

DP9-9996

HEAVY GEAR

BLITZ!



LOCKED & LOADED

R U L E B O O K



HEAVY GEAR

BLITZ!

ONCE MORE UNTO THE BREACH

The Grizzly's mortar round leapt skyward as it sped past the smoking remains of a Visigoth Main Battle Tank. The guided munition arced downward and struck home, smashing a group of Southern heretics to pieces. They had turned one of his best friends, using him to assassinate the Second Follower. At Rahnguard Oasis, they had attacked the Desert Sharks on a Holy Day and had wiped them out. More friends dead. Why? There would be no answers, for the Southerners' lies changed at every turn. He would stop their lies, stop their dishonor, by raining thunder upon these cold-blooded Snakes in holy retribution...

Heavy Gear Blitz: Locked and Loaded is the culmination of one and a half years of player feedback, including four months of dedicated playtesting and three months of in-depth planning. More so than any previous version, *Locked and Loaded* captures the feel of the *Heavy Gear* universe and the battles within. Game flow and tactical options have been improved and expanded to allow a greater variety of situations and events than ever before. Army Priority Levels allow you to decide whether to focus on quantity or quality, and adjust your force requirements around these criteria. Support Options allow you to hone your force toward your objectives and counter your opponents more effectively. And best of all, everything you need, from the rules, to history, to armies, to the timeline, and even basic campaigns, is in this book.

Whether you want to rain mortar shells upon you enemies, blast them with tank-mounted railguns, or drop paratroopers on your opponent, this book lets you do that and more. So gear up, and Lock and Load, people. You have an entire universe of games in your hands!

John Buckmaster & the *Blitz* Team

LOCKED
& LOADED





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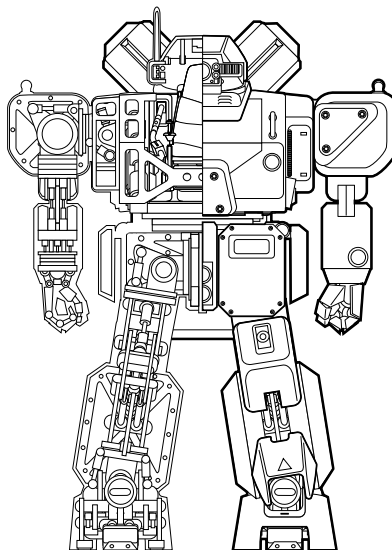
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FROM THE POD

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DEDICATION

To everyone on the DP9FORUM.

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-------------	---

The Original Pod Crew, all of you.

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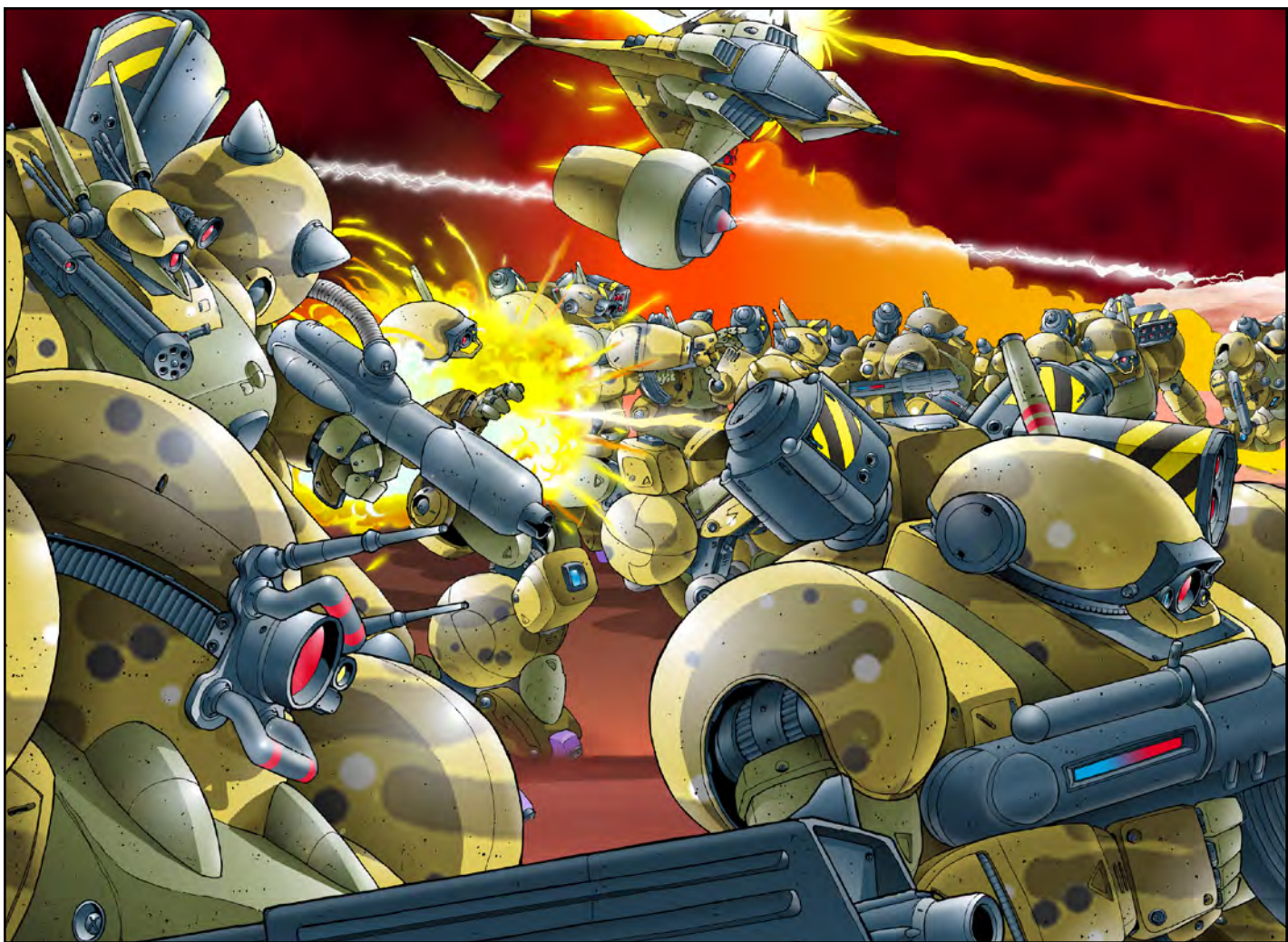


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WELCOME TO THE 92ND CENTURY



WELCOME TO THE WORLD OF HEAVY GEAR

Heavy Gear is set on the distant human colony world of Terra Nova. Settled by colonists from Earth in the 52nd century, it had been occupied by humans for five hundred years when Earth abruptly withdrew support, casting Terra Nova and the other nine colonies into chaos. Thanks to its long history, Terra Nova's settlers had good prospects for the future, even without Earth's support. While still a young world, it had cities, settlements and all the infrastructure needed to sustain a modern human society.

When Earth abandoned Terra Nova, the existing political order collapsed and anarchy reigned. Charismatic leaders gradually restored order and each of Terra Nova's cities, isolated from each other by hundreds of miles of untamed wilderness, became an independent city-state. Before long, city-states were banding together for mutual protection against raiders and to dominate their neighbors. Over the next two local centuries, the Wars of Unification led to the formation of seven great Leagues, aligned into two confederations – the Confederated Northern City-States (CNCS) and the Allied Southern Territories (AST).

Each confederation expanded to occupy the hospitable land around one of the planetary poles. The vast Badlands, a thousand-kilometer-wide band of desert running around Terra

Nova's equator, became the focus of many confrontations between the two powers. These skirmishes were brought to an abrupt end by The St. Vincent's War. A battle for the remains of a colonial-era Gateship called the St. Vincent released a biologically-engineered plague on an unsuspecting planet, killing millions of children. Their will to fight broken, the two confederations settled into a wary peace, then, as friction built between them once more, a tense Cold War. This was the era of the Judas Syndrome, with power brokers and spies across the planet trading information and manipulating entire nations for their own gain. Another Interpolar war seemed imminent. All this changed in TN 1913, when Earth again made contact with her daughter colony.

Earth's ambassadors to Terra Nova were the Colonial Expeditionary Force (CEF), a high-tech army bent on bringing the independent colonies under Earth's thumb. Faced with an army of more than 400,000 highly-trained men and vat-grown supersoldiers called GRELS (Genetically Recombined Experimental Legionnaires) equipped with technology the likes of which the Terra Novan colonists had never seen, the polar confederations were forced to work together. The spies and power brokers that had been ready to sell their nations into war abruptly changed course and brought them into a hasty alliance against their common foe. The CEF, expecting



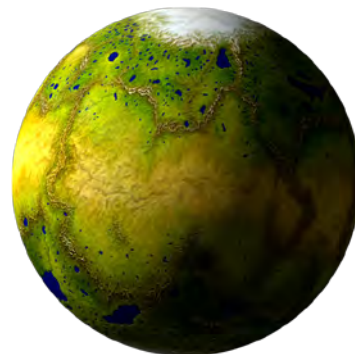
an easy conquest of a fractured and crumbling colony, found instead a strong planet on the brink of war. This invasion created a united force determined to protect its independence at any cost. Even so, the CEF assault drove deep into the heartlands of both polar confederations.

The war of attrition between the colonial defenders and the CEF invaders suddenly shifted in TN 1916, when the Northern and Southern armies worked together in the Battle of Baja to achieve their first decisive victory against the invaders. This was also the incentive needed for Paxton Arms, a massive weapons manufacturer based in the Badlands city of Peace River, to officially enter the war on the side of the Alliance. They had originally declared their neutrality, but had in reality been sneaking arms and supplies to the rovers, badlands militias and freedom fighters that came together to fight as the Peace River Army. Paxton's intervention provided the exhausted Alliance with fresh troops and a plentiful source of supplies. In TN 1917, faced with a hopeless war on three fronts, the CEF retreated, abandoning over a hundred thousand troops – mostly GRELS – on the planet's surface.

At first it seemed that the peace might last. But as cycles passed without another CEF invasion, tensions again built up between the CNCS and the AST. Alliances have frayed, old grudges are not easily forgotten and all hell is about to break loose.

THE PLANET OF TERRA NOVA

Terra Nova is much warmer than Earth. Open bodies of water are virtually unheard of and are limited to a few lakes and small seas near the poles. Most of the planet's water is found in the vast series of underground tunnels called the MacAllen Network and sites where these tunnels are near the surface are of great value. The northern hemisphere is mountainous and temperate, while the south is covered by tropical jungles and swamps. In between is the inhospitable but resource-rich Badlands desert, used both as a battlefield and a source of mineral wealth by the polar confederations.





THE NORTH



The northern hemisphere is united under the CNCS, a relatively equal partnership between three nations: the Northern Lights Confederacy (NLC), the United Mercantile Federation (UMF) and the Western Frontier Protectorate (WFP). There are occasional border disputes and squabbles between these leagues, but they generally cooperate, bound by a mutual fear of the expansionist South and common cultural bonds. Most Northerners are members of the Revisionist Church, a faith born on Terra Nova during the long Reconstruction after Earth abandoned the colony. Both fear and religious fervor are running high in TN 1935 thanks to the assassination of a prominent Revisionist leader and a Southern military build-up.

The CNCS military is the Northern Guard (NG), a professional all-volunteer force made up of soldiers drawn from the regular militaries of the three member-leagues. Each League maintains its own independent army. The Norlight Armed Forces are by far the largest and are extremely zealous, the UMF Army is the best-equipped thanks to the massive manufacturing might of the Mercantile city-states, while the WFP Army is neither large nor well-equipped but is very well-trained, with considerable field experience.

THE SOUTH



The southern hemisphere is ruled by the Allied Southern Territories (AST), a puppet alliance used by the powerful Southern Republic (SR) to rule their vassal-states. The Mekong Dominion (MD), Eastern Sun Emirates (ESE) and Humanist Alliance (HA) were conquered in fact if not in name by the SR long ago. The leaders of these nations have more to gain by working with the Republic than against it, but the ordinary people are less happy, as they have no common ties of culture or economics to their oppressors and often must be kept in line by force. Recent cycles have seen an upswing in rebellions, requiring an increase in the size of the Southern armed forces to re-pacify their cities. The North has been fanning the flames of rebellion and many Southerners are crying for war to punish them for their meddling.

The common defense of the AST is handled by the MILICIA, composed primarily of conscripts drawn from throughout the South and those the League forces no longer want, including criminals. The real might of the South is the merciless Southern Republican Army (SRA). The other leagues are allowed to maintain their own armies, but with strict limits on their sizes, deployment and equipment. The Mekong Peacekeepers (MP) are superbly trained and focused on operations in dense urban and jungle areas, the ESE has no army of its own with each Emir maintaining his or her own retinue, and the Humanist Alliance Protection Force (HAPF) are a small but fanatical force with high-tech weapons, sometimes reverse-engineered from CEF designs.

THE BADLANDS



No single political entity has yet managed to dominate the Badlands. Most of the vast deserts are unoccupied or home only to small groups of homesteaders trying to eke out a life from the land or rovers turned to banditry. The rich mineral resources found throughout the Badlands are coveted by the polar confederations to feed their domestic economies. The confederations also seek to claim strategic land and the sealed Oasis Tower cities for forward bases.

