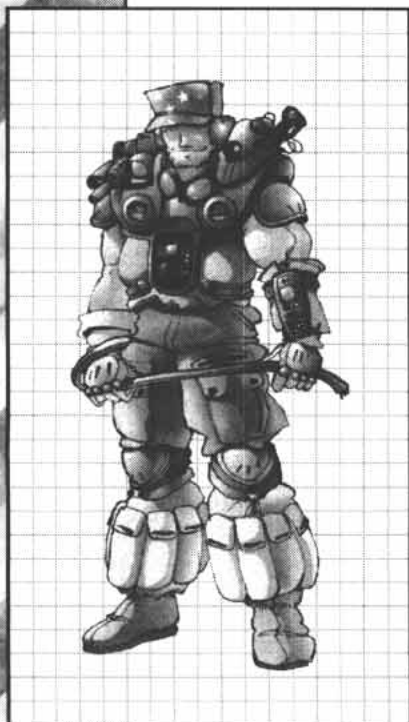
• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	1	0	Camouflage	2	1	Combat Sense	2	1
Drive	2	1	Forgery	2	1	Law	1	0
Melee	1	1	Navigation	1	0	Small Arms	2	1
Stealth	2	1						

• Description

Operating along the fringes of the polar confederations, Badlands smugglers make great profits by slipping illegal goods across the borders. Smuggling is a cutthroat business and morality is a luxury few can afford. Those who do seldom last very long in the business. Although electronics and banned video equipment are common items, drugs, slaves (especially young women and children) and weapons are in good supply as well. Many smugglers dream of the day when they can set up their own smuggling network, but very few have the business sense and discipline to make it happen.

TOWN MECHANIC



• Typical Attributes

AGI	0	APP	0	BLD	1	CRE	1	FIT	0
INF	0	KNO	1	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	30	UD	3	AD	3

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Drive	2	0	Streetwise	1	0
Business	2	1	Electronics	2	1	Teaching	1	1
Communications	1	1	Mechanics	3	1	Tinker	2	1
Computer	1	1	Notice	1	0			

• Description

The breakdown of a simple irrigation pump can be disastrous for a Badlands homesteader. Every community must have regular access to a skilled mechanic who can repair the machines that inevitably malfunction in the desert heat and choke on the sand. They are often self-made locals who took an interest in mechanics at an early age. In larger settlements, they establish their own shop and wait for customers to come to them. In smaller communities, or in homesteader counties, they are usually expected to travel around and visit potential customers to see if their services are required.

86

ADVENTURING IN THE BADLANDS



TRADE DELEGATE

• Typical Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	1	KNO	2	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	2	2	Bureaucracy	3	2	Foreign Language	3	2
Forgery	1	0	History	1	2	Law (trade)	2	2
Leadership	1	1	Psychology (nego.)	2	2	Social Sc. (economics)	2	2
Theatrics	1	1						

• Description

The formation of NuCoal, the internal tensions within Paxton Arms and the polar initiatives have sent a flurry of delegates across the desert to strike some new deals for the persons or organizations they represent. In any Badlands community of significance, one can usually find a handful of trade delegates looking out for someone's interests or for their own. Not all of them are what they seem, however. Some have their own personal agenda, others double as sleeper agents. Much like ambitious politicians, they take part in backroom deals and have one or more skeletons hanging in their closets.



TRIBAL CHIEFTAIN

• Typical Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	2	KNO	1	PER	0	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	3	AD	4

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Dance (ceremonial)	2	0	Earth Sc. (local condi.)	2	1	Etiquette	1	2
Law (local)	2	1	Leadership	3	2	Melee	1	0
Psychology	2	1	Survival	2	0			

• Description

Many populations in the Badlands follow on a tribal organization. While they may appear as little more than savages to Northerners or Southerners, they are eloquent and peace-loving. The leaders of these communities are usually selected based on experience and wisdom rather than on physical prowess. Desert chieftains are known for their suspicious attitude toward outsiders, but also as the bearers of great secrets. Many religious figures of Terra Nova have been taken in by wise tribal elders on their journeys of self-discovery.

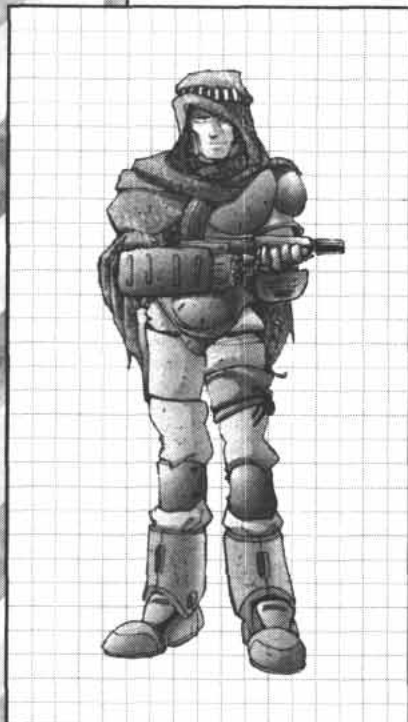




ADVENTURING IN THE BADLANDS

07

TRIBAL WARRIOR



• Typical Attributes

AGI	1	APP	0	BLD	1	CRE	0	FIT	2
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	1	HEA	1	STA	35	UD	7	AD	7

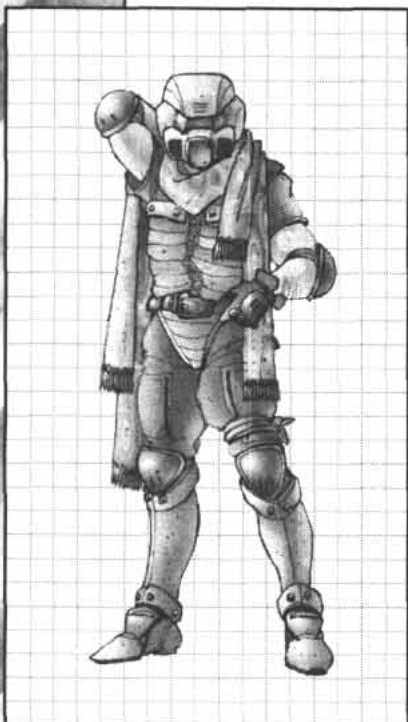
• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Acrobatics	1	1	Ambush	1	1	Combat Sense	2	1
Dodge	2	1	Hand-to-Hand	2	1	Intimidate	1	1
Melee	2	1	Navigation	2	0	Stealth (desert)	1	1
Survival	2	0						

• Description

The many tribes of the Badlands all have their fair share of physically impressive men and women who hunt and fight for their community. The hunter-warrior role often leads to hot-headed reactions to outsiders, but warriors are also highly honorable, and those who make friends with them can count on lifelong allies. They are highly respected among their tribe. They consider themselves big brothers and sisters to the tribe and do not view their role as more important than that of the others.

ROVER GEAR PILOT



• Typical Attributes

AGI	1	APP	0	BUI	0	CRE	0	FIT	0
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	4	AD	4

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	1	Gunnery (HG)	2	1	Notice	1	1
Communications	2	0	Hand-to-Hand	1	1	Small Arms	1	1
Dodge	1	1	Heavy Gear Pilot	2	1	Survival	2	0
Drive	1	1	Mechanics	1	0	Throwing	1	1
Electronic Warfare	1	0	Melee	1	1			

• Description

Among all the fighters of the rovers, the most prized are the Gear pilots. Because Gears are difficult to come by, rover Gear pilots possess skills that make them invaluable. They are occasionally deserters who have found a family among the rovers, but most of them are wandering rogues or soldiers-of-fortune who are merely looking for employers. Their loyalty is limited. Although they are paid to take certain risks, many among them would rather turn away from a hopeless fight rather than get killed for some obscure cause for which they do not care.