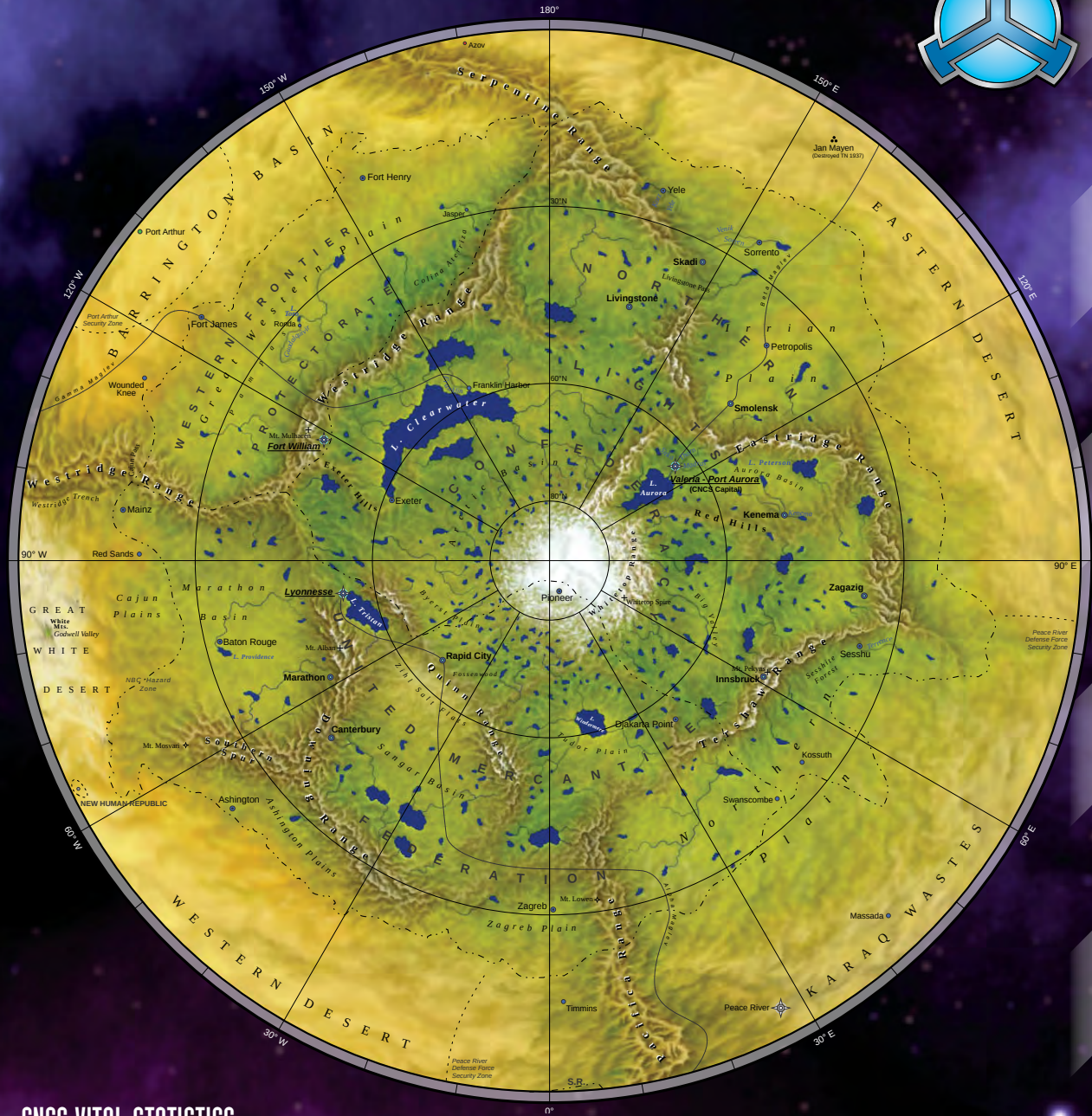
The most significant power in the Badlands is Peace River, home of Paxton Arms. While Paxton Arms sells weapons to both polar confederations, they've also placed the lands around Peace River under their protection. The Peace River Defence Force (PRDF), equipped with the best weapons Paxton Arms can manufacture, patrols this stretch of desert, protecting the residents against both rovers and polar aggressors. The PRDF is well-trained but overstretched and some are beginning to wonder if Paxton Arms has not bitten off more than it can chew.

Another up-and-coming Badlands power is NuCoal — the New Coalition — a group of small, independent city-states. This would be unremarkable but for the presence of Port Arthur, founded by the abandoned CEF troops. The might of the Arthurian Korps forces the polar confederations to respect NuCoal.

Assorted other minor city-states dot the Badlands. Most are typical frontier towns, of interest only to lowlifes, drifters and those that live nearby. The exception is the "city of trash", Khayr ad-Din. The site of a vast junkyard, Khayr ad-Din has long been home to the most successful underground Gear dueling league on the planet. Recently, a Northern expatriate Gear Trainer named Katryne Sanz has been organizing the duelists into a makeshift army. While many scoff at the Khayr ad-Din Army, it has some of the best soldiers on the planet among its ranks, all piloting high-performance Gears.

TN 1933 / AD 6129

TERRA NOVA: THE NORTHERN HEMISPHERE



CNCS VITAL STATISTICS

Founding Date: TN 1692

Method of Government: Alliance of Independent Leagues

Head of State: Chief Justice Winston Stark

Members: Northern Lights Confederacy, United Mercantile Federation, Western Frontier Protectorate, Various Badlands Protectorates (Massada, Red Sands, Timmins, Wounded Knee).

Capital: Valeria

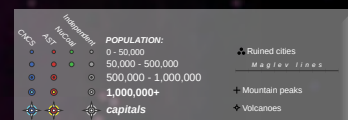
Population: 78 Million

AZIMUTHAL EQUIDISTANT PROJECTION

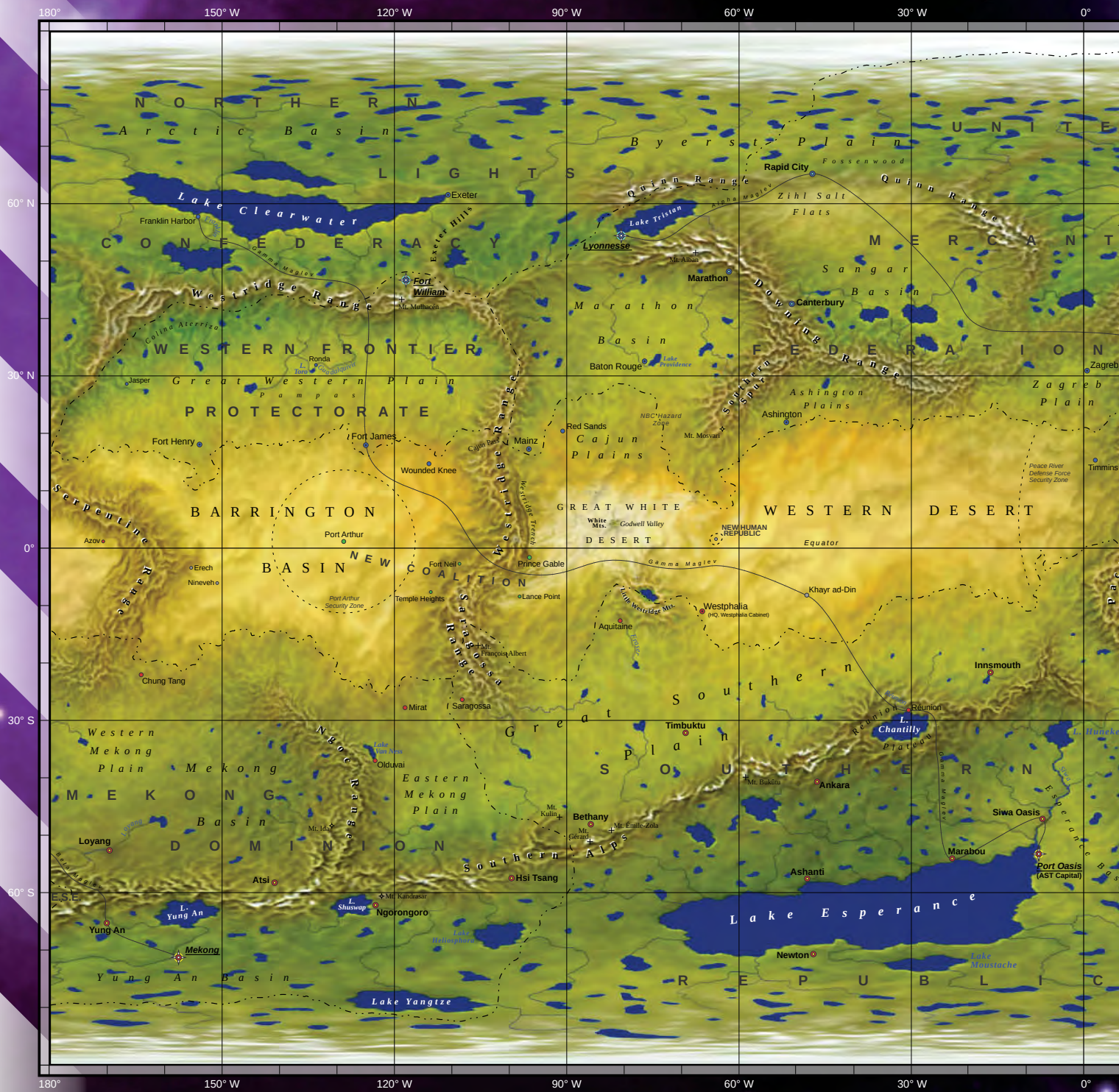
SCALE ALONG MERIDIANS:



LEGEND:



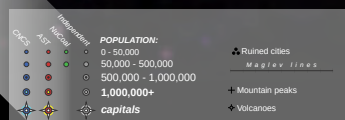
THE COMPLETE MAP OF TERRA NOVA



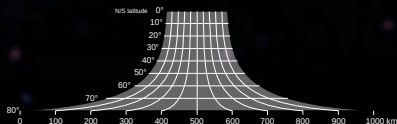
TERRA NOVA
CYLINDRICAL EQUIDISTANT PROJECTION

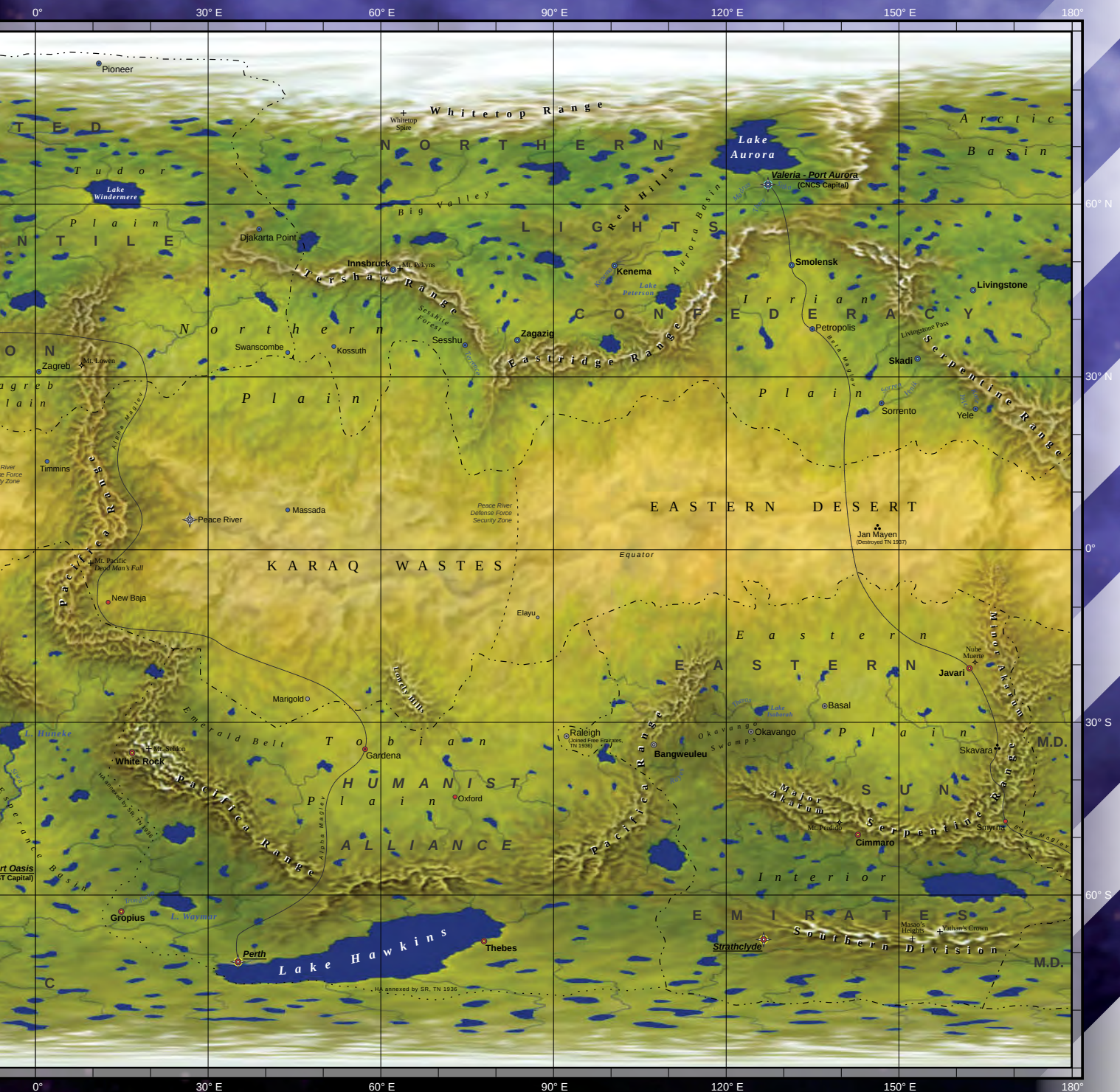


LEGEND:



SCALE ALONG PARALLELS:





NUCOAL VITAL STATISTICS

Founding Date: TN 1932

Method of Government: Trade Alliance

Head of State: Chairman Royz Malkom

Members: Port Arthur, Prince Gable, Lance Point, Temple Heights, Fort Neil

Capital: Prince Gable

Population: 550,000 Approximately



PEACE RIVER VITAL STATISTICS

Founding Date: TN 1595

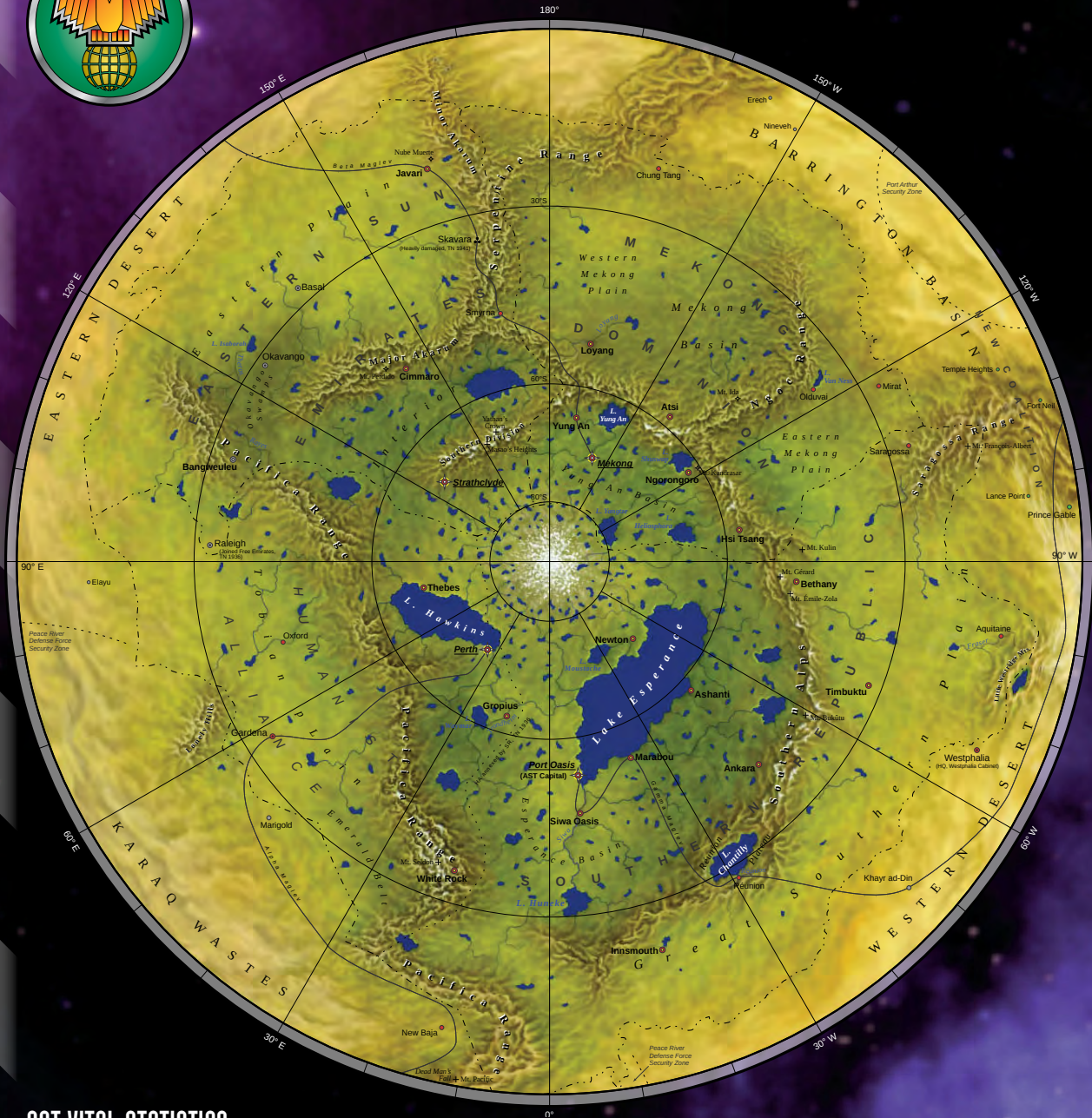
Method of Government: Corporation

Head of State: President/CEO Gerald Simosa

Capital: Peace River

Population: 220,000





AST VITAL STATISTICS

Founding Date: TN 1681

Method of Government: Alliance of Satellite Leagues

Head of State: Lord Protector Jacques Molay

Members: Southern Republic, Mekong Dominion, Eastern Sun Emirates, Humanist Alliance, Various Badlands Protectorates (Azov, New Baja, Westphalia).

Capital: Port Oasis

Population: 156 Million

AZIMUTHAL EQUIDISTANT PROJECTION

LEGEND:

	POPULATION:		Ruined cities
	0 - 50,000		Major lines
	50,000 - 500,000		Mountain peaks
	500,000 - 1,000,000		Volcanoes
	1,000,000+		
	capitals		

SCALE ALONG MERIDIANS:



THE WEAPONS OF WAR

The face of war on Terra Nova was changed forever by the invention of the Heavy Gear. Combat walkers had been used in the past, as far back as the early third millennium, but they were either clumsy, vulnerable all-terrain tanks or relegated to engineering duties. The one exception was the terrifying Paladin walking tanks used by the genetically-engineered Prime Knights, but their technology has never been duplicated. The Heavy Gear (called a Gear for short), developed from the construction walkers used in the colonial era, placed the combat walker in a totally new role.

The Gear is a compromise between an infantryman's flexibility and an armored vehicle's resilience and firepower. They have excellent all-terrain mobility and can operate (albeit in different roles) in warfare in open, mountainous, forested or urban terrain. Each is effectively a one-man Infantry Fighting Vehicle, which protects the pilot and allows him to carry a far larger payload and move far faster than an ordinary trooper. Their design makes Gears extraordinarily flexible – they can swap handheld weapons on the battlefield and completely change their load-out in a matter of hours. Mass-produced Gears are cheap enough to form a major part of any modern Terra Novan army.

Gears were instrumental in defeating the CEF invasion, but military tacticians are quick to point out that Gears still depend heavily on support from infantry, heavy armor, artillery and aircraft.



HEAVY GEARS

Gears are used by armies on Terra Nova as all-purpose support vehicles and high-mobility combat units. Each is controlled by a single pilot located in the torso, with the pilot's head extending into the Gear's head. Gear cockpits are always cramped, with little spare space. A pair of joysticks, each sporting several thumb switches and finger-activated triggers, as well as two foot pedals are used for control. The pilot receives information about the outside world by way of a sophisticated VR helmet. With this helmet, the trooper can see as if the cockpit were open to the outside, with relevant readouts superimposed over the landscape.

In order to operate well in multiple terrain types, Gears are usually equipped with two movement systems. The primary is the standard bipedal walker movement system, used for rough terrain or precise maneuvering. The Secondary Movement System (SMS) is most often a conventional powered wheel or tread system, which allows the Gear to move like a high-tech rollerskater. It cannot handle rough terrain well, but provides considerably more speed.

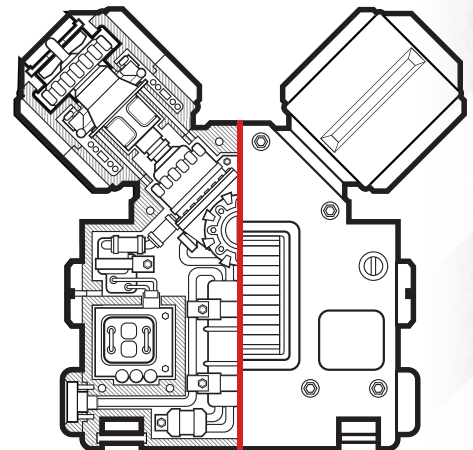
The marvel of technology that makes the Gear work is the sophisticated neural network CPU located under the pilot's seat. This CPU takes the pilot's input and translates it to actual movement. Each must be trained painstakingly and individually and is almost as valuable as the human pilot. All pilots are trained to remove the CPU and take it with them when evacuating the Gear, if at all possible. Gear CPUs are not sentient, but many pilots treat them like they are. Particularly experienced CPUs are about the equal of a smart dog. Thanks to these CPUs, Gears are capable of near-human motion and can perform very complicated manoeuvres.



POWERPLANTS

The primary power source for vehicles on Terra Nova is the V-engine. Originally developed at the University of Colorado in the late 20th Century, the high efficiency twin drive, air cooled powerplant has a minimum of moving parts and can run on almost any combustible fuel. The unique V-shape is present on many Gear "backpacks" and even the Mammoth Strider houses 2 fully enclosed monster versions of this engine.

Specialized vehicles run on other power sources such as superconductive battery packs of stealth gears or even gas turbines for hover vehicles, but the cost and increased maintenance schedules mean these are relatively rare, even for military applications.





STRIDERS

Strider is the term used on Terra Nova to refer to the wide variety of non-humanoid walker vehicles used by both militaries and civilians. Striders come in a wide variety of body types and most are heavy fire-support units, halfway between a Gear and a tank. If properly supported, they can be very effective. They generally have two crewmen, a pilot and a gunner, though exact roles vary widely. Like Gears, Striders take advantage of advanced neural network CPUs to control the vehicle's movement, though their activities are generally much more limited.



TANKS

The punch of an army on Terra Nova, as it has been for centuries, is the heavy armored tank units. Tough, powerful and fast, tanks fill the same roles the same ways they always have. Their weapon load-out has changed little and most tanks are built around a single heavy cannon, with smaller weapons, often battlefield lasers, for support. They work best in open terrain, where they can take advantage of their speed and range. In tight spaces, their lack of maneuverability and all-terrain ability makes them vulnerable to assaults by more mobile units.



HOVERTANKS

The CEF's Hovortanks are a drastic departure from the usual tank design. Using powerful turbofans and vectored-thrust nozzles, they are fast and maneuverable. While lightly-armored compared to conventional tanks, they carry powerful, advanced weapons. The signature weapon of the HT-68, the core of the CEF forces, was a heavy particle cannon that has not yet been duplicated by Terra Novan engineers.



LANDSHIPS

Terra Nova's equivalent of a wet navy are the titanic landships. Using the planet's peculiar magnetic properties, these massive vessels can cruise above the ground. They are hideously expensive and each League can only afford to field a handful. Each transports a sizeable detachment of troops and carries considerable firepower in the form of close-range defense lasers and long-range artillery cannon. Each generally operates independently, forming up into task forces only for major campaigns.



AIRCRAFT

The role of aircraft on the battlefields of Terra Nova has changed drastically. Powerful lasers provide accurate, long-range anti-aircraft fire, severely curtailing the long-range assaults aircraft once made possible. To make matters worse, Terra Nova's unpredictable weather and fierce storms make long-range aircraft flight unfeasible. Because of this, aircraft are generally limited to short-range close support for ground forces. In addition to traditional aircraft and helicopters, the armies of Terra Nova make use of "Hoppers", short-ranged VTOLs optimized for ground attack.



WEAPONS

Weaponry on Terra Nova is amazingly standardized across the planet. Between the need for simple, rugged designs, corporate and military espionage and the ubiquitous presence of Paxton Arms, most weapons used by both sides share nearly identical specifications. Projectiles are fired with a gel explosive that can in an emergency be cooked down into Gear fuel, while energy weapons feed on large battery packs of capacitors powered by a V-engine. Reliability and supply are key on a planet like Terra Nova, and scavenging weapons or ammunition from the dead can make all the difference when cut off from your own supply chain.

CORE CONCEPTS

TABLE SIZE

Heavy Gear Blitz works best on a playing surface of 36 by 36 inches or larger with a reasonable amount of terrain, although it can be played on as small or large of a surface as you have room to accommodate. Generally, one to three terrain pieces per square foot of table is enough if placed with some thought. Smaller tables can be used by dramatically increasing terrain density or by lowering weapon ranges and movement allowances. The Scenarios section on page 36 has more information on terrain.

SCALE

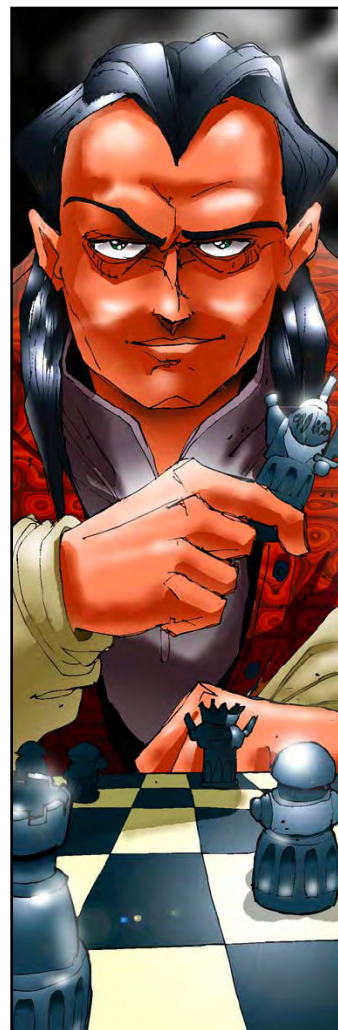
All models in Heavy Gear Blitz are 1/144 scale (10-12mm figure scale). All terrain should be scaled accordingly. Homemade terrain is quite easy to build in this scale and many manufacturers make terrain in scales compatible, including 10-12mm figure scale, 1/144 scale and N-scale/N-gauge model railroad (1/160).

While the scale of the miniatures and terrain is fixed on the table, the timescale and table scale are not. Liberty must be taken with these, otherwise odd situations regarding movement, terrain effects and similar crop up. As such, weapon ranges are scaled to the average table size and the “real-time” length of a game round is dramatic, or “just long enough for everything going on in that round to be resolved.”

DICE ROLLING

Heavy Gear Blitz uses ordinary six-sided dice to add a random element to the game. The number of dice to be used in a roll is either specified in the rules or based on one of a Model's Skills. Multiple dice are specified as xD6 (1D6 for 1 die, 2D6 for 2 dice, etc.). When two or more dice are rolled together, the result of the roll is the highest result on any single die. If more than one “6” is rolled, each extra “6” adds 1 to the result. If every die turns up “1”, the die roll is a fumble and counts as an overall result of zero. Higher results are better than lower results. Unless otherwise specified, all rolls should be made in this fashion.

Various game effects will alter the number of dice rolled or the total of a roll. Bonuses are listed as +x, and penalties as -x. To apply the modifier, add it to the result of the roll. If a negative modifier lowers the total below 0, the final result is always 0. No modifiers can modify a Fumble. If any effect lowers the number of dice rolled to 0, or the Skill itself is 0, roll two dice and take the lowest of the two. In this case, either die showing a 1 counts as a fumble. Any effect that lowers the dice rolled below zero will result in that attempt being counted as a fumble and without any dice being rolled. Note that all dice and Roll modifiers are cumulative unless stated otherwise.



RULES OF ENGAGEMENT





THRESHOLDS AND OPPOSED TESTS

Once a roll has been made and all appropriate modifiers added, the outcome of the roll must be determined. Rolls are always made against either a pre-determined number, called a Threshold, or in an opposed test against another skill roll. The skill to be rolled and the Threshold or opposing skill will always be specified in the rules. When rolling against a Threshold, the roll is a success if the result is higher than the Threshold and a failure if the result is less than or equal to the Threshold.

When making an opposed test, one Model will be the “acting model” or “attacker” and the other will be the “defender”. Both players roll the designated skill for each Model and the results of the rolls are compared. If the attacking Model’s roll is higher than the defender’s roll, it has succeeded. If it is less than or equal to the defender’s roll, it has failed.

MARGIN OF SUCCESS / MARGIN OF FAILURE

How much a roll succeeded or failed by is often important when determining its effects. If a roll is a success, the roll minus the Threshold or the defender’s roll is known as the Margin of Success (MoS). If a roll is a failure, the Threshold or defender’s roll minus the roll is the Margin of Failure (MoF).

MEASUREMENT

All distance values in the game (movement, ranges, areas) are in inches. Measurements are taken to and from the edge of a miniature’s base. In the case of Models with multiple bases, measure from the nearest base. For Models without bases, from the body or hull of the miniature. You are allowed to measure anything at any time during the game, but all measurements must be shared with your opponent. It is recommended that players use a retractable metal measuring tape with inch markings when measuring distances.

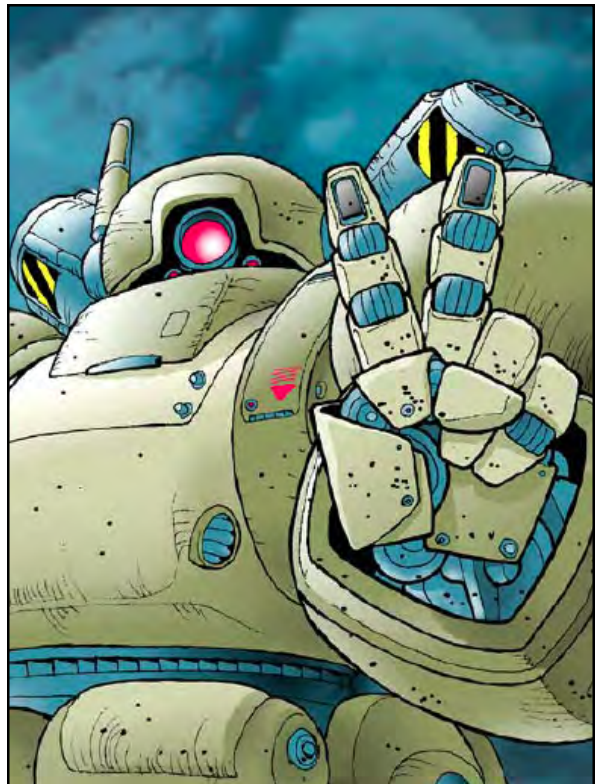
If you are using metric measurements, centimetres is the best choice. Simply multiply all game distances by 2.5 to get distance in centimetres. Round any decimal values up to the nearest centimetre for ease of use.