CREATURES OF THE BADLANDS

08

LIFE IN THE SANDS

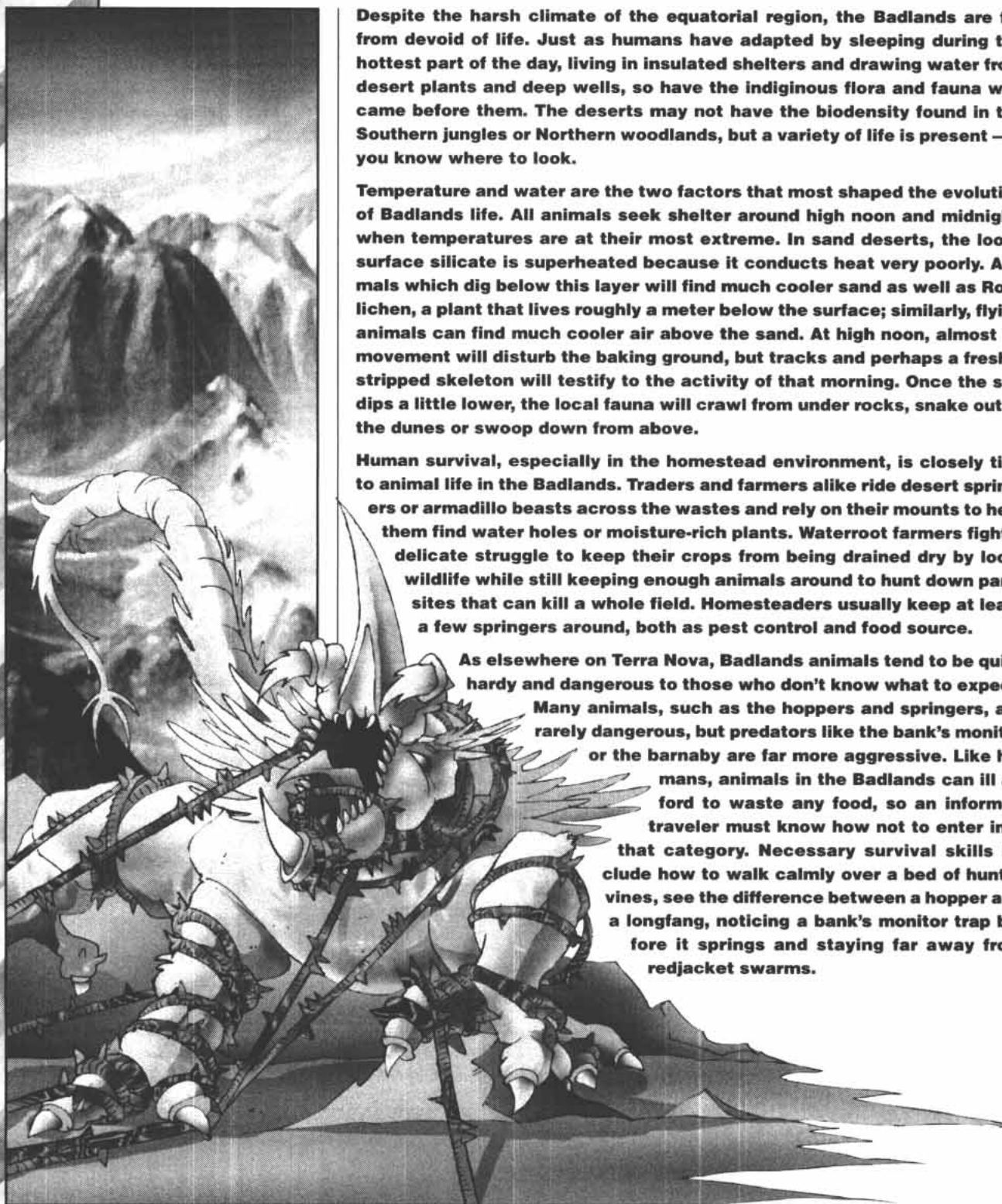
Despite the harsh climate of the equatorial region, the Badlands are far from devoid of life. Just as humans have adapted by sleeping during the hottest part of the day, living in insulated shelters and drawing water from desert plants and deep wells, so have the indiginous flora and fauna who came before them. The deserts may not have the biodensity found in the Southern jungles or Northern woodlands, but a variety of life is present — if you know where to look.

Temperature and water are the two factors that most shaped the evolution of Badlands life. All animals seek shelter around high noon and midnight, when temperatures are at their most extreme. In sand deserts, the loose surface silicate is superheated because it conducts heat very poorly. Animals which dig below this layer will find much cooler sand as well as Ross lichen, a plant that lives roughly a meter below the surface; similarly, flying animals can find much cooler air above the sand. At high noon, almost no movement will disturb the baking ground, but tracks and perhaps a freshly stripped skeleton will testify to the activity of that morning. Once the sun dips a little lower, the local fauna will crawl from under rocks, snake out of the dunes or swoop down from above.

Human survival, especially in the homestead environment, is closely tied to animal life in the Badlands. Traders and farmers alike ride desert springers or armadillo beasts across the wastes and rely on their mounts to help them find water holes or moisture-rich plants. Waterroot farmers fight a delicate struggle to keep their crops from being drained dry by local wildlife while still keeping enough animals around to hunt down parasites that can kill a whole field. Homesteaders usually keep at least a few springers around, both as pest control and food source.

As elsewhere on Terra Nova, Badlands animals tend to be quite hardy and dangerous to those who don't know what to expect.

Many animals, such as the hoppers and springers, are rarely dangerous, but predators like the bank's monitor or the barnaby are far more aggressive. Like humans, animals in the Badlands can ill afford to waste any food, so an informed traveler must know how not to enter into that category. Necessary survival skills include how to walk calmly over a bed of hunter vines, see the difference between a hopper and a longfang, noticing a bank's monitor trap before it springs and staying far away from redjacket swarms.



CREATURES OF THE BADLANDS



ARMADILLO BEAST

• Typical Attributes

AGI	-2	BLD	9	FIT	1	INS	0	PER	0
WIL	0	STR	5	HEA	0	STA	70	UD	16+ natural weap.

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	0	Hand-to-Hand	2	-2	Navigation	2	0
Survival	3	0						

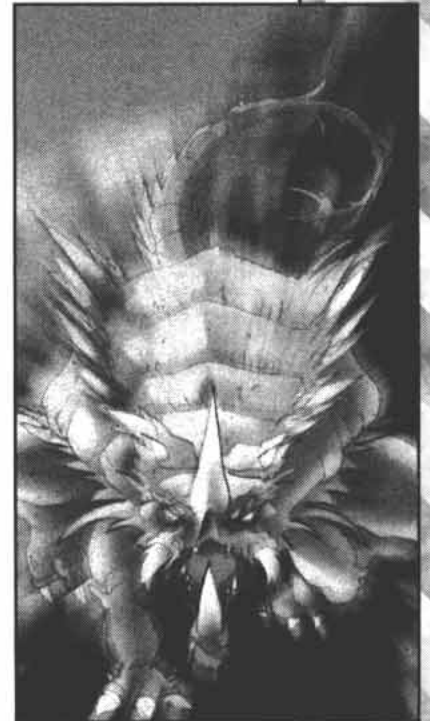
• Special Abilities

Tusks	(x14 damage)	Tail-lash	(x9 damage)	Armor Plates	(+45 armor)
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• Description

A cousin of the barnabus iguana, the armadillo beast roams the Eastern Desert and other arid areas. Huge, armor-plated beasts, these creatures serve as long range riding mounts for desert nomads and the Jan Mayen militia. Armadillo beasts can survive for week without water and are famous for always finding their way back to their departure point.

The armadillo beast is normally a peaceful herbivore, though it is generally considered unwise to irritate or otherwise provoke one. While far from being invulnerable, they are surprisingly tough: rounds from a Gear's light machinegun and other anti-personnel weapons have been known to simply bounce off the beast's rough hide, leaving the pilot stunned and amazed.



ARMY SKAGS (SWARM)

• Typical Attributes

Aggressiveness	3	Damage/turn	2	Damage Threshold	20
Random Horde Size	5 x d6	Basic Swarm Size	300-500		

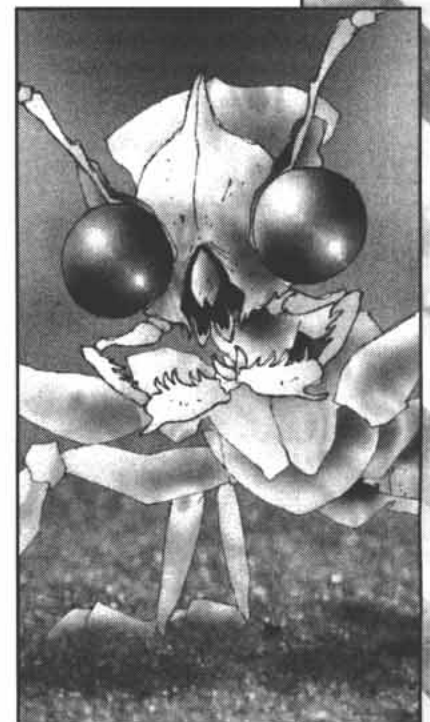
• Description

Large colony insect-like creatures, army skags inhabit most of the savannah belt of the Badlands. A few hardy variants can also be found in the mountains, though they are not as common. The huge colony mounds of the skags can be found across the landscape. They are industrious creatures and defend their territory and feeding ground mercilessly.

The skags' rigid social order is composed of five castes, each indicated by the color(s) displayed on the carapace armor of the abdomen: royalty (black with white stripes), warrior (dark brown), worker (dark gray), nurse (pale gray) and gatherer (brown). Of these, only the skags of the royalty caste are fertile and capable of laying eggs, all other skags are asexual drones.

The royalty caste consists of anywhere from five to sixty members, depending on the resources available in the area and the size of the nest. They control reproduction and the attribution of resources. Whenever the number of royal skags falls below a comfortable level for the colony, the royalty birth ratio increases automatically, dropping once more when they reach around fifty. Terranovan biologists believe that such processes are activated by chemical or hormonal triggers, though the difficulty of studying skags in their natural habitat has made any conclusions unreliable at best.

The warrior caste — almost half the population — protects the colony against any predators and seeks prey to feed the others. The worker caste handles the transportation of food and the maintenance of the colony. The nurses are the only permitted to approach the eggs once they have been laid. Finally, the gatherers paralyze small reptiles and carry them back to the colony where they are impregnated with the royalty's larvae. The larvae then eat the animal from the inside until they reach maturity.