SPORTSMANSHIP

As with any game, sportsmanship is key. We recommend being open with your opponent regarding status of Models in-game as well as army list options. Being open and friendly generally prevent rules arguments and makes your game much more pleasant. Unsportsmanlike behavior should not be tolerated and it is acceptable to find other opponents. Poor attitudes do nothing but harm wargaming in general and ruin the fun for everyone. Official Dream Pod 9 events have a sportsmanship component and reward those who treat their opponents with respect.

A NOTE ON ROUNDING

When rounding fractional numbers, unless otherwise specified, values of 0.5 and higher round up and anything lower rounds down.





MODELS, CHARACTERISTICS AND SKILLS

Each Model has a Blitz Datacard, displaying all Model characteristics you'll need during the game, such as armor, weapons and speed, as well as all Model-specific modifiers. Datacards for most Models can be downloaded for free from our website (<http://www.dp9.com>) Datacards are best used in plastic card protectors or in binder sheets designed for cards. This way you can use water-soluble markers on the plastic to indicate damage and effects without damaging the cards.

ACTIONS

The number of Actions a Model can take in a round. Actions include things like shooting enemies and activating ECM. See Actions on page 22 for details.

MODIFIERS

Models have different modifiers for different actions depending on their Speed. Each of the three columns corresponds to one Speed - Stationary, Combat Speed or Top Speed. Models will generally spend most of their time at Combat Speed. Each row corresponds to a type of action. The "Attack" row lists the modifiers used when the Model attempts to shoot at something. The "Defense" row lists the modifiers used when the Model is being shot at. It also gives the Model's Movement Type (Walker, Ground, Hover, etc) and the maximum number of Movement Points (MPs) it can spend at Combat Speed and Top Speed.

Some Models, like Gears, have multiple movement types. In these cases, the Model will have one Defense line per movement type, but will still only have a single Attack line. Use the modifiers from the appropriate Defense line for the movement type the Model is currently employing for Defense rolls.

SIZE AND ELECTRONICS

The Model's size is simply how large or heavy it is. The Detection rating is its ability to passively detect other Models. Sensors is the modifier used when the pilot actively uses his Model's Sensors to try and find an enemy. Auto Comm specifies how good its automated or automatic communications are. Comm is the modifier to an Active Comm roll, used when comms have been jammed.



GRIZZLY

M	SPEED	STOP	CBT	TOP
DEFENSE W	3/6	-4	-2	-1
DEFENSE G	6/11	-4	-1	+1
ATTACK		+2	0	-3

DETECT	2	ARMOR	18	SIZE	7
SENSORS	0	DAMAGE			
COMM	0	L H C			
AUTO COMM	3				

ARMOR PERKS: REINFORCED ARMOR (FRONT 2)

PERKS/FLAWS: LARGE SENSOR PROFILE (1), ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	X12	ROF 1, R	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
HGM	F	-1	8 / 15 / 30 / 60 / 120	X20	IF, G, AE2, MR	
HMG	FF	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
VB	F	0		S+2	M	
PHYSICAL ATTACK (KICK)				S+1	M	

THUNDER GRIZZLY: REMOVE HGM, ADD LGM (F, NO RELOADS), SAT UPLINK, STURDY BOX, UPGRADE COMM TO +2 AND AUTO COMM TO 5

ARMOR AND DAMAGE

The Model's Armor rating specifies how well it resists damage. When a Model does take damage, one or more damage boxes are crossed off. There are several levels of damage: Light (L), Heavy (H) and Critical (C), each reflecting the severity of damage received and with appropriate penalties. Hard-to-damage or reliable Models may also have Sturdy (S) boxes, which can absorb damage without adverse effects. Some especially fragile Models may lack a Critical box.

Any Perks and Flaws that modify how a Model takes damage are also listed here. These can improve or worsen its armor or prevent certain damage effects.

SKILLS

These specify how good the Model's crew is at different tasks. The four skills are Attack (Att), Defense (Def), Electronic Warfare (EW) and Leadership (Ld).

WEAPONS

Most Models will have one or more weapons. This listing gives the stats for each. Arc specifies the direction the weapon fires in. Acc is the Accuracy, a modifier for any Attack Roll with that weapon. DM is the weapon's Damage Multiplier or Damage. Special lists any Special traits that modify the weapon's operation - for example, Guided (G), Indirect Fire (IF), or Reloads (R).

Every weapon has five range bands: Point-Blank (PB), Short (S), Medium (M), Long (L) and Extreme (EX). Each range band starts from just after the end of the previous range band and runs out to the listed value in Inches. Models in a more distant Range Band are harder to hit.

PERKS / FLAWS

Miscellaneous abilities or limitations of the Model. Being Airdroppable or having a Large Sensor Profile are examples of Perks and Flaws.

AUX SYSTEMS

Special purpose Models typically have a variety of non-weapon Auxiliary Systems. These are listed under Aux Systems. Typical Aux Systems include Electronic Countermeasures (ECM), Smoke Launchers and Target Designators (TD).



GAME OVERVIEW

A game of Heavy Gear Blitz covers a single battle during which each player will have objectives to complete. The game will last until a set condition is met, be it a time limit, a certain number of rounds or your opponent being wiped out. Once the game has ended, both players total their Victory Points, as described by the scenario, to determine the winner.

BEFORE THE GAME

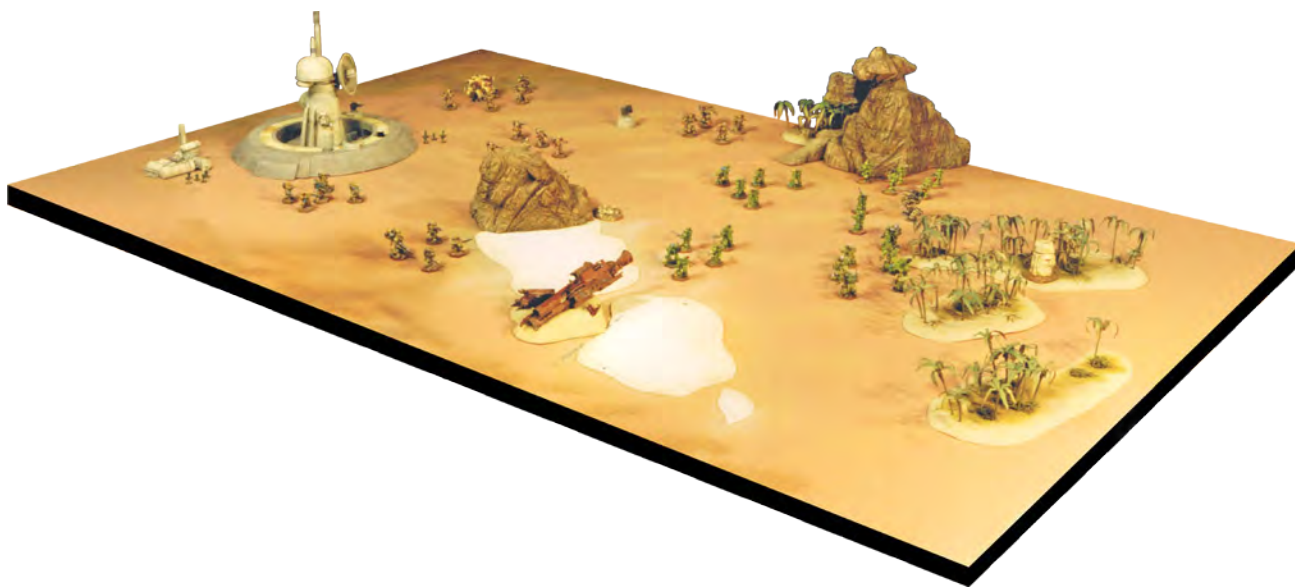
Each player must prepare an army to a preset Priority Level (PL) and Threat Value (TV) limit before the battle starts, using the Field Guides (see pages 54 to 170). Then the table must be set up and terrain effects agreed on. (See Scenarios, on page 36 for more information on terrain setup.) Decide which, if any, of the Advanced and/or Optional Rules you wish to use and do any additional set-up work they require. Both players must agree on an Optional Rule for it to be used.

SCENARIOS AND SETUP

Each game involves a scenario that gives setup instructions, specific objectives and victory conditions. Full rules for this can be found on pages 40 to 48. For your first few games, however, we recommend playing the following simple scenario with 500 to 1000 Points at Priority Level Two (see the Scenario Generator on page 36 and the Field Guides from pages 54 to 170, for more information on building armies). No Optional or Advanced Rules should be used.

STRAIGHT UP BRAWL

Players build their armies at Priority Level 2 without any Support Points or rules from pages 30 and beyond. It is recommended that players start on a surface no larger than three feet by four feet. The player with the most Combat Groups chooses one of the long table edges as his home edge, if both players have the same number, roll a die to determine who chooses their own edge. Then, starting with that player, both sides alternate placing one Combat Group within 12" of their table edge but at least 12" away from any enemy Combat Group. Once both sides have finished setting up, the game begins as normal. The Game ends after 5 Rounds or when one side is eliminated. The player with the fewest crippled or destroyed Models at the end of the game wins. As you become familiar with the rules, you may add in the rules from pages 30 to 35 and may change the Priority Levels or size of your forces, add Support Points and start using the scenario generation rules on page 36.



THE GAME ROUND

In a game of Heavy Gear Blitz, the battle is broken down into sections of time called Rounds. A Round is divided into four steps that are completed each Round during the game.



STEP ONE: PLAYER ORDER

Each player rolls one die. You may add 1 to your roll if your current Army Commander has a higher Leadership than your opponents Army Commander. You may also add 1 to your roll if you have the fewest Combat Groups on the Table. Do not count Combat Groups in Reserve or any remaining Airstrikes, Artillery Strikes or Defensive Options. The player with the highest total has the choice of going first or deferring first activation to the opposing player. In case of a tie, the players roll again.

STEP TWO: ACTIVATION

The two players alternate choosing Combat Groups to activate, starting with the player chosen in Step One. When a Combat Group is activated, its Models move one at a time. The Models may be moved in any order, but one Model must finish moving before the next begins. Models can use Actions freely only when they are moving, but certain circumstances may allow them limited use of Actions during another Model's move. For example, a Model may save its Action(s) for Reaction Fire or Electronic Warfare. Unused Actions do not carry over between rounds, and are lost at the end of the Miscellaneous Phase. See Model Actions on page 22 for more details.

Once it has activated, a Model is Used and may not move again until the next Combat Round. To show that a Model is Used, note this on its Blitz! Datasheet, or by turning whatever marker you use for speed sideways or similar. Make sure you have the correct speed noted if the Model changed speeds during its Move or due to external factors.

Once every Model in the Combat Group has moved, the opposing player activates one of their Combat Groups. If one player no longer has any Combat Groups to activate, the other player activates their remaining Combat Groups one by one until they have all been activated. If a player ever has fewer than half their opponents Unactivated Combat Groups left to Activate, then the player may "pass" Activation to their opponent.

OPTION: SUB-SQUADS

For small games of one to two Combat Groups, it is recommended you create Sub-squads to use instead of Combat Groups. To do this, split your Combat Groups in half as evenly as possible. Players then take turns alternating Sub-squads rather than Combat Groups, but must move both Sub-squads in a Combat Group before activating a second Combat Group. Each Sub-squad acts as its own squad for all other purposes. When designating sub-squads, if one sub-squad has no Leader Model, nominate one to act as the leader for the rest of the game.

As an option, players may create sub-squads when they are reduced to $\frac{1}{3}$ of their opponents' total remaining Squad numbers or less. This must be done at the start of a Round and the sub-squads remain as designated until the end of the game.



STEP THREE: SUPPORT EVENTS

Once all Combat Groups on the table are Used, Step Three begins. This Step is divided into three phases, Reserves, Airstrikes and Artillery in that order. During each phase, alternate activating as in Steps One and Two, with the same player order. If only one player has options for one of these phases, all options for that phase are resolved in the order the player wishes at which point the next phase begins. Full details for Airstrikes, Artillery, and Reserves are detailed in Scenarios on pages 42 to 45.

STEP FOUR: MISCELLANEOUS EVENTS

Once all Support Events have been resolved, Step Four begins. Any unused Actions are lost. During this phase, any unusual events such as the special effects of some weapon traits are resolved. All unusual events are considered to be simultaneous; their effects do not apply until the end of the Miscellaneous Events phase. At the end of the phase, all Action tokens are removed as is the Used status of all Models, meaning all Actions will be "refreshed" for the beginning of next Round.



BLITZ DICE

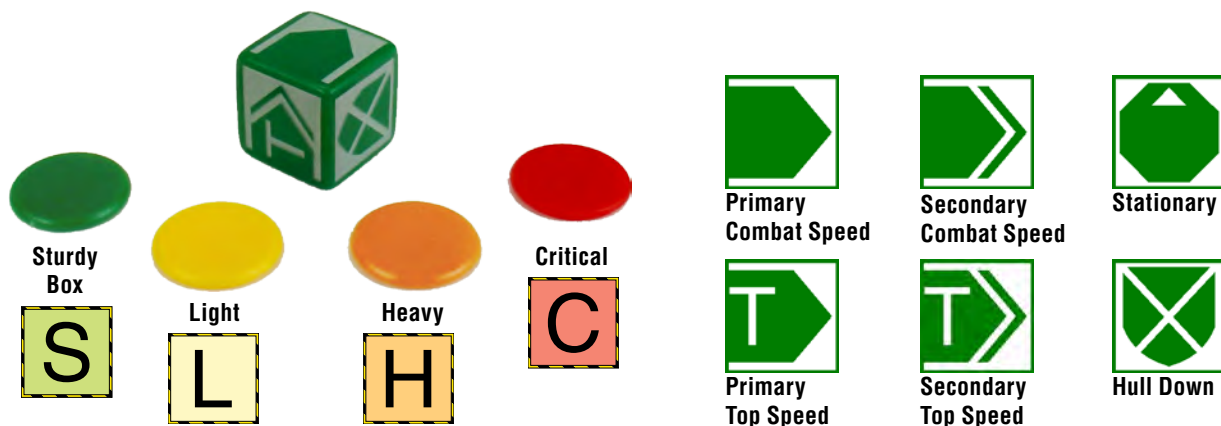
To aid in keeping track of Speed and Damage, you may wish to use a Blitz Die and counters for each Model. Please note that these are totally optional but provide visual cues to assist with even faster game play.