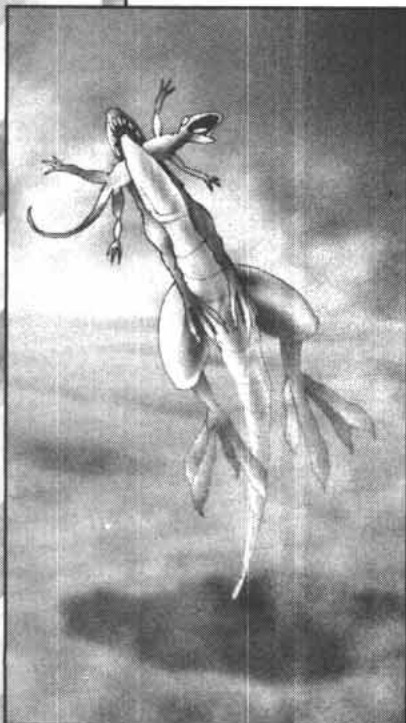




CREATURES OF THE BADLANDS

08

BANK'S MONITOR



• Typical Attributes

AGI	2	BLD	2	FIT	3	INS	2	PER	2
WIL	0	STR	2	HEA	2	STA	45	UD	7+ natural weap.

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	3	2	Camouflage	2	2	Combat Sense	2	2
Hand-to-Hand	3	2						

• Special Abilities

Bite	(x8 damage)	Claws	(x3 damage)
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• Description

The so-called "peek-a-boo lizard" lives in the desert fringe areas. Approximately two meters long, the monitor burrows below the surface and covers itself with a thin disc of spittle-hardened sand. When a suitably sized animal comes nearby, the monitor springs from its nest to kill its prey. The animal was named after the colonist who first discovered it — or, rather, who was first discovered by it. In TN 18, Esther Bank was on an expedition to further explore the Belt when she was ambushed by a monitor, barely surviving the encounter. Bank's monitor population has four times more males than females. Each Spring, the fertile female builds a nest and waits. On average, three to five males will show up and fight for the privilege to mate with her for the season. They seldom fight each other to the death, but will viciously attack any creature that comes within the female's vicinity. After a five-week gestation period, the female lays six to twenty eggs that will hatch four weeks later.

BARNABY (BARNABUS IGUANA)



• Typical Attributes

AGI	-2	BLD	8	FIT	1	INS	0	PER	0
WIL	2	STR	4	HEA	1	STA	70	UD	14+ natural weap.

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	-2	Dodge	1	-2	Hand-to-Hand	2	-2

• Special Abilities

Bite	(x10 damage)	Tail-lash	(x8 damage)	Thick Skin	(+15 armor)
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• Description

The barnaby is a common predator in the mountain and savannah areas of the Badlands. A slow hunter of hoppers and skags, these omnivorous one-ton lizards have become common beasts of burden among savannah tribes and ranchers. Their inherent toughness and strength have made them ideal for plough work in those areas where technology is too scarce to be completely reliable. They are somewhat stubborn and very difficult to train, but inexpensive and sturdy. Many homesteaders keep a few barnabies around as a backup to their farming machinery in case the latter breaks down.

Barnabies are not particularly aggressive beasts, but some city-states such as Javari (in the Eastern Sun Emirates) drug them and use them for corridas where they pit three or four of them against one toreador. Barnaby meat is relatively inexpensive, but not particularly tasty.

CREATURES OF THE BADLANDS



HOPPER

• Typical Attributes

AGI	3	BLD	-6	FIT	2	INS	2	PER	2
WIL	1	STR	-2	HEA	-2	STA	10	UD	1+ natural weap.

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	3	3	Dodge	4	3	Hand-to-Hand	1	3

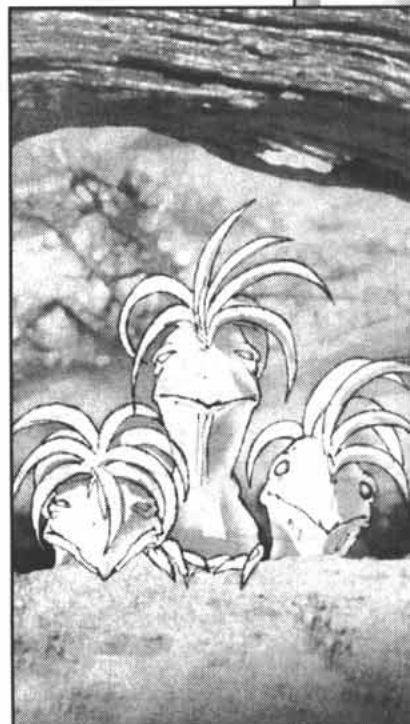
• Special Abilities

Bite	(x4 damage)
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• Description

Found in the deserts (sandhoppers) and the mountains (rockhoppers), these small lizards are common food animals in the Badlands. When they are born, sandhoppers are a pale beige; they turn to the adult ochre after three seasons. The rockhoppers are born with a pale gray hide that turns to the standard dark gray with age.

Sandhoppers and rockhoppers are herbivorous and pose little threat to humans. Many Badlanders use them as pets the way Earthers do with cats and dogs. Most Badlanders remember happy days as a child chasing hoppers across the landscape. Hoppers are normally trapped rather than hunted. Their hides are often used to manufacture purses, leather jackets and even cloaks. Many homesteaders raise "flocks" of hoppers in their backyards; their high rate of reproduction and minimal food requirements make them the perfect candidate to serve as the Terranovan equivalent of chicken.



HUNTER VINES

• Typical Attributes

AGI	1	BLD	0	FIT	4	INS	n/a	PER	3
WIL	n/a	STR	2	HEA	1	STA	30	UD	8+ natural weap.

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	3	1	"Hand-to-Hand"	3	1			

• Special Abilities

Constriction Thorns	(x8 damage)	Blood drain	(auto. Flesh wound)
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• Description

Although they are not animals, hunter vines remain dangerous predators. A desert plant that lives just below the upper layer of sand, the vines can sense pressure and lash out when a large animal (or human) walks over them. They constrict around their prey and small tube-like thorns puncture the skin. The animal's own thrashing pumps blood into the vine.

Once the skin of the victim has been punctured (constriction attack), it automatically suffers one Flesh Wound for each round of struggling. Only a successful Survival roll against a threshold of 6 can prevent panic and allow escape. Characters without the Survival skill can make a Willpower roll instead, provided the affected character **knows** about the hunter vines' peculiar feeding mechanism.





CREATURES OF THE BADLANDS

08

LONGFANG HOPPER



• Typical Attributes

AGI	3	BLD	-6	FIT	2	INS	2	PER	2
WIL	0	STR	-2	HEA	1	STA	10	UD	1 + natural weap.

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	3	2	Dodge	2	3	Hand-to-Hand	3	3

• Special Abilities

Bite (x9 damage): injects sedative toxin (1 round onset, potency 12)*	Claws	(x4 damage)
*Health rolls should be modified by half the victim's BLD score, rounded down		

• Description

A viciously carnivorous cousin of the rock and sandhopper, the longfang is very difficult to distinguish from its more placid relatives. Longfangs use this similarity to their advantage: they wait on rocks or dunes until a predator approaches, then attack with hidden fangs, injecting a powerful toxin that slows down the attacker. The toxin does little more than make a barnaby sluggish, but it can be quite dangerous to humans. Longfangs prefer to hunt in packs, although they have no social order among themselves the way mammals do. They only gather for the hunt, then disperse with their food once it is over. During the hunt, they hiss and whistle to one another in a crude form of communication. Despite their diminutive size, they do not hesitate to attack an opponent that can be many times larger than them.

REDJACKET [SWARM]



• Typical Attributes

Aggressiveness	3	Damage/turn	4	Damage Threshold	25
Random Horde Size	2 x d6	Basic Swarm Size	10-15		

• Description

Redjackets are vicious flying insects about the size of an Earth mouse. They hunt in swarms that prey on any animal they encounter, including skags, hoppers and — sadly — humans. They look like large wasps clad in angular plates of armor that protect their body from attack by other creatures, including rival redjackets from another nest. As their name indicates, redjackets have a characteristic reddish coloration on their head, torso and upper abdomen. The coloration fades to a blackish grey on the abdomen and along the limbs. The wings, the redjacket's weak point, are translucent and are normally stored within the abdomen plates for protection. Obviously, they must be deployed for flight. When in use, the wings' flapping motions make a highly characteristic buzzing sound.

Redjackets live in hives that appear to be little more than man-sized honeycombed pitons, but that is but the tip of the iceberg. A single colony may have tens of thousands, perhaps even hundreds of thousands of redjackets and they mercilessly prey on any creature daring enough to enter their territory. The exact number of redjackets is difficult to evaluate, but it can be extrapolated based on the amount of food they eat in a given area. It has been hypothesized, however, that their hives could reach down into the MacAllen network and that they might have access to food sources that scientists have not yet measured. If that is indeed the case, the redjacket population might be far bigger than what has been calculated thus far.

Many Badlanders carry small shotguns with sand-filled shells to "swat" these deadly pests. While the "sand-blast" gun itself is not enough to kill the redjacket, it is more than capable of ripping its fragile wings apart. Once on the ground, the insect represents far less of a threat. Some crazy Badlanders have also come up with an autofire version of the gun that they use to decimate attacking swarms, but ammo supply remains the main obstacle to its use.