The Die is placed in contact with the rear of the miniature's base in either Used or Unused position (see below). All Models start with their Blitz Die in the Unused position (arrow pointing towards the miniature). After a Model's activation, its Blitz Die is placed in Used position (arrow pointing any other direction). A used Model may not move again until the next Combat Round. At the end of the Miscellaneous Phase, all Blitz Dice are placed in the Unused position (arrow pointing toward the miniature).



The Die indicates the Speed and Movement Mode of the Model: Stationary, Primary Combat Speed, Primary Top Speed, Secondary Combat Speed, Secondary Top Speed and Hull-Down. Each change of Speed or Movement Mode is immediately marked with this die.

If the Model suffers damage, the appropriate marker is placed on the miniature's base or next to the miniature. There are four damage markers: Sturdy (green) Light (yellow), Heavy (orange) and Critical (red).



GAME MARKERS

Included at the end of this book is a counter sheet that will allow you to keep track of everything during the game. These can be used on their own or in conjunction with the Blitz Die. If you do not use the Blitz Die, you can mark a used Model by turning its Databoard 90 degrees, flipping it over, or any other easily identifiable method as long as your opponent is made aware. Special Actions and certain game effects may also be marked with counters.

GAME RULES



MOVEMENT TYPES AND MOVING

Models move one at a time during their Combat Group's turn. Each Model has a current Speed, which specifies the minimum and maximum number of Movement Points (MPs) they must use during a round. Spending one MP normally moves the Model one inch, provided that the terrain is easily traversed. Rough or Difficult terrain and a vehicle's Movement Mode can alter this (see page 20). Each Model has one or more movement modes, which determines how they interact with terrain and how often they may turn.

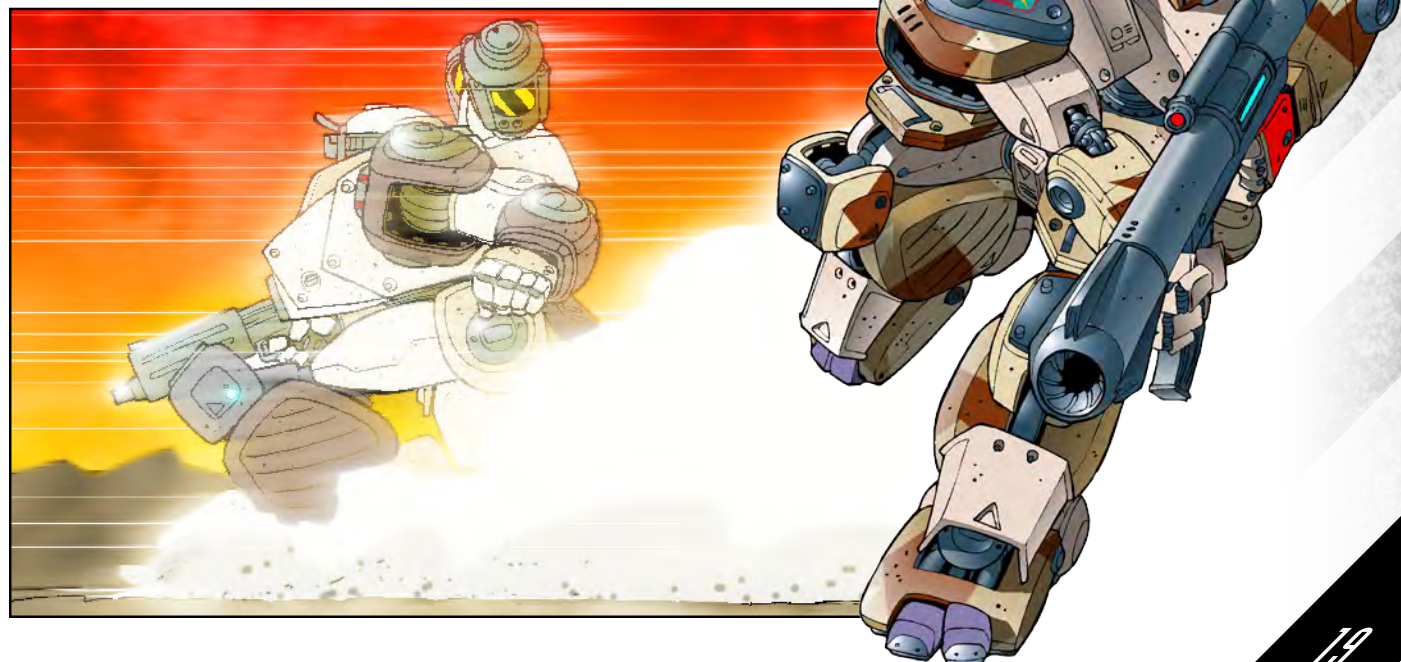
Some Models will only have a single Movement Mode, while others may have two or more. A Model may only use one Movement Mode at any time, and it should be clear what Movement Mode is being used at all times. Normally, a Model may switch Movement Modes once during Movement. This may be done while Stationary or at Combat speed and must be declared before it spends any MPs. If any terrain has multiple effects, always take the worst possible cost for that terrain type given the Model's current Movement Mode. See Terrain and Movement on page 21 for more information.

All Models are moving at one of three speeds (also known as Speed Bands): Stationary, Combat Speed or Top Speed. A Model can change its speed by one level per round before it spends any MPs. It uses the new speed's Defense and Attack ratings, and MP limits as soon as the change is made. Models may also shift from Stationary to Reverse Speed, which is identical to Combat Speed movement except that the Model's front and back are swapped for the purpose of movement. Models must switch back to Stationary before resuming forward movement.

- ◆ Stationary Models can move up to 1" and can turn at any point during their movement.
- ◆ Models at Combat Speed can move up to their Combat Speed MP limit and must move at least 1".
- ◆ Models at Top Speed must spend MPs equal to or greater than their Combat Speed and may spend up to their Top Speed in MPs. Top Speed requires an Action be spent as the pilot concentrates on speed and evasion. Single-action Models who spend their one Action on Top Speed may still make a single Melee Attack if the Model moves into contact with an enemy. See Melee Combat on page 28 for more information. If a Model has no actions left before Activation, it slows to Combat Speed if currently at Top Speed upon the expenditure of its last Action.
- ◆ A Turn is a single 60 degree facing change (one hex facing), and Turns are governed by Movement Modes (page 20).

Since movement on the table is assumed to be simultaneous, a Model may "move through" another Model only if it cannot turn and there would be enough space for the Model to move past the other Model normally. If they cannot, movement Stops at that point unless the model is required to spend more MPs or is partway through a "drift" or other maneuver. Models may not end their movement "on top" of another Model. If a Model cannot stop and is forced into a cliff or another Model, it becomes an Unintentional Impact, see Ramming on page 28).

Models may wish or need to turn or decelerate rapidly. By giving themselves a Stun Counter, they may immediately switch to the next lower Speed Band and make a 60 degree turn or turn up to 120 degrees without a speed change. Models already possessing a Stun Counter may not do this. This Maneuver may be attempted at any time.

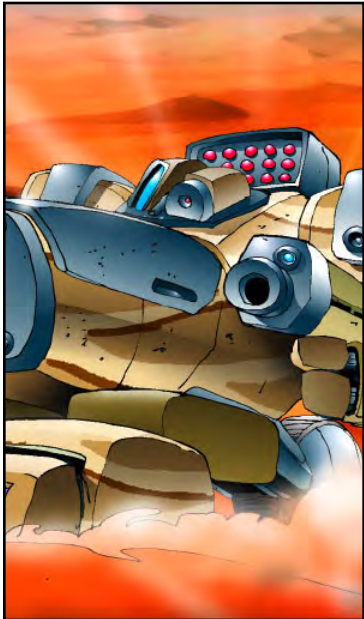




MOVEMENT MODES

GROUND

Ground Movement represents wheeled or similar propulsion. Models with this movement may move at double speed along roads, but treat Very Dense Terrain as Impassible. Ground Movement allows 2 turns while Stationary, 1 turn for every 2 inches of forward or reverse movement while at Combat Speed and 1 turn per 3 inches of forward movement while at Top Speed.



OPTION: DRAMATIC WHEELED MOVEMENT

Ground vehicles with wheels only need to move ahead a distance equal to their base or body length before being eligible for a Turn. Instead of a turn, Wheeled vehicles can “drift,” moving one inch forward as well as one inch left or right, while maintaining their same facing. This costs the same as moving one inch forward. Wheeled Vehicles may also “slide” instead of turning. This costs one MP and allows the Wheeled Vehicle rotate 60 degrees around on front corner, swinging the back end of the Model around to match the new facing. Ground vehicles with Tracks may not employ these options.

OPTION: TRACKED VEHICLES

As Tracked vehicles move differently than wheeled vehicles in real life, players may choose to represent models with Ground Movement as Tracked if the Model possesses tracks or treads. As such, Soft Terrain is considered Open and the Model may roll an extra die when testing for Difficult or Very Difficult terrain.

Tracked Models may turn twice per inch of forward movement at Combat Speed and may make one Turn per inch of movement at Top Speed. Otherwise, treat Tracked as Ground Vehicles, although they may not use any options in “Dramatic wheeled Movement.”

WALKER

Walker movement indicates the Model moves using two or more legs. Rough and Very Rough terrain have their MP requirements lowered by 1, while Soft Terrain has its MP requirements increased by 1. Walkers at Combat Speed can move in any direction, even sideways or backwards. As such, they don’t need to use the standard Reverse Speed rules. Walkers have no requirements for turns while Stationary or at Combat Speed and thus may turn freely, but may only make 1 turn for every two inches of forward movement while at Top Speed.

HOVER

Hovercraft ride on cushions of air, allowing them to skim over the ground. They may treat Deep and Shallow water as Open and treat Dense/Very Dense Terrain as Impassible. Hover vehicles may make up to three turns while Stationary, one turn per two inches of forward or reverse movement while at Combat Speed and one turn per four inches of forward movement at Top Speed.

Hover Models lack the traction to perform quick maneuvers and must “drift” through turns. When a Hovercraft makes a Turn its facing changes immediately but it must continue moving in its original direction until it is allowed to make another Turn. At this point, it stops drifting and must move in its new facing. Movement during this drift counts towards the vehicle’s next Turn, so a Hovercraft that has just finished drifting can immediately Turn again, but will drift based on its new facing.

STATIC

Static Models are Models that do not move, such as buildings, bunkers, ammo dumps, automated turrets etc. When setting up terrain, make sure to note which items on the table are treated as Static Models. Static Models cannot ever move during the game and always count as Stationary. By default, Static Models can be targeted but do not take damage. This is simply for ease of play, as most people do not have the models or resources necessary to represent a building in various stages of damage. Some Defensive Models allowed in armies are Static models, in which case they will have listed stats and take damage as usual. Static Models are always considered to have rolled a 1 for Defense. Compare all attacks against this for purposes of damage and mark Damage on them as you would an ordinary Model. See the Scenario Rules on page 36 for more detail on this kind of Model and their use in-game.

KEEPING IT FAST AND FRIENDLY

Measuring every 2 or so inches and being exact about Turns can end up taking a very long time. A measuring tape laid out beforehand and estimating the turns is fine as long as all players are in agreement. Unless the terrain is very tight, or something very important hinges on the Turn, try to be friendly and use common sense.



TERRAIN AND MOVEMENT

Terrain is classified by the players before play begins. Terrain generally is made up of bases or clumps of features which should be classified together. Terrain is grouped into types, if terrain counts as multiple types, take the worst for your movement mode.

CLEAR / OPEN

Standard open terrain, hard dirt, packed snow, thick ice, grass, etc. Movement is normal.

SOFT

Sand, snow, mud, or other soft surface that impedes moving. Movement costs 2 MP per inch.

ROUGH / DENSE

Rubble, gravel pits, rocky areas, trees clumps, bushes, etc. Movement costs 3 MP per inch. Note whether the type is Dense, rough or both as certain Movement Modes will treat each differently.

VERY ROUGH / VERY DENSE

Heavy rubble, large boulders, metal girders, heavy undergrowth, dense trees, etc. Movement costs 4 MP per inch. Note whether the type is Very Dense, Very Rough or both as certain Movement Modes will treat each differently.

IMPASSABLE

Cliffs, crevasses, etc that prevent movement altogether. Models may not move through this terrain.

STRUCTURES

These are Static Models that count as Impassable terrain. Some may allow entry to specific types of Models, which will treat the structure as clear terrain unless otherwise noted.

ROADS

Roads are a type of Open terrain that Models with Ground Movement can increase speed on.

SHALLOW WATER

Shallow water is water that is less than 1" deep. Moving costs 2 MP per inch over this terrain.

DEEP WATER

Deep water is Impassable and any Model without appropriate Perks will be destroyed if it enters this terrain. Models with these Perks treat this as Open Terrain unless otherwise noted.

ROUGH WATER

Rapids or other rough water. This is not a type in and of itself, but modifies the way Models interact with Shallow and Deep Water. Add 1 to the MP cost per inch of any model moving through the water, including Models using Hover movement.

DIFFICULT AND DANGEROUS TERRAIN

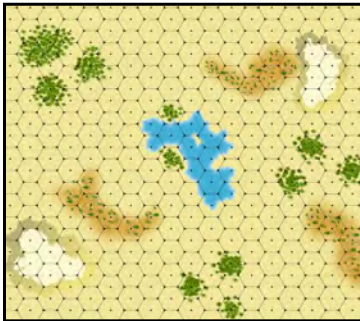
Any Type of terrain may be considered Difficult or Dangerous. This again is up to players but should be used to represent Ice, Quicksand, lava, cave-ins, tank traps, unintentional impacts and chances to fall and similar. Difficult requires an unmodified Defense Skill test against a Threshold of 3 by each Model entering or starting their movement inside of said terrain. Dangerous requires an unmodified Defense Skill test versus a Threshold of 5. If the Model does not succeed, it will take one box of damage. The Model will then halt all movement and immediately changes it's current speed Band to Stationary.

ELEVATION LEVELS

Travelling 1" or less up an incline or elevation change adds 1 to the MP cost of the terrain, while travelling down adds nothing. Any sheer elevation change of 2" or more is considered a cliff and is Impassable. If a Model is unable to turn or otherwise would go over the cliff, make an unmodified Defense roll against a Threshold of 4. If failed, it becomes an unintentional impact (see Ramming, page 28). If successful, the Model halts movement at the top of the cliff.

Some Models may be able to climb cliffs, see Arms and Climbing Equipment in Perks and Flaws on pages 180 to 183.





OPTION: REPRESENTATIONAL TERRAIN AND MOVEMENT

Not all terrain on the battlefield can be accurately modeled on the tabletop. Thick areas of vegetation or rocks that Models are expected to navigate can be particularly difficult to build in ways that allow models to be placed inside while still granting appropriate visual and game effects. To handle this kind of terrain, mark off an area on the tabletop and place a few samples of the desired terrain type inside it. The entire area, base or stand should then be treated as the desired type of terrain for Movement. For information on the effects of Representational Terrain on Concealment and Cover see pages 23 and 24. If your terrain is more abstracted, please see Abstracted Terrain on page 39.