CREATURES OF THE BADLANDS



ROOT LIZARD [SWARM]

• Typical Attributes

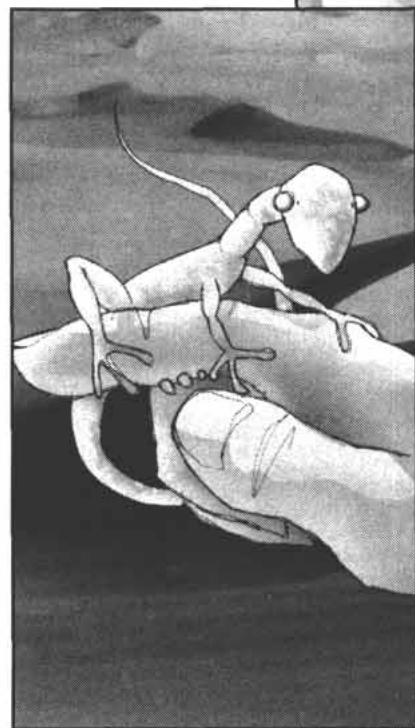
Aggressiveness:	1	Damage/turn:	1	Threshold:	10
Random Horde Size:	5d6	Basic Swarm Size:	200-300		

• Description

Root lizards are small (2-5 cm long on average) reptilians that live in the fringes of many desertic zones and are common pests for waterroot farmers. They are generally of a whitish-brown color, though variations according to species and location are common. Root lizards have thin limbs and an elongated head capped by two compound eyes. The eyes can be covered by a special retractable membrane to protect them against the sand particles and the rays of the sun.

Root lizards are adept at burrowing through the sand to get at the glucose-rich water stored in waterroots and many other desert plants. Individually or in small numbers, they are only a mild annoyance, but the lizards occasionally gather in large swarms — usually as a result of reproductive frenzy after finding a rich source of water. These swarms then run across the desert and can rapidly destroy the crops of any homestead they come across. Hordes have been known to destroy a large field inside a few minutes.

To reproduce themselves, they copulate then lay their eggs inside a waterroot. The larvae inside the eggs soon eat through their soft shell, then float inside the nutrient-rich water of the waterroot's bulb. They slowly soak in the water and bloat as they grow until their fourth week, when they are ready to eat their way out of the root. It takes them no more than a week before losing the water they have accumulated under their thin hides, but that is long enough for most of them to learn how to survive in the Badlands. The sight of a waterroot erupting with bloated young root lizards is far from being a pleasant one and has ruined the appetite of more than one unwary Badlander. The only way to differentiate an infested plant is to look for the telltale entry point made by the lizards as they pierce the skin to lay their eggs.



SPRINGER [HERDING]

• Typical Attributes

AGI	-1	BLD	7	FIT	0	INS	0	PER	0
WIL	2	STR	3	HEA	0	STA	60	UD	11+ natural weap.

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	-1	Dodge	1	-1	Survival	1	0

• Special Abilities

Kick	(x9 damage)
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• Description

The principal herding animal of the Badlands, the springer is found in great numbers across the savannahs. A peaceful herbivore, the herding springer grazes in large herds or in small groups of a dozen or less.

The springer was domesticated early in the planet's colonial history, when settlers exploring the Badlands discovered that its meat was edible once treated by the proper enzymes. With the colonial boom that followed, great ranches were established to supply the new population centers with fresh meat. Over time, new species were bred by the homesteaders, many of which became naturally edible once an enzyme-producing bacteria was supplied in the beasts' diet. The tusks growing out of the cartilaginous hump on the springer's back, used for protection against predators in the wild, were "edited out" through careful breeding. Still, modern homesteaders often have to file down the tusks to prevent the handlers (or the animals) from hurting themselves.





CREATURES OF THE BADLANDS

08

SPRINGER [RIDING]



• Typical Attributes

AGI	1	BLD	7	FIT	1	INS	1	PER	0
WIL	1	STR	4	HEA	1	STA	65	UD	12+ natural weap.

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	1	Hand-to-Hand	1	1	Survival	1	1

• Special Abilities

Kick	(x9 damage)
------	-------------

• Description

The result of a dedicated breeding efforts over the centuries, the riding springer is a leaner and stronger cousin of the herding springer. Ranchers, savannah and tribesmen often ride this creature. The Sand Riders are also especially fond of the springers, although they ride it a bit less than "civilized" Terranovans because the animals dislike the heavy protective gear required for protection against the white sand.

Instead of having the cumbersome side leg and less flexible hip structure of the herding springer, the riding springer has legs that go almost straight down the body, helping them better support the weight of the body and rider, and making them better runners. Riding springers are well-trained and easy to control. They are harnessed with a small saddle that fits just behind the dorsal cartilage plates. The rest of the harness is very similar to the one used for an Earth horse, and is often decorated and worked with delicate care.

SPRINGER [WILD]



• Typical Attributes

AGI	-1	BLD	+7	FIT	0	INS	0	PER	0
WIL	2	STR	3	HEA	0	STA	60	UD	11+ natural weap.

• Typical Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	-1	Hand-to-Hand	2	-1	Survival	1	0

• Special Abilities

Kick	(x10 damage)	Gore	(x15 damage)
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• Description

Before it was domesticated by the early settlers, the springer lived a peaceful grazing existence in the plains and savannahs of the planet. Even today, wild springers are found in great numbers across the savannahs. Wild springers have horny, tusk-like projections on their back to defend themselves against predators. When grazing, the wild springers arrange themselves in a circle, tusks pointing outward for defense. The young are placed in the middle and the whole group moves together when the grass has been consumed at their present location.

Like its domesticated cousin, the wild springer is an excellent source of meat. It is also possible (but quite difficult) to tame one, as it requires patience, determination, and a good dose of courage. Hot-blooded teenage Badlanders sometimes organize taming expeditions, where the degree of prestige one gains from his peers is directly related to the time spent on the back of the frightened and raging animal.

CREATURE RECORD SHEET



08

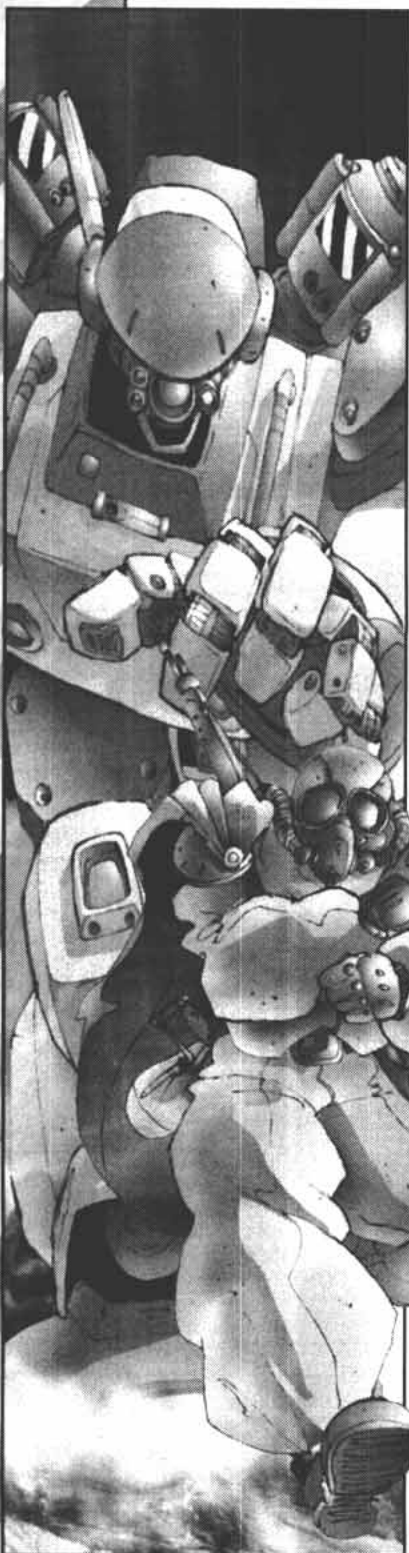
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		CREATURE TYPE:		NAME	CPLX			
		WEIGHT:		LVL	+/-			
		DIET:						
		GENERAL BEHAVIOR:						
		ATTRIBUTES		SPECIAL ABILITIES				
		AGI	BLD	FIT	INS	PER	WIL	WEAPONS & ARMOR
		SECONDARY TRAITS						
		STR	HEA	STA	UD	NOTES:		
		PHYSICAL STATUS		SYSTEM SHOCK				
		INJURY	SCORE	ARMOR	PENALTY	#		
		FLESH WOUND			-1			
		DEEP WOUND			-2			
		INSTANT DEATH			DEAD			

PICTURE		CREATURE INFORMATION		SKILLS				
		CREATURE TYPE:		NAME	CPLX			
		WEIGHT:		LVL	+/-			
		DIET:						
		GENERAL BEHAVIOR:						
		ATTRIBUTES		SPECIAL ABILITIES				
		AGI	BLD	FIT	INS	PER	WIL	WEAPONS & ARMOR
		SECONDARY TRAITS						
		STR	HEA	STA	UD	NOTES:		
		PHYSICAL STATUS		SYSTEM SHOCK				
		INJURY	SCORE	ARMOR	PENALTY	#		
		FLESH WOUND			-1			
		DEEP WOUND			-2			
		INSTANT DEATH			DEAD			

PICTURE		CREATURE INFORMATION		SKILLS				
		CREATURE TYPE:		NAME	CPLX			
		WEIGHT:		LVL	+/-			
		DIET:						
		GENERAL BEHAVIOR:						
		ATTRIBUTES		SPECIAL ABILITIES				
		AGI	BLD	FIT	INS	PER	WIL	WEAPONS & ARMOR
		SECONDARY TRAITS						
		STR	HEA	STA	UD	NOTES:		
		PHYSICAL STATUS		SYSTEM SHOCK				
		INJURY	SCORE	ARMOR	PENALTY	#		
		FLESH WOUND			-1			
		DEEP WOUND			-2			
		INSTANT DEATH			DEAD			



FULL GEAR IN THE SANDS



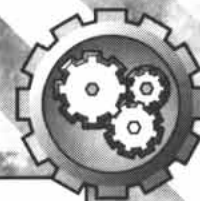
The desert wind was whistling past Risha's ear, sweeping the white sands into small wavelets of acidic dust. She observed the hills carefully, her eyes squinting in her effort to see through the curtain of sand that was obscuring her vision. Something deep inside her gut was making somersaults, leaving her with a bitter taste in her mouth. A storm was coming. A tempest. She blinked in surprise at that realization. The Sand Riders' desert instinct, she thought. Her, of all people...