MODEL ACTIONS

Every Model has a number of Actions listed in its characteristics. This represents the maximum number of Actions they may perform during a Round. Actions include (but are not limited to) Attacking, Forward Observing and using Perks. Actions may be performed at any time during a Model's Activation, although some Special Actions allow you to act outside of this or have particular requirements. These are dealt with on page 30.

The following require the expenditure of an Action:

- ◆ Attacking with a weapon. (pages 25 to 28)
- ◆ Attempting Active Lock or Forward Observation. (p 22)
- ◆ Using a Perk noted as requiring an Action. (p 180)
- ◆ Most Special Actions. (p 30)
- ◆ Movement at Top Speed (p 19)

The following **do not** require the expenditure of an Action:

- ◆ Defending against a Ranged Attack. (p 27)
- ◆ Defending against a Melee Attack or Ram. (p 28)
- ◆ Movement at Stationary or Combat Speed. (p 19)

COMBAT LOCK AND ACTIVE LOCK

For many Actions, most importantly Attacking, you will need to know if a Model can sense or detect another model. In game terms, this is known as getting "Lock" as in "lock-on." Lock can be affected by many things including terrain, Model qualities, special Actions and battlefield conditions. Please note that while you cannot Attack a target that you do not have Lock on, Lock does not automatically mean you may Attack a Model without penalty. In practice, it is quite possible to be able to Lock onto multiple Targets without being able to Attack them due to the Model being behind Cover (see Cover on page 24 for more information).

If a Model can detect another Model without using Actions to actively search for the other Model, it has Combat Lock. Combat Lock is determined on a case by case basis as and when it is required. Combat Lock is achieved if one or more of the following is true:

- ◆ If there is no Concealment between your Model and the target and it is not blocked by Solid Objects.
- ◆ If the target is within its Size in inches of your Model, unless blocked by Solid Objects.
- ◆ If your Model's Detect Rating is greater than the Concealment to the target (see below for Concealment).

If a Model cannot achieve Combat Lock, it may attempt to gain Active Lock. Active Lock may also be attempted by a Model that has Combat Lock. The Model must spend an Action and then roll its EW Skill plus Sensor rating versus a Threshold equal to the total Concealment to the Target Model (see opposite for Concealment) If this is successful, your Model has Active Lock and gains a free Action which may be spent on one of the following Actions or using ECM (p 34):

- ◆ Attacking the Target with an Indirect or Thrown Weapon (Model has Forward Observed for itself).
- ◆ Designate a Priority target for Coordinated Attacks (see Special Actions on page 30)
- ◆ Forward Observing the Target for Indirect Fire from other Models in your force (see Indirect Attacks page 25 for more information) or Artillery (see page 39).

Active Lock lasts until the end of the round or the item Observed moves.

FORWARD OBSERVATION



Forward Observation is a Communications Event and some Models may be able to block the Forward Observation. See page 34 for more information on Communication Events. When a Target is successfully Forward Observed, place a FO token next to it. Only Models or predetermined objective points may be Forward Observed. In the case of Building models or similar large objects, the FO token is placed on a specific point such as a window, corner or similar.

Forward Observations last until the end of the Round or the item Observed moves, as with Active Lock



CONCEALMENT

Concealment is the term for anything that interferes with the ability of a Model to detect and gain Lock on another Model. Most commonly, Concealment is created by terrain, but certain Model Perks, Flaws or game effects can raise or lower this value. The most common type of Concealment is caused by terrain and features on the Battlefield. With the exception of solid objects, only terrain that covers at least ½ of the Model counts toward Concealment (remember if using representational terrain to count the default dimensions).

Terrain between the two Models provides Concealment if it hides enough of the Model. If the terrain in question is half the height of the miniature or more and any straight line path to any part of the miniature or its base touches the terrain, it is used for the Concealment Modifier. Total the distance of each type of terrain that applies before consulting the chart below:

- ◆ **Light:** Light Woods, Swamp, Heavy bushes, etc. grant +1 Concealment per full 4", minimum 1 if more than 2" is present
- ◆ **Medium:** Heavy Jungle, soft structures, light fortifications, etc. give +1 Concealment per full 2", minimum 1 if more than 1" is present
- ◆ **Heavy:** Hard Buildings, rocks, trenches, vehicle wrecks, etc. +1 grant per full inch, minimum 1 if any is present.
- ◆ **Vehicles** give +1 per vehicle in between Model and Target that blocks view to half or more of the target.
- ◆ **For Solid Objects** like Hills, Bunkers, etc. See the rules below.

Total all instances of a given type before determining the Concealment for that type. Modifiers are cumulative. Solid Objects will provide 1 point of Concealment if anything more than the Base of the Model is obscured, or 2 points of Concealment if the Model is more than half obscured. If Solid Objects hide the entire miniature, you cannot achieve Active or Combat Lock. Direct Attacks may not be made, but a Model who can achieve Lock may Forward Observe for your Model and allow an Indirect Attack.

Some modifiers are applied to a Model's Concealment based on its recent movement speed and activity as denoted below:

Movement Type	Concealment Points
Stationary	0
Combat Speed	-1
Top Speed	-2
Used Ranged/Thrown Weapon(s)	-1
Using/possessing a Perk or Flaw	As Perk/Flaw, normally 0

Some Battlefield conditions will also affect Concealment. These are detailed in Scenarios on page 36 and Perks and Flaws on pages 180 to 183.

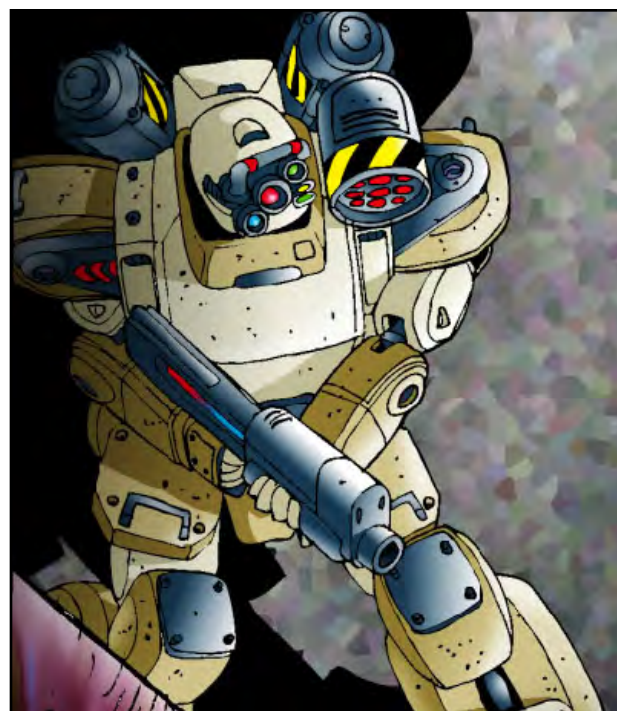
REPRESENTATIONAL TERRAIN AND CONCEALMENT

If you are using Representational or Abstracted Terrain, assign a type of concealment to each zone. To determine how much of a Model the Representational Terrain obscures, assign each zone of representational terrain a height, and assume it covers any Model in the zone all the way across up to that height. The actual height of the items inside matters less than game effect, so pick heights that work best for your table and games.

EXAMPLES

Nick's Black Mamba has a Detect of 3 and he wants to know if it has Lock onto Greg's Grizzly. The Terrain between the two Models consists of 3" of light woods and 1" of scrub (4" total of Light, 1 point), 1" of wooden structures (1 point because the minimum 1" of Medium is present), a wrecked Aller tank (1 point) and the Grizzly is behind a hill that hides half of the model (2 points). This is lowered due to the Grizzly moving Combat Speed (-1 point), Having fired its Mortar (-1 point) and having the Large Sensor Profile (1) flaw (-1 Point). The Total Concealment is (1 +1 +1 +2 -1 -1 -1 =) 2, which is less than the Mamba's Detect Rating. The Black Mamba has Combat Lock.

Next round, Greg's Grizzly, wants to fire on the Mamba, but does not have Lock onto the Black Mamba. There are 4 Points of Concealment due to terrain between it and the Black Mamba, including the Mamba's Combat Speed Movement and the Grizzly only has Detect of 2. If the Grizzly wants to gain Lock onto the Mamba, it would need to spend an Action to attempt Active Lock. Rolling EW Skill plus its Sensor Rating of 0 as a Modifier against the Concealment total. If the Grizzly rolls 5 or more, it gains Lock and may use its Free Action as stated in the Active lock section on the previous page. In this case, the Grizzly fires its Rockets at Nick's Mamba Indirectly.





COVER

If a Model has Lock or a has a Forward Observer with Lock on a Model, it may attack that Model as long as one or more of its weapons can reach the target. Sometimes Cover or terrain may prevent direct attacks from being made, although Indirect Attacks may avoid the intervening objects. See below for more information on the types of Attacks possible.

Cover is measured from a “Models-eye view.” If the Target is not blocked at all, it is considered to be an Open Target and Models gain a +1 to attack the Open Target. If the target Model is up to half covered, but can still be seen easily, it is considered to have some Cover, but there is no Cover Modifier. If the Model is more than half hidden but you can see the main body, it is considered to have Partial Cover. There is a -1 modifier to all attacks against the Target Model. If the Target model is fully hidden, it is considered to have Full Cover. There is a -2 to attack the Target Model. Note that a Model with only a weapon or part of a limb showing is considered fully hidden.

If the Cover is provided in part by Solid Terrain as described in the Concealment section (p 23) , there is a further -1 Cover modifier. Models fully Hidden by Solid Terrain may not be fired at directly, as described in the Concealment rules.

Cover	Attack Modifier
In the Open (no Cover at all)	+1
Some (less than half)	0
Partial (more than half)	-1
Full (all but a limb or weapon)	-2
Cover is Solid	A further -1



OPEN: +1 to Attack this Model



SOME: There is no Modifier for Attacking this Model.



PARTIAL, Solid: There is a -2 Modifier to Attack this Model.

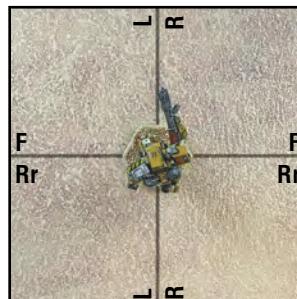


FULL COVER, Solid: Direct Attack not allowed

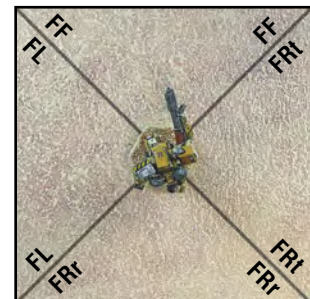
ARCS OF ATTACK

Each weapon listed on a Models Datacard will have an Arc listed. Right, Left, Forward and Rear arcs (R, L, F, Rr) are each 180 degree arcs measured from the centre of the model in the direction indicated. Fixed Right, Left, Forward and Rear arcs (FRt, FL, FF, FRr) are 90 degree arcs measured from the center of the model also in the direction noted. Fixed Forward, for example, would be a 90 degree arc extending out from the front of the model. Turret Arcs cover 360 degrees.

You may find it helpful to place a dot or other identifying marker on Models without a base to aid in determining Arcs.



180° Arcs of Attack



90° Arcs of Attack



RANGED ATTACKS

When attacking with a ranged weapon, the Attacking Model must have Lock on the Target Model and the Target Model must be both within the appropriate arc and within the Extreme Range limit of the weapon in question. The Attack is an opposed test and will be modified according to the Range to the Target Model and the Movement of the Attacker as well as the Movement and Facing of the Target. See Ranged Defense on page 27 for more information on Defending.

The Attack roll is made with the Attack Skill, modified by Range, Cover and other effects as described in the following table.

Modifier (all ranges measured in inches)		Effect
Range	Target is up to end of Point Blank Range	+1
	Target is up to the end of Short range	0
	Target is up to the end of Medium range	-1
	Target is up to the end of Long range	-2
	Target is up to the end of Extreme range	-3
Cover	Open Target	+1
	Target has some Cover	0
	Target is in Partial Cover	-1
	Target is in Full Cover	-2
Target is behind any Solid Cover		additional -1
Scenario Effects, Perks or Flaws		Variable
Accuracy of Weapon		Variable
Vehicle Attack Rating at Current Speed		On Datarcard

EXAMPLES

Robert is firing on John's Grizzly with his Black Mamba's MAC. The Grizzly is half hidden by a Building, so there is a -1 Modifier for Cover and an additional -1 for the Cover being Solid. It is also inside Medium range for the MAC, giving a further -1 Modifier. The Black Mamba is moving at Combat Speed and has an Attack Modifier of +1. The Black Mamba has a total -2 Modifier to Attack the Grizzly.

On John's Turn, he notices Robert left the Black Mamba in the open (+1) and decides to fire. The Mamba is at Short Range for the Grizzly's Autocannon (0) and the Grizzly is Stationary (+2) for a total Modifier of +3 to Attack the Black Mamba.

Robert moves his second Black Mamba to Point Blank (+1) with the Grizzly. Since there is no Cover for the Grizzly from this angle (+1) and the Mamba has +1 at Combat Speed and fires his Rocket pod (-1 Accuracy) for a total modifier of +2.

Unless stated otherwise by a Weapon Trait, no Ranged Weapon may fire more than once per Round, regardless of Actions. Weapons fired with a Command Point may ignore this restriction. If a Model has more than one Action, they may spend up to their Attack Skill rating in additional Actions when firing a single Weapon or set of Linked Weapons. Each additional Action spent like this adds one to the number of dice rolled for that Attack. Ranged Attacks made against a Target in contact with other Models will not necessarily hit the intended Target and should be randomized in a mutually acceptable manner between all Models in contact (except the Attacker), unless fired Indirectly, in which case it acts normally. Weapon Traits may affect how damage and weapons interact with certain situations. See the Weapon Listing on page 177 for more information.

INDIRECT ATTACKS

Indirect Attacks are a specialized form of Attack used when you cannot gain Lock on a Target or feel that an Indirect Attack would be of better tactical use. Indirect Attacks work as normal Attacks, but use the Cover Modifiers from the Forward Observer, rather than the attacker. A weapon with IF must have a FO or its Attack is considered direct and follows the normal attack procedure.

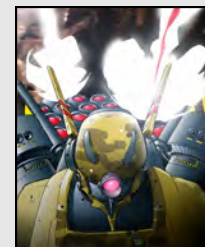
The Attack roll is compared against a Threshold of 4 to hit the Target point. Note the unmodified (raw) roll, including extra sixes, even if the attack misses. If the Attack roll does not gain a MoS (MoF 0 or more), the shot will deviate.

To determine the direction of any deviation, roll 1d6 and – starting with 1 being directly behind the target in a straight line from the attacker – count in 60 degree increments clockwise. The Attack will Travel 1d6+MoF inches in that direction. Subtract the firing model's Sensor score from this distance (Negative Sensors add).

Any Model under the Attack's landing point must Defend as per Ranged Attacks against the raw Attack roll, ignoring any of the usual Attack Modifiers.