She noticed some movement to her left, a few hundred meters away, and instinctively reached for the large wrapped cylinder by her side. It was him, Shaddin, her mate. He was too far to be recognized, but she knew it nonetheless. He was quickly running over the sands, a gloved hand clutching his left shoulder, the makeshift, resin-covered armor obviously torn open by shrapnel. He was bleeding and the acidic sand must have been eating at his flesh. Risha knew she would have crumbled from the pain and died there, but he was a Sand Rider, not an ordinary Badlander like herself. He was of another breed. He would run until his heart ceased beating, perhaps even after.

She gestured in the air, hoping it would be understood. Shaddin kept on running until the base of the hill, then swerved toward where she was. She sighed in relief — he had seen her. She returned her gaze toward the top of the hill where Shaddin had come from, waiting for his pursuers. A Warrior rose from behind the hill, its metallic shine dulled by the burning sands. Thumping almost audibly over the wailing wind, it was quickly running up the hill, homing in on Shaddin as he was vanishing behind a hill. The machine rapidly made its way down the slope, following Shaddin's rapidly fading tracks.

The Warrior reached the bottom of Risha's hill. It made one more step forward and the ground collapsed under it. Where a man could walk, a Heavy Gear could not always follow, and the sand-covered planks on which Shaddin had passed could not support its weight. Risha aimed and fired her bazooka. The crack in which the Gear had fallen erupted in flame as an explosion shook the ground. Tons of white sand fell inside as the underground cave's ceiling collapsed, burying the Warrior under its crushing mass.

Shaddin appeared by Risha's side. His shoulder was black and burned, his flesh painfully charred, but he remained stoic. He took Risha's hand and they both slipped away, leaving the upcoming tempest to finish what they had begun.



9.1 ADDITIONAL TACTICAL RULES

The harsh environment of the Great White Desert provides several unique tactical problems for the **Heavy Gear** player. The large quantity of corrosive white sand ash provides new dangers for all combatants. What's more, Sand Rider infantry units can be surprisingly dangerous in their home environment.

The following rules concern the Sand Riders' special abilities and equipment, translated in standard tactical game terms. White sand terrain is extremely dangerous and too complex to cover in this short space. It will be extensively explained in the **Tactical Support: Battlefield** sourcebook instead, along with many new terrain types.

The statistics of four typical Badlands vehicles are provided in the following pages. A set of options representing the most common modifications made to these vehicles can be found after each description.



9.1.1 SAND RIDER INFANTRY UNITS

For wargaming purposes, consider the basic fighting unit of the Sand Riders as a ten-person infantry squad that generally follows the rules of any other infantry unit. However, the Sand Riders are masters of their environment and have developed skills and equipment which allow them to defend their desert home with increased efficiency.

• Armor

The Great White Desert is a very dangerous place, and each Rider wears a complex cloak with a heat-dampening lining and a coating of an anti-corrosive fibrous resin. These cloaks provide the equivalent of the Stealth vehicle perk at Rating 2, but only in a desert environment. The cloaks also allow Sand Riders to ignore all white sand-related effects (except for obscurement during storms). Sand Riders can wear up to light flak armor under their cloaks.

• Weapons

Sand Riders are able to use standard infantry weapons, but have access to few rocket launchers or automatic weapons. These complex arms have a tendency to break down in the harsh white-desert environment. The Sand Riders have adapted some simple heavy rifles for their use, protecting them from corrosion with the krava resin and using home-made ammunition containing refined white sand. When using this ammunition, an attacker who successfully hits his target with an even result on the attack roll burns through an additional point of armor (1 armor lost for an attack that would cause no damage, 2 for a Light damage attack, 3 for a Heavy damage attack). If the attack roll is odd, the attack is resolved normally.

SAND RIDER WEAPONS TABLE

Weapon	Accuracy	Damage	Range	ROF
15mm heavy rifle	0	x4	1/2/4/8	0
24 mm extra-heavy rifle	0	x6	2/4/8/16	0

Special Rules: *On an even attack roll, white sand ammunition reduces target's armor by an additional point.*

• Transport

Sand Riders most commonly engage in combat on foot, in which case they have 2 MPs (walker movement) like any other infantry unit. At times they will ride springers into battle, giving them 5 MPs (walker movement).

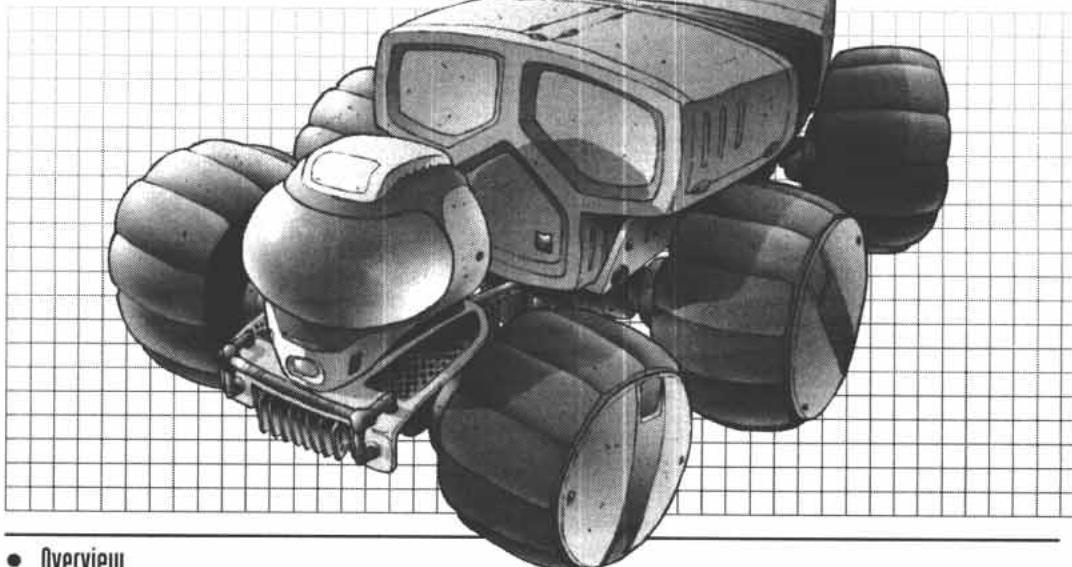
• Threat Value

The special abilities of the Sand Riders means that the method of calculating a unit's threat value is slightly different than with other units. When using Sand Rider units:

The special cloaks increase the unit's effective skill rating by one rank for calculating the multiplier to the threat value (and for this purpose only). Weapons with white sand ammunition add two (2) to their damage rating when calculating the threat value. Units on springers double their final threat value (like units with jet packs or ATVs).



LONGRUNNER



• Overview

A standard of Badlands caravans, the massive *Longrunner* truck is famous for its reliability. The vehicle is powered by a diesel engine coupled to an efficient generator and a battery array. Each of the six massive wheels has its own electric drive motor and transmission, and the vehicle can often survive the destruction of up to two wheels without any loss of speed. A back-up foldable solar array can completely recharge the engine in about twelve hours. This makes the *Longrunner* inexpensive to operate and ideal for many caravan traders who often use them as home and transport. The truck's large size and high ground clearance allow it to cover the rough terrain with relative ease, and also provide protection against natural and man-made dangers.

Neil Motor Works offers many modified versions of the standard *Longrunner* equipped with such options as luxury passenger accommodations, satellite uplink and back-up sensors. The *Longrunner* is usually unarmed, but an optional cabin with a semi-stabilized light machinegun mount is available by special order.

• Service Record

The *Longrunner* was one of the first vehicles to be produced by Neil Motor Works. It is still one of the firm's best sellers, an unmistakable sign of the truck's sound design. *Longrunners* are often part of caravans crossing the Badlands. Usually, traders will secure the solar sheet on top of the cargo bay to power their appliances without affecting their deployment range.

• Specifications

Code name:	Longrunner	Production code:	N-R2
Manufacturer:	Neil Motor Works	Use:	Long distance desert caravan vehicle
Height:	8.3 meters	Length:	15 meters
Average armor thickness:	15 mm	Armor material:	alloy w/glazing
Standard operational weight:	20,764 kg	Maximum speed on clear ground:	106 kph
Powerplant:	mixed electrical/diesel	Horsepower:	2000 hp

• Weapons

None as standard

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Longrunner-B (Ground 8/16, Double Towing Capacity)	343	Longrunner-D (Geological Sensors, Micro-Lab)	419
Longrunner-C (Armor +3, Ground 8/16)	274	Longrunner-E (Luxury Passenger Acc. x 6, no cargo)	1452
Add six-shot AP Grenade Launcher (fixed to one arc)	OS +18	Add Light MG w/200 shots in 360° mount (T fire arc)	OS +111.6

LONGRUNNER



MOVEMENT

ELECTRONICS

ARMOR

CREW

HEAVY GAINS



PERKS

FLAWS

DEFECTS

WEAPONS

DAMAGE

101



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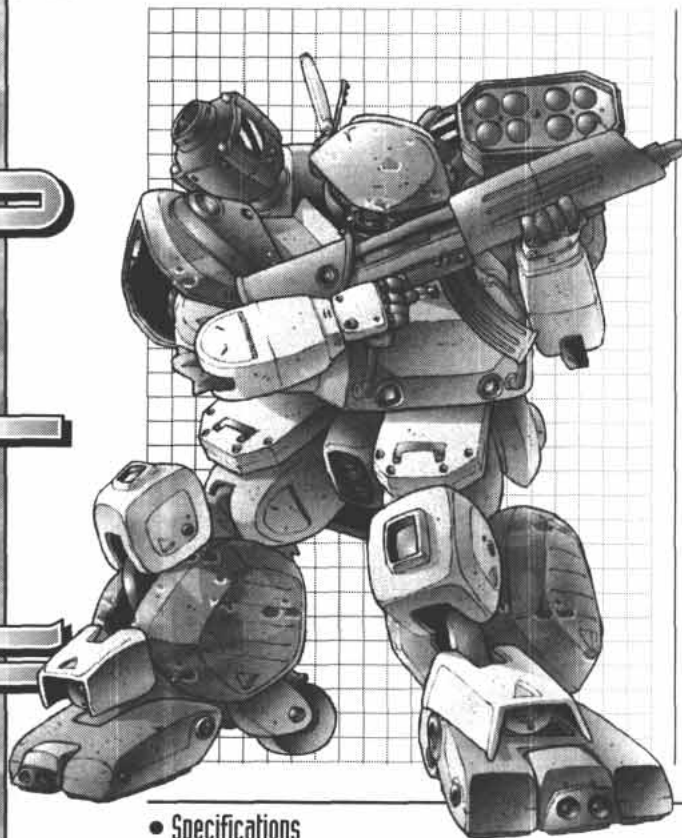
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WARRIOR



• Overview

Paxton Arms has always been the major weapons supplier in the Badlands. The corporation's only setback was its tardiness in entering the Heavy Gear market. Paxton's research and development division had a very hard time duplicating the required neural net and, by the time the new *Warrior* rolled off the Peace River #2 production line in TN 1802, Northco and Territorial Arms had already cornered the military Gear market. To this day, the *Warrior* and its advanced successor the *Warrior IV* are only widely found in the PRDF, some Badlands militias and in parts of the Eastern Sun Emirates.

The *Warrior* is based on the original *Hunter* design since Paxton did not want to spend research money "reinventing the wheel." Since the *Warrior* was conceived with both the terrain and the market of the Badlands in mind, it incorporates certain special features that make it more efficient in the harsh conditions that prevail in this region.

All joints are covered with thick cloth to protect them against the dust that would otherwise chew up the delicate bearings in no time. The engine is equipped with dust filters and a special cooling system, which also serves as the cockpit's air conditioning. A small 1-liter cooler placed behind the pilot's seat contains fresh water. Another notable feature is the basic ECM package installed in the head, used primarily to defeat rovers' unsophisticated sensor arrays.

• Service Record

The *Warrior I* serves in both Paxton's PRDF and in various Badlands militias. Some were replaced by the very similar Mk 2 and 3 models in the early 1900's. The Mk 1 is presently being replaced on the production lines by the *Warrior IV*, a very advanced version which has a performance profile similar to that of the polar *Jaguar* and *Black Mamba* Heavy Gear designs.

• Specifications

Code name:	Warrior	Production code:	PA-01
Manufacturer:	Paxton Industries	Use:	mass produced soldier Heavy Gear
Height:	4.3 meters	Length:	2.5 meters
Average armor thickness:	45 mm	Armor material:	Durasheet w/glazing
Standard operational weight:	6,642 kg	Maximum speed on clear ground	73 kph
Powerplant:	PMW-V470 V-engine	Horsepower:	470 hp

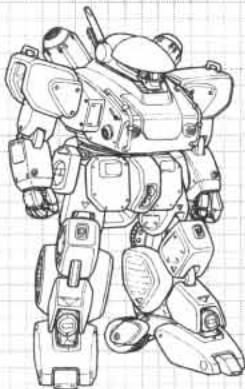
• Weapons

Name	Ammunition Payload	Name	Ammunition Payload
Paxton PR-25 20 mm autocannon rifle	60 shots in 20-round clips	Paxton RP-109S 52 mm rocket pod	24 rockets in launcher
Paxton APGL-78 grenade launcher	6 grenades in launcher	Paxton VK-6 vibroknife	n/a
Paxton M9 Grenades	3 grenades in hip or leg rack		

• Options

Name	Modified Threat Value	Name	Modified Threat Value
PMW-V620 V-engine (Double Towing Capacity)	MS + 215	Upgrade Light A/C to Medium A/C (40 shots)	OS + 58.6
Armor Jacket (Reinforced Location Armor 2, Crew)	MS + 39	Additional Grenades (3)	OS + 33
Add second AP Grenade Launcher (fixed mount, 6 shots)	OS +18	Add Light MG w/200 shots in arm mount (F fire arc)	OS +62

WARRIOR



VEHICLE TYPE:	Warrior
THREAT VALUE:	413
▶ OFFENSIVE:	449.7
▶ DEFENSIVE:	301.3
▶ MISCELLANEOUS:	488.1
SIZE:	6
▶ ORIGINAL DEFAULT SIZE:	7
CREW:	1
▶ BONUS ACTION:	0
COST:	963,667 marks/dinars
▶ PRODUCTION TYPE:	Limited Production
▶ INDV. LEMON DICE:	2

PRIMARY MOVEMENT MODE:	Walker
◆ COMBAT SPEED:	4
◆ TOP SPEED:	(43 kph) 7
SECONDARY MOVEMENT MODE:	Ground
◆ COMBAT SPEED:	6
◆ TOP SPEED:	(73 kph) 12
MANEUVER:	0
DEPLOYMENT RANGE:	550km

SENSORS:	0
▶ SENSOR RANGE:	3 km
COMMUNICATION:	0
▶ COMMUNICATION RANGE:	12 km
FIRE CONTROL:	0

LIGHT DAMAGE:	15
HEAVY DAMAGE:	30
OVERHILL:	45

PILOT (LVL/ATTR):

HEAVY GEAR



PERKS

[illegible]

NAME	RATING	GAME EFFECT
None	-	-

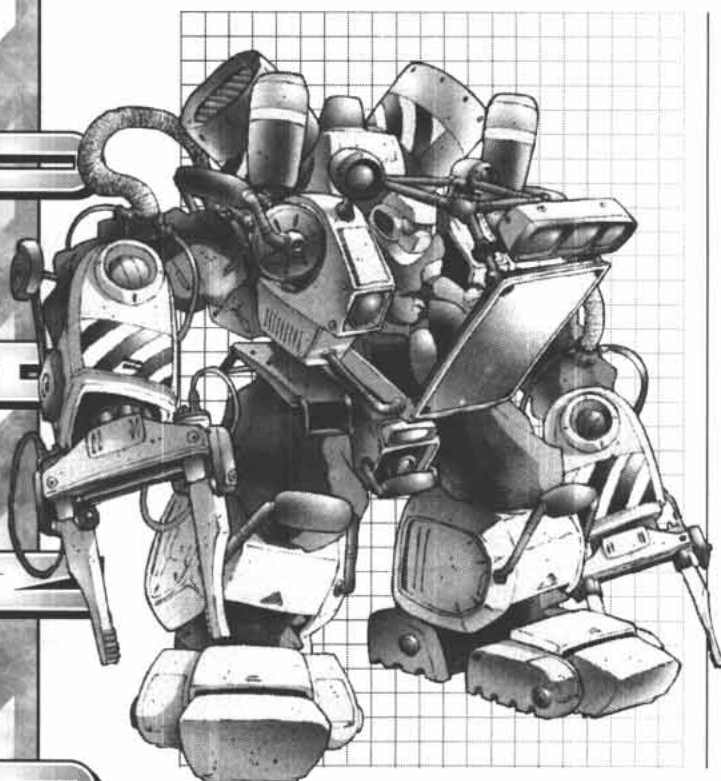
NAME	RATING	GAME EFFECT
Annoyance	-	Cramped head room

[illegible]

	10		60
	20		70
	30		80
	40		90
	50		100



GROUNDHOG



• Overview

The *Groundhog* is an all-purpose work Gear chassis designed by one of Northco's subsidiaries, Elementech. It is a basic walker frame used to enhance a worker's lifting capacity and performance on heavy duty jobs such as construction and ammunition handling. It has a *Hardhat*-derived core to which various limbs and tools can be attached, as required by the variant being produced (twelve different arms are available, from a pneumatic jackhammer to a heavy plasma cutter). Because it is reliable, inexpensive and modular, the *Groundhog* has become a long-lasting standard. The *Groundhog*'s simplicity and ease of repair inspired the Northco engineers while they worked on the BOT Project, which would later lead to the *Hunter*.