EXAMPLE

Robert had his Iguana Forward Observe an Aller earlier in the game. The Aller has not moved since then, so his Naga is able to attempt to Indirectly Fire on the Aller with its ATM, even though the Aller is completely hidden from the Naga.



Robert rolls the Naga's Attack skill of 2 and gets a 3 and a 5. The Cover Modifier from the Iguana was 0, the Attack is at Long Range (-2), the ATM has an Accuracy of +1, and the Naga is at Combat Speed (0), giving a total Modifier of -1 to the roll, for a 4. Since this is a MoF of 0, the Attack scatters. Robert rolls a 4 for the direction and a 3 for the distance, meaning it falls 3 inches short of the target and hits his own Iguana. The Iguana must defend against a 5 (unmodified dice roll).

If the Iguana used its Target Designator (+1 to Guided Attacks), the Attack would have hit the Aller and it would have to defend against the 5.



THROWN AND PLACED WEAPONS

Thrown and Placed weapons follow slightly different rules than normal weapons. To throw a weapon, the Model must have obvious Arms or be noted as having Arms with the Arms Perk. Otherwise, the weapon may only be placed or self-detonated.

Thrown weapons work like Indirect Fire weapons, but may be fired with or without a Forward Observer. Lock on the Target is still needed, and if the attack deviates, halve the distance deviated. Unlike normal weapons, Thrown weapons have only two Range Bands, equating roughly to Short and Medium. Short Range is up to the Attacker's Size in inches and confers no modifier to Attack. Medium Range is up to twice the Attacker's Size in inches and confers a -1 modifier to Attack.

To place a weapon, the Model chooses a point during its movement to place the weapon. The place is marked with a spare piece of paper or a token and the weapon detonates during the Miscellaneous phase of the Round. Use 2 dice for skill and no modifiers for the Attack. Any Model over that spot (or within the area generated by Traits) must Defend against that roll. Do not count Arc when Defending, instead use a -1 modifier for it being underneath or otherwise hidden from the Targets. Note that while you may place the weapon on a Static Model such as a building, you may not place the weapon on a Mobile Model.

Self-detonation is when the Model chooses to Detonate a placed or thrown weapon without placing or throwing it. Use the Models unmodified Skill value for the Attack. The Model that self-detonates is considered to roll a 0 for Defense and any Model Touching the Self-detonating model or affected by any Traits the Weapon has (such as area Effect) must also Defend as normal against the unmodified Skill Roll (the attack is made with no modifiers)

Thrown weapons do not count as Indirect Fire for Defense purposes.

EXAMPLE

John's Hunter is throwing a Hand grenade at the Naga. It is at Medium Range (-1) and behind some Cover (0) The Hunter is at Combat Speed (0) and the HG has Accuracy -1, so John's total Modifier is -2. He rolls a 4 and a 5, which after modifiers is a 3, meaning the Attack will scatter 1d6+1 inches in a Random Direction. John hopes he rolls low so the Area Effect will still contact the Naga, unfortunately he rolls a 2 for direction and a 6 for distance, so it falls 7 inches away from the Naga.

RATE OF FIRE ATTACKS



RATE OF FIRE EXAMPLE

John's Hunter is using its LAC against a Black Mamba. Since the Mamba is within Long range, John may use RoF. The LAC has RoF 2, so John could create a 2" radius Spray, a 1" radius Spray and add 1 to damage, or use no RoF at all.

When making an attack with a weapon with Rate of Fire (RoF), you may choose to use RoF on the Attack. RoF attacks generally eat up more ammunition than normal attacks (see Ammunition Tracking below), but in exchange, they can cover many enemies or deal considerable damage to a single enemy.

Before firing, you must choose how much RoF you wish to use. You may use any amount of the RoF from nothing (single shot), all the way to the maximum listed. If a RoF of 1 or more is used, the attack may target any point up to the end of Long Range and generates a Spray. Spray is a radius equal to the RoF of the weapon, starting from the target point. An Autocannon using RoF 2 would result in an Spray of 2 inches in radius from the Target. Any Model touched by the Attack must Defend against it. If you do not want to saturate an area, you may concentrate fire by sacrificing Spray for extra DM. One point of Spray sacrificed will add one point to the DM of the weapon. If this reduces the Spray to 0, the attack is instead a concentrated burst and will only target a single Model. Nor may Spray affect any Model outside of the Arc of the weapon being fired.

Spray cannot "bend" around cover that completely blocks targets, nor may it cover Models you do not have Lock on. No model which is behind solid cover may receive damage from this sort of attack. A string or straightedge may help determine affected Models. If the base of the miniature or any part of a miniature without a base is covered, it must Defend against the attack. Apply Cover penalties individually to the Attack based on the view from the Attacker to the affected Models. Note the Attacker only rolls once, regardless of the number of Models hit by the Attack. Cover penalties are applied to the original Attack roll on a case-by-case basis. Unless the Spray has another Trait attached (such as Area Effect), Spray will never affect the originator of a Spray Attack.

In the rare case of a weapon having RoF and AE or Blast, Spray granted by the RoF adds to any AE the weapon already possesses, if used. If a Model has a Spray IF attack, the Spray will affect all Models inside the radius, rather than only those the Attacker can "see" and is treated just like a normal AE attack in all ways

AMMUNITION TRACKING



To keep the game simple, the system does not normally track every bullet or missile fired. Instead, the ammunition load of a ranged weapon is abstracted and most ranged weapons are considered to have sufficient ammunition for the entire battle. No attempt is made for most weapons to count ammo after every shot. When an attack roll is fumbled, the weapon runs out of ammo, jams or otherwise needs attention. Place an 'Out of Ammo' counter next to the miniature or Datacard as a reminder – while this counter is in place, the Model cannot fire the weapon that ran Out of Ammo. If the weapon does not have reloads, simply cross it off the datacard rather than indicating with the Out of Ammo counter.



Rate of Fire attacks eat up ammunition rather quickly. When using RoF, the weapon will run out of ammunition if all the dice rolled for the Attack are equal to or less than the number shown on the chart below, not including any modifiers. In this case, the Attack may still hit, but the weapon is Out of Ammo after the current Attack. Wise commanders will note that a re-roll might prevent a weapon from running out of ammo at an inopportune moment. Weapons with the Limited Ammo Trait (Ammo Circles) cross out a circle each time they are used to Attack and once all circles are filled in, may no longer Attack and cannot be reloaded.

RoF Used	Ammo Check (unmodified Attack roll)
None (RoF 0)	Fumble
Less than half	2 or less
Half or more	3 or less
Full RoF with RoF 1 weapon	3 or less
Full RoF	4 or less

If all dice show up the indicated value or less, the Weapon runs out of ammo. Note this on the Model's Datacard or with an out of ammo counter.

AMMUNITION EXAMPLE

John decided to use RoF on his LAC and his dice showed a 3 and a 4. With Modifiers, this was enough to hit the target, but now he must check to see if he's out of ammunition. If he used 1 point of RoF, he would have been fine, as a 4 is greater than a 3, but since he used all of his RoF, at least one die needed to be a 5 or higher. John sighs and marks this on the Hunter's Datacard. Since the Hunter has Reloads for its Autocannon, it may spend an Action to Reload once its actions refresh at the beginning of next Round.

RANGED DEFENSE

Defending does not require the expenditure of an Action. When targeted by an Attack, the Model rolls Defense Skill plus the Modifiers listed on the right. Attacks are always assumed to come from the direction of the Attacker.

The "Attacked from above" Modifier applies only if the attack was from an Airstrike, Indirect Fire (Attack using Forward Observation, including Artillery) or from a higher elevation level.

Combat Variable	Defense Modifier
Current Speed and Movement Mode	Indicated on datacard
Attack directed at Defender's Rear Arc (Rear 180°)	-1
Defender does not have Lock to Attacker	-1
Attacked from above	-1

CROSSFIRE

A Model subjected to ranged Attacks by a Combat Group may experience Crossfire. The first Attack must be made from Medium Range or closer. If the angle of the next Ranged Attack from a different Attacker is 90 degrees or more from the previous Attack by a member of the same Combat Group and within Medium range or shorter of the weapon being fired, the target suffers a -1 to its Defense roll. This is not a cumulative modifier.

Indirect Fire and Thrown weapons count toward Crossfire, however Melee and Placed weapons do not. A weapon whose DM is less than one-third the Target's Armor does not count toward Crossfire. always count Attacks as coming from the Attacker.

If a Target Model moved between Attacks, use the current positions of the Models to determine if Crossfire applies. Thus, a Command Point may allow a Model to escape Crossfire if it moves a sufficient amount.

CROSSFIRE EXAMPLE

Nick has managed to flank Greg's Cataphract. His Black Mamba is currently attacking from more than 90 degrees from the Jäger that just attacked and since both are in the same Combat Group and within medium Range when attacking, the Cataphract takes a -1 to its Defense roll for the Black Mamba's Attack.

If Nick moved another Model from the same Combat Group anywhere within medium range, as long as it was 90 or more degrees from the Mamba that just fired, the Model could fire on the Cataphract which would again have a -1 Defense Modifier. Unfortunately, the only Model left for Nick to use has no weapons capable of causing a box of damage on a MoS of 3 or more, so he cannot use it for Crossfire.



MELEE COMBAT

Melee Combat occurs when a Model attempts to Attack another Model using a Weapon with the Melee trait. Melee weapons, unlike Ranged weapons, do not have ranges listed. For simplicity, the Attacking Model must be in base to base or other physical contact to Attack. Before attempting the Melee Attack, it must be decided if it is a standard Attack or a Ram. Rams are treated slightly differently than normal Melee Attacks (see Ramming, below). To perform a Melee Attack, both the Attacker and Defender roll Defense Skill with the following modifiers (normal Defense Modifiers for Speed and Movement Mode do not apply):

Attacker	Attack Modifier
Attacker is of Greater Size	+1
Weapon	Accuracy of weapon
Attacker at Higher speed Band than Defender	+1

Defender	Defense Modifier
Defender is of Greater Size	+1 to Def. Skill
Attack directed at Rear Arc (180°)	-1

If a Defender has a Melee weapon other than “Close Combat Attack,” it may choose to defend using the weapon, as long as the Attack is not a Ram. In this case, add the weapon’s Accuracy to the Defense Roll. Note that Melee is solely based on piloting ability and as such has no modifiers for range. Additionally, if a Melee Attack results in at least one box of damage, and the total DM of the weapon is greater than the Size of the Target, the Model may choose to inflict a Stun Counter on the Target rather than inflict damage.

FREE STRIKES

Certain circumstances allow a Model to get a free Action with which to attack another Model. This is called a Free Strike. Free Strikes occur against a specific Model under the following circumstances:

- ◆ Against a Model who attempted a Melee Attack or Ram against your Model and fumbled.
- ◆ Model in contact with your Model starts moving away from your Model.
- ◆ Model Attacks with a Ranged weapon while in Contact
- ◆ Fumbled Free Strikes open your Model to a free Strike.

Free Strikes must be made by a weapon with the Melee trait and occur immediately after the initial event occurs or is resolved. You may not Ram as a Free Strike.



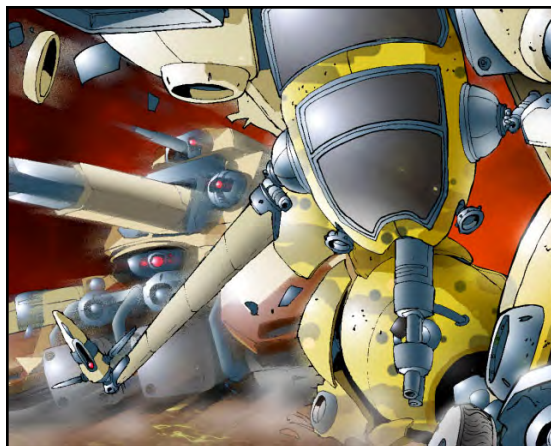
RAMMING

If a Model wished to deliberately smash itself into another Model, it is considered a Ram. Rams are a specialized form of Melee Attack and may only be performed if the Model is at Combat or Top Speed. Rams are resolved as a Melee Attack, but if the Attacker is of a larger Size, the Attacker gains +1 Die to the Attack Skill rather than the standard Size effect. If the Attack is successful, both Attacker and Defender will take damage using the MoS of the Attack roll and their opponents DM with modifiers as listed below:

Both Models moving toward each other: (both opponents in each others direction of movement’s Fixed arc): Double the damage

Defender Moving away from Attacker (Attacker anywhere in the Fixed Arc on the opposite direction of the target’s travel): Halve Damage

If the Ram is successful, both Models will drop one speed band and gain a Stun counter. Note that Stationary Models will remain Stationary. Rams are considered to have the Armor Crushing Trait.



UNINTENTIONAL IMPACTS

Unintentional Impacts are treated as a Ram, except that whichever Model wins the roll may choose to use the result of the roll as a Ram Attack they initiated. If the Impact was against a table element, the element is assumed to roll a 5 and will always Ram the impacted Model with a DM equal to the Model’s size. Impacts against table elements are always “head on.”



DAMAGE

If an Attack hits (MoS of 1 or more), it may cause damage to the Model it hit. Damage is calculated by multiplying the DM of the attack by the MoS and comparing it to the Armor values on the Target Model. If the damage dealt equals or exceeds the Models Armor Value, one box is filled in on the Target Model's damage track. If the damage dealt equals or exceeds twice the Armor Value, two boxes are dealt to the Target Models' damage track. If the damage dealt equals or exceeds three times the Armor Value, the Model is destroyed and is removed from the Table. Dead or Destroyed Models no longer count as Models.

DAMAGE LEVELS

As Damage Boxes are filled in, the Model will be affected based on the level indicated in the damage box. Boxes of damage are always filled in left to right. Below are the damage levels and their effects, please note that the effects replace each other, rather than "stack" on top of each other:

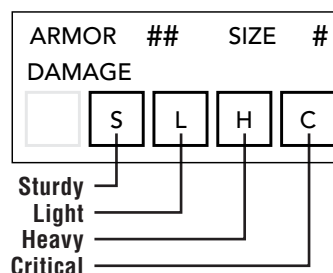
Sturdy: Ablative Boxes represent backup systems, sturdy builds or similar. The Model suffers no penalties.

Light: When a Model takes a Light Damage, it is slightly damaged, but still functional. The Model suffers -1 penalty to all Tests for Difficult or Dangerous terrain.

Heavy: When a Model takes Heavy Damage, it is fairly heavily damaged and is much less battle-worthy. The Model may no longer travel at Top Speed and will immediately drop to Combat Speed if currently travelling at Top Speed. The Model also suffers a -1 penalty to all Skill rolls.

Critical: Critical Damage Indicates a Model is very heavily damaged and is in dire straits. The Model may no longer travel at Top Speed and will immediately drop to Combat Speed if currently travelling at Top Speed. Additionally, the Model loses all Aux Perks and suffers a -2 penalty to all Skill rolls.