• Service Record

The *Groundhog* is a very common work machine. It can be found on most construction sites, and almost all Terranovan factories have a few to load and unload material. The parts are inexpensive, easy to find and easy to replace, which helps extend the machine's service life. Second-hand *Groundhogs* are available everywhere, making this Gear so affordable that no self-respecting business would be without one. It is often said that the first *Groundhog* you buy will be the last.

With the epidemic of raids and attacks on small towns and isolated farms that raged between TN 1470 and TN 1540, it became increasingly necessary for the isolated communities and towns to arm their *Groundhogs* with makeshift weapons and to protect the pilot with welded plates of metal on the chassis. Although slow and ponderous, these walkers proved to be quite efficient and helped establish the viability of the infantry walker vehicle concept. Numerous homesteads still have such makeshift combat machines, handed down from generation to generation.

• Specifications

Code name:	Groundhog	Production code:	EL345
Manufacturer:	Elementech	Use:	all-purpose commercial Work Gear
Height:	4.2 meters	Width:	2.8 meters
Average armor thickness:	15 mm	Armor material:	steel alloy
Standard operational weight:	6,764 kg	Maximum speed on clear ground:	31.5 kph
Powerplant:	V-engine	Horsepower:	800 hp

• Weapons

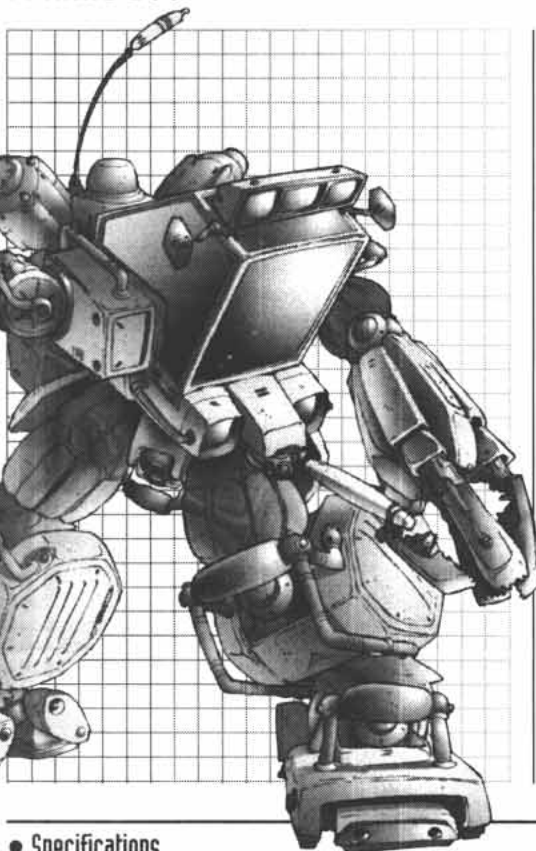
None as standard

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Groundhog Mk 2 (replace pincers by chaincutters)	42	Groundhog Mk 2A (reinforced frame (+2 Armor))	48
Groundhog Mk 2B (replace cargo pincers by laser cutters)	42	Groundhog Mk 2C (replace cargo pincers by powered shovels)	42
Groundhog Mk 2E (replace cargo pincers by powered drills)	42	Groundhog Mk 3 (replace pincers by Size 6 crane arms)	42
Groundhog Mk 7 (Ground 2/4, Triple Towing Capacity)	85	Groundhog Mk 8 (Improved Off-road Capacity)	60
Groundhog Mk 15 (minus Easy to Mod., plus 2 Microlabs)	42	Groundhog Mk 16 (Light Mining Equipment and Overheating)	42
Groundhog Mk 20 (more spacious cabin)	42	Add Light MG w/200 shots in arm mount (F fire arc)	OS +62
Add six-shot AP Grenade Launcher (fixed to one arc)	OS +18		



PRAIRIE DOG



• Overview

This ancestor of the modern Heavy Gear is designed for prospecting. Like many Terranovan walker designs, the *Prairie Dog's* frame is based in part on the *Hardhat* modular vehicle system that was used by the early colonists. The *Prairie Dog* is slightly nimbler and faster than the *Groundhog*, another common commercial model, but not quite as strong. It also has a greater deployment range, a necessary feature considering it must move from one potential mining site to another, and is equipped with a superior sensor array to detect large dense masses and to analyze mineral compositions.

The *Prairie Dog* is semi-modular, which means that its regular pincer-tipped arms can be exchanged for whatever other tools are required by a relatively simple operation that only takes a one or two hours to perform. Common tools include specialized lift pads for heavy crates, power cutters for logging operations and trenchers for digging.

• Service Record

The standard machine is used for prospecting, but there are many other variants used for light construction, forestry work and heavy machinery repair. The military also uses a light engineering type equipped with a small crane and the other tools required for demolition and construction tasks. Parts are not as easy to replace as those of the *Groundhog*, and this, combined with the *Prairie Dog's* greater complexity, reduces its service life compared to its predecessor.

For the past two hundred cycles, Badlands rovers have been modifying *Prairie Dogs* for combat. The tools are replaced by stolen heavy anti-personnel weaponry, and some thick metal plates are welded and/or bolted on top of the frame. The additional weight makes for a slow and clumsy, but sturdy weapon platform and offers a reasonable amount of protection.

• Specifications

Code name:	Prairie Dog	Production code:	VPG-4
Manufacturer:	Verton Industries	Use:	prospecting/mining Work Gear
Height:	4.3 meters	Width:	2.5 meters
Average skin thickness:	10 mm	Armor material:	Flexite alloy
Standard operational weight:	4306 kg	Maximum speed on clear ground:	35 kph
Powerplant:	Verton V869 V-engine	Horsepower:	370 hp

• Weapons

None as standard

• Options

Name	Modified Threat Value	Name	Modified Threat Value
Prairie Dog-W Mk 1 (Amphibious)	78	Prairie Dog Mk 2 (replace one Tool Arm by Manipulator 5)	69
Prairie Dog Mk 2A (replace cargo pincers by powered shovels)	69	Prairie Dog Mk 2B (replace cargo pincers by powered drills)	69
Prairie Dog Mk 2G (replace cargo pincer by chaincutters)	69	Prairie Dog Mk 2H (replace cargo pincers by laser cutters)	69
Prairie Dog Mk 3 (Satellite Uplink, Back-up Sensors)	147	Prairie Dog Mk 4 (Improved Sensors (+1), Micro-Lab)	82
Prairie Dog Mk 8 (Walk 3/5, Double Towing Capacity)	78	Prairie Dog Mk 11 (Light Duty Mining Equipment)	78
Prairie Dog Mk 17 (bubble viewscreen for better view)	-	Add Light MG w/200 shots in arm mount (F fire arc)	OS +62
Add six-shot AP Grenade Launcher (fixed to one arc)	OS +18		

PRAIRIE DOG

MOVEMENT

ELECTRONICS

ARMOR

CREW

HEAVY GEAR



PERKS

FLAWS

DEFECTS

WEAPONS

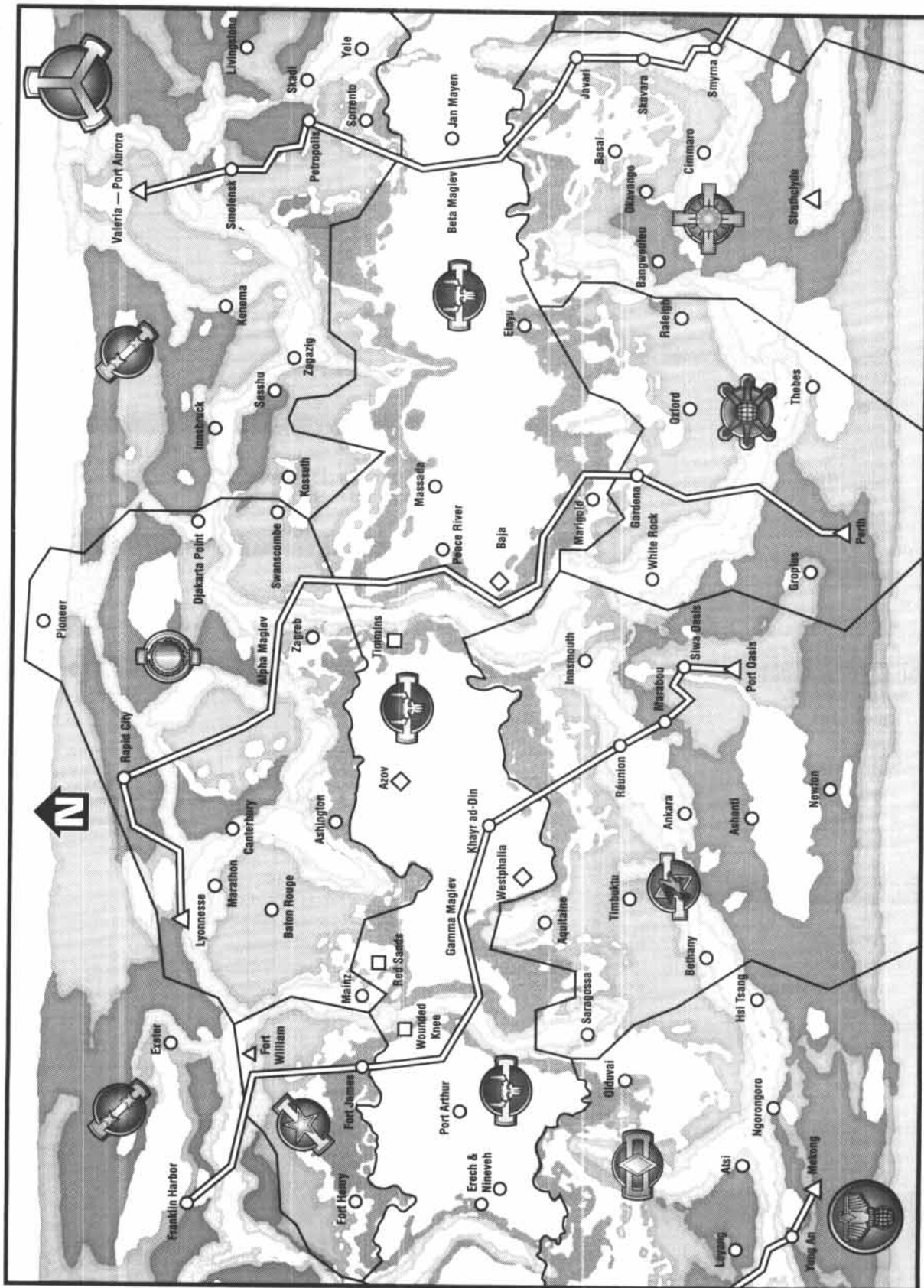
DAMAGE

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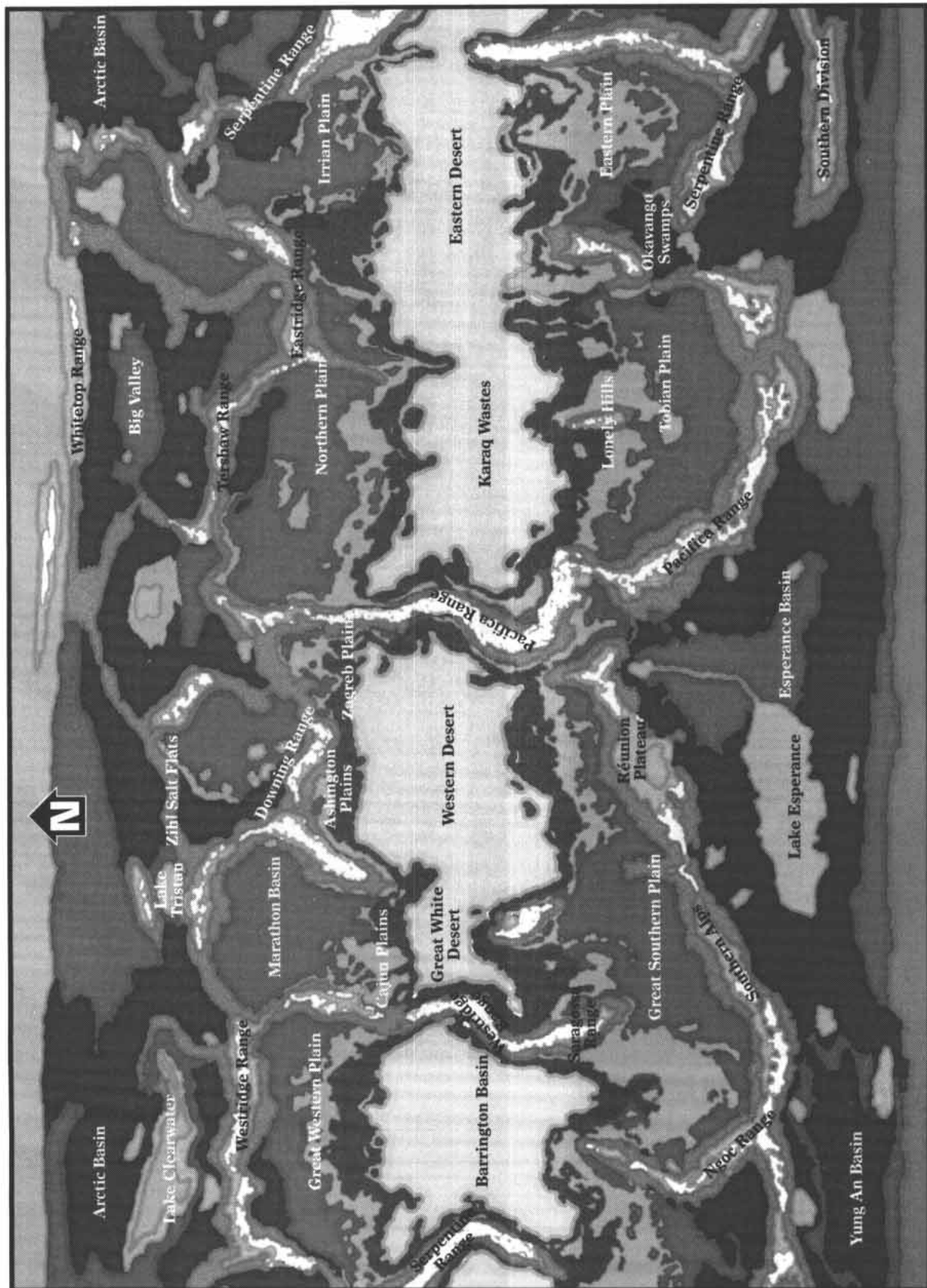


TERRA NOVA GEOPOLITICAL MAP

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TERRA NOVA GEOGRAPHIC FEATURES



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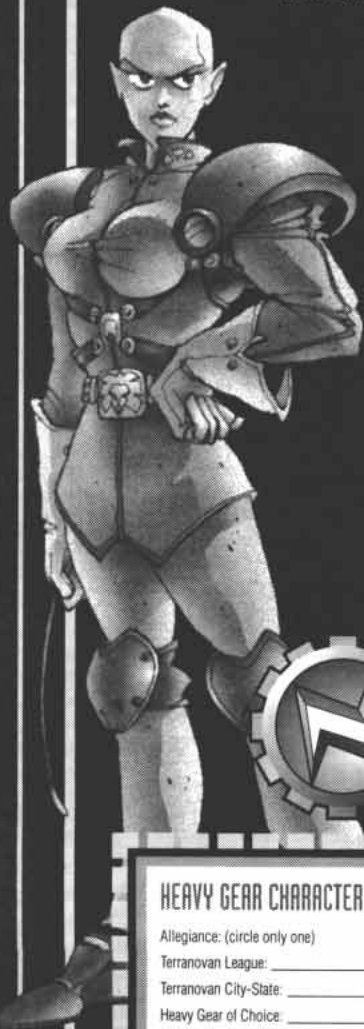
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FOR USE WITH THE HEAVY GEAR RPG, TACTICAL GAME AND HEAVY GEAR FIGHTER CARD GAME

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ITEM #	DESCRIPTION
■ 1200	Hunter
■ 1201	Assault Hunter
■ 1202	Jaguar
■ 1203	Strike Jaguar
■ 1204	Cheetah
■ 1205	Strike Cheetah
■ 1206 ▲	Grizzly
■ 1207 ▲	Assault Grizzly
■ 1208	Hunter Commando
■ 1209	Bricklayer
■ 1210	Fire Jaguar
■ 1211 ▲	Rabid Grizzly
■ 1212 ▲	Kodiak
■ 1213	White Cat
■ 1214 ●	Light Artillery
■ 2050 ◆	Northern Box Set

SOUTHERN MILICIA

ITEM #	DESCRIPTION
■ 1300	Jäger
■ 1301	Blitz Jäger
■ 1302	Black Mamba
■ 1303	Long Fang BM
■ 1304	Iguana
■ 1305	Blitz Iguana
■ 1306 ▲	Spitting Cobra
■ 1307 ▲	Striking Cobra
■ 1308	Stone Mason
■ 1309	Flammy Jäger
■ 1310	Snakeye BM
■ 1311 ▲	Support Cobra
■ 1312	Razorfang BM
■ 1313 ▲	King Cobra
■ 1314 ●	Light Artillery
■ 2051 ◆	Southern Box Set

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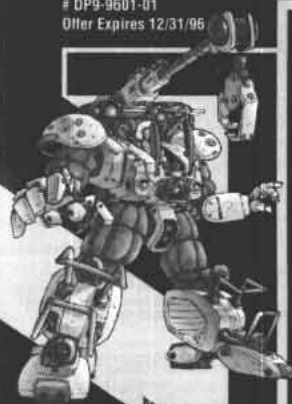


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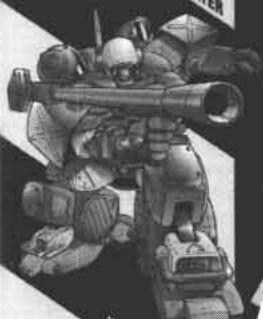
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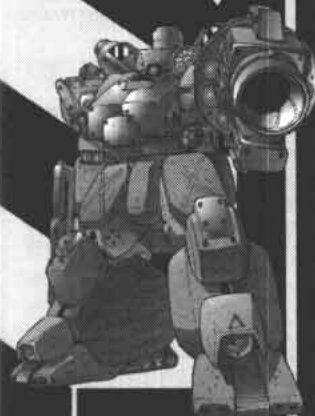
BRICK LAYER



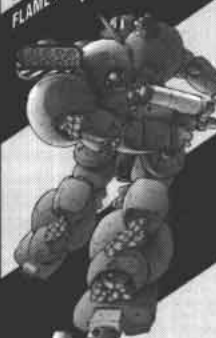
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FIRE JAGUAR
RABID GRIZZLY



STONE MASON
FLAME JÄGER



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