Dead: Any Damage beyond Critical means the Model is considered dead. Cross through all Damage Boxes horizontally and place the Model on its side or otherwise mark it as such. (Cotton balls stretched to look like smoke works wonderfully for tanks). From this point on it is treated as Very Rough Terrain and my block Lock and provide Cover as normal.



FRAGILE MODELS

Weak structures, exposed systems or elementary flaws make some Models easier to destroy. Fragile Models do not have a Critical damage box. Any damage received beyond Heavy counts as a result of Dead. Note that it is possible for a Model to have Sturdy Boxes and still have no Critical Box.

ARMOR PERKS AND FLAWS

Armor Perks affect the way damage is applied to a Model. Those Perks are noted directly under the Model's Armor Rating. See the Perks and Flaws section for full details.

DAMAGE EXAMPLES

Robert managed to get a Margin of Success of 2 against John's undamaged Hunter using his Black Mamba's MAC. The MAC did not use any RoF and thus does 2 (the MoS) multiplied by 10 (the Damage Multiplier) or 20 damage to the Hunter. The Hunter's Armor is 15, so it takes 1 Box of Damage, marking off its Sturdy Box, which has minimal effect on the Hunter.

Later on, the Hunter again takes 20 Damage, meaning another Damage Box is filled in, this time doing Light Damage. The Hunter now suffers a -1 penalty to all tests for Difficult or Dangerous Terrain.

The Hunter is at Critical Damage after being hit a few more times. Robert fires upon the damaged Hunter with a Jäger, gaining a MoS of 3 with his LAC, doing $(8 \times 3 =) 24$ Damage, enough for one more box of Damage. Since the Hunter has no further damage Boxes, John strikes a line through all boxes and tips the Model over to mark it as Dead. The Model now counts as Very Rough terrain.

John's Jaguar achieved a MoS of 3 against Robert's Jäger with an undamaged Hunter's Rocket Pack, using all of its RoF for Damage $(\times 12 + 3 \text{ RoF is } \times 15)$ for a total of 45 Damage. Since this is equal to 3 times the Jäger's Armor Value, the Jäger is removed from the table, leaving nothing.



STUN COUNTERS



Certain Traits or situations will indicate that a Model gains a Stun Counter. While it has a Stun Counter, it suffers a -1 Modifier to all Skill Rolls. However, Stun Modifiers will not affect Defense Rolls if the Model's Defense Modifier for Speed was 0 or less before other Modifiers. A Model may remove a Stun Counter at any time by spending an Action. A Model may only ever have one Stun Counter at any time and they do not compound. Once removed, the Model may once again be given a Stun Counter. It is recommended that Stun Counters be placed on the datacard to avoid cluttering the table.

OPTION: WALKER KNOCKDOWN

With this option, any time a two-legged Model would gain a Stun Counter while it already has one, the walker removes the original Stun counter and falls down. It takes one action to stand back up, and the Model counts as Stationary until such time as it stands back up.

OPTION: EJECTION

If a Model is killed through accumulated damage, there is a chance the crew can escape. Roll 1d6, on a 6, the crew has escaped to fight another day. This is mostly useful in Campaigns or home scenarios and as such is optional.

SPECIAL ACTIONS

Special Actions are actions that require special circumstances or have special rules outside of the normal set of actions. Some require the Model to have particular Perks, while others are available to any Model.



ACTIONS ALLOWED BY PERKS

Some Perks allow Models to perform certain effects by spending an Action. In these cases, the rules for these Actions are listed with the Perks or in the rules sections concerning them.

COORDINATED ATTACK

A Combat Group Leader may spend an Action to nominate a target for its Combat Group to coordinate against. The Combat Group Leader must have Combat Lock or Active Lock to the nominated Model. Nominating a Target counts as a Comm Event, and if successful, all Models in the Combat Group benefit from this effect. If the Comm Event is blocked, then only members within the Auto Comm Radius of the Leader gain the benefit. The Target will suffer -1 Defense on any Defense roll caused by this Combat Group. Only one Model may be nominated per Round and if the Leader has multiple Actions, it may benefit from the nomination as well.



HULL DOWN



Going "Hull Down" refers to using terrain to shield yourself from incoming fire. Going Hull Down requires the Model to spend an Action while Stationary while in or touching terrain. The terrain must cover at least half of the Model. Place a Hull Down token for the Model. Going Hull Down creates a minimum Defense value for the Model against Attacks the Terrain is in the path of. Light provides a value of 1, Medium 2, Heavy 3 and Solid 4. The Model Defends as normal, but if the Defense total is less than the minimum Defense value, use the minimum Defense value instead.

Hull Down lasts until the Model accelerates to Combat Speed or moves from the terrain it went Hull Down in. Note that a Model may count as "behind" terrain for some Models and not others. In this case, the effect does not apply when the Model has none of the terrain in question between it and the Model attempting an Attack.



HIDING



Every Model in the game is assumed to have camouflage, foliage netting or similar items that can be used to hide on the battlefield. Models who wish to Hide must be touching terrain and spend an Action while at Stationary or at Combat Speed. Place a Hidden token for the Model. While Hiding, the Model receives a +1 bonus to its Concealment if it is moving at Combat Speed and a +2 bonus if Stationary. Hiding will last until the Model accelerates to Top Speed or moves away from the terrain it is Hiding in. Note that a Model may count as “behind” terrain for some Models and not others. In this case, the effect does not apply when the Model has none of the Terrain in question between it and the Model attempting to gain Lock.

EXAMPLE

Greg's Cataphract is Stationary, in contact with a stand of (very tall) trees and spends an Action to Hide. It gains +2 Concealment from any attempt to gain Lock onto it through the tree stand, but any attempt to gain Lock from a direction the trees do not block is unaffected by the Cataphract Hiding.

If the Cataphract was at Combat Speed, the bonus would only be a +1, but again, only against attempts to gain Lock through the tree stand.

REACTION FIRE



If a Model has unspent Actions, it may respond to any currently Moving Model it has Lock onto by spending an Action to make a Ranged Attack. A Model may be acted against at most once per inch Moved on the Table or per Action performed. For an inactive Model to do so, the inactive Model must declare it will spend an Action to React. The Reaction Fire occurs after the next inch of movement (or when movement ends if the Model keeps moving but stops at less than a full inch) or after the next Action performed by the active Model. Reaction Fire does not count toward Crossfire and cannot be used with Coordinated Attack. A Model may also save its Action(s) after Activation for Reaction Fire.

EXAMPLE

Greg's other Cataphract did not spend its one Action during its Activation. It has Combat Lock to Nick's Jäger, which is moving toward the Cataphract. Greg may use the unspent Action to Reaction Fire after the next inch the Jäger moves or after any Action it performs. Since Greg doesn't want the Jäger to get too close, he chooses to fire after the Jäger moves all of one inch from its starting position.

STAND-BY FOR COORDINATES



A Model may choose to wait for a another Model to Forward Observe a Target later in the round before firing. To do this, an activated Model with an Indirect Fire weapon may place one or more actions on Stand-by. Only one action per unused IF weapon may be put on Stand-by and Stand-by mode may only be chosen during Activation.

When a friendly model Forward Observes a Target, Models on Stand-by may spend their Stand-by Tokens to immediately make an Indirect Fire attack on the FO'd Target. The total number of Stand-by Tokens spent to fire on any Forward Observed Target may not exceed the Forward Observer's Electronic Warfare Skill rating.

Stand-by tokens may only be used for Indirect Fire and are removed at the end of the Round when Actions are reset. Note that EW and Reaction Fire do not require this Special Action.

EXAMPLES

John's Klemm Tank had no viable targets for direct fire and there have been no Forward Observations performed by any model in his force yet, so he decides to give his Klemm a “Stand-By” Token. The Klemm only has one Indirect fire Weapon, so John spends the tank's remaining Actions Hiding and going Hull Down.

Later on, one of John's Cheetahs manages to Forward Observe Robert's Visigoth and designate it. The Klemm may immediately make an indirect Fire Attack on the Visigoth with its ATM. The Cheetah has an Electronic Warfare Skill of 2, meaning that one other Model may also use a Stand-by Token to attack the Visigoth. Unfortunately, John's Grizzly that saved its Action cannot fire at this time as it did not take a Stand-by Action.

WE'RE IN TROUBLE!

If after declaring Speed and Movement Mode for the Round, a Model has negative Defense Modifiers, it may spend one or more actions to help counteract this. This must be done during the Model's Activation. Each Action spent will decrease the penalty by one, but may not raise the Defense Modifier above zero. Note this with a piece of paper, or with a counter. The effect lasts until the Model changes Speeds, Movement Modes or is Activated again.

EXAMPLE

John wants his Mammoth to take position by a building, but to do so, the Mammoth must cross an open area on the table. The Mammoth has a -2 Defense Modifier even though it is travelling at Top Speed, so John spends the Mammoth's remaining Action to bring the Defense Modifier up to -1. No matter how many Actions the Mammoth had, it would not be able to increase the Defense Modifier above 0.



Smaller Models are often organized into groups that act together. The most common type is Infantry which is detailed in the Infantry section on the next page. These Models are referred to as Combined Models. For purposes of the rules these individual Models are called Bases and act as one Model when taking actions, although they are treated as separate Models for purposes of Locks and Attacks directed against them. Each Base of a Combined Model is a 1" hex or circle unless otherwise noted.

Each Base of a Combined Model moves individually, but all must use the same Speed. Combined Models have no facing. They are not subject to Rear Defense Modifiers and all of their weaponry is assumed to have the “Turreted” Arc. Measure the range for all Attacks by the Combined Model from the closest Base to the enemy.

The Combined Model has a single Action total, representing the activity of all Bases in the Combined Model. Spending an Action to Attack with a weapon results in all Bases with that weapon Attacking the same target. Each additional Base equipped with a weapon grants +1 effective RoF to the Weapon used.

Attacks against Combined Models must be made against individual Bases, though other Bases may be affected by Area Effect weapons, or other weapons that effect an area. If multiple Bases are affected by an Attack, add one to the number of dice rolled for Defense per additional Base covered. The base with the most Cover will use that roll for Defense. Drop the highest die and apply the new value for the Base with the next highest amount of Cover and so on until all Bases have Defended. If two Bases have equal Cover, the defender gets to chose which is affected next. If multiple sixes appear, a Base may only count a number of sixes equal to their Defense Skill when Defending.

If a Base's Damage Value is met or exceeded by an Attack, that Base is simply removed. Note any effects that simply cause boxes of damage will instead remove one Base per box dealt. Stun Counters apply to the entire Combined Model, and can be removed with a single Action from the entire Combined Model.

If any Scenario conditions require a Model to be damaged or eliminated, the following rules apply to Combined Models. One Base removed is the equivalent of Light Damage, two Bases is the equivalent of Heavy Damage, three or more is the equivalent of Critical Damage and if no Bases are left, the Combined Model counts as Destroyed.



HEAVY GEAR BLITZ

Combined Models

SQUAD NAME

	M	SPEED	STOP	CBT	TOP
DEFENSE	/				
DEFENSE	/				
ATTACK					

ARMOR		PERKS/FLAWS:
# BASES		
SKILL		
MOUNT		

# BASES		EQUIPMENT:
SKILL		
MOUNT		

NAME	ARC	ACC	RANGE		
			/ / / /		
			/ / / /		

DAM	SPECIAL	ROUNDS

SQUAD NAME

	M	SPEED	STOP	CBT	TOP
DEFENSE	/				
DEFENSE	/				
ATTACK					

ARMOR		PERKS/FLAWS:
# BASES		
SKILL		
MOUNT		

# BASES		EQUIPMENT:
SKILL		
MOUNT		

NAME	ARC	ACC	RANGE		
			/ / / /		
			/ / / /		

DAM	SPECIAL	ROUNDS



INFANTRY

Models with the infantry Perk represent smaller mobile Models such as a person on foot, all-terrain Vehicles, hovercycles, Jeeps and other off-road vehicles or riding a beast. Infantry follow the rules for Combined Models in addition to the rules below:

For simplicity, Infantry are given a single Skill rating they use for all tests. This Skill Rating is also used for their Auto Comm and Detect Ratings, and their Sensors and Comms are considered 0. Infantry are affected by Anti-Infantry Weapons, have a Walker movement of 2/4 and have the Improved Off-road Perk. ATVs, ORVs Hovercycles, and other movement upgrades are in addition to the Walker movement. In this case, Infantry does not “dismount” to use Walker, it simply represents the Infantry taking things slow and the vehicles being smaller than normal vehicles of their type. Infantry have an Attack profile of +1 at Stationary, +0 at Combat Speed and -3 at Top Speed. Infantry have a Defense Modifier of +1, regardless of Movement Type or Speed. Infantry never run out of ammo, but may be affected by Limited Ammo.

Infantry are considered size 2 for a single base, unless increased by an upgrade. Unless noted otherwise, one of the Infantry Bases in each squad has a heavy weapon with the Stabilizer Perk, however all bases in the squad are equipped with small arms. Since Infantry Heavy Weapons and commanders are not designated as being on any particular base, they are assumed to be in the last Base removed, regardless of what Bases were removed. As per the Combined Models rules on the previous page, when an Action is spent for an Attack, all Bases would fire with their small arms and the base with heavy weapon may also fire at the same target.

Infantry who do not have movement upgrades of any sort may enter Buildings, Bunkers or other Static models as if they were a Transport, unless otherwise noted. If moving through Static Models, they treat the Model as Rough Terrain, although Infantry movement upgrades may cause the Model to be considered impassible or Very Rough. This should be discussed before the game begins to ensure fairness. If they take the Hull Down Special action while inside a Static Model, they count as being Hull Down and having Partial cover from all directions. Infantry may make Ranged Attacks out of any Static Model they enter, including Defensive Assets and Bunkers. In this case, the Static Model does not block the Infantry's Attacks and you count Concealment to the Building. Range for Attacks is measured to and from the Building.

TRANSPORTS

Transports are Models with the Transport Perk. Each Model will list what its Transport Capacity is and what types of Models it may Transport on the table. To embark or disembark Models, the Transport must be Stationary.

Embarkation simply requires a Model to move into contact with the Transport and spend an Action. Remove the Embarking Model and note that it is carried. Disembarking allows Models inside the Transport to be placed in contact with the Model. Models must then spend an Action to move, meaning single Action Models disembarking may take an Action or Move, but not both.

Models carried inside a Transport do not suffer Damage unless the Transport Model is reduced to Dead or is outright Destroyed. In this case, roll 1d6 for each model, adding 1 if the Model was Destroyed outright. On a 1-3, the Model takes no Damage but receives a Stun Counter, on a 4-5, The Model takes one box of Damage, on a 6, the Model takes two boxes of Damage and on a 7, the Model is Destroyed. Models that survive the destruction of their Transport count as Stationary and should be placed in contact with the Transport Model before it is marked as Terrain or is removed.



THE CONCRETE JUNGLE

When making terrain and creating table layouts, it's important to take into account the scale of the miniatures. The Scenarios section starting on page 36 has general information on terrain layout, but if you are using numerous transports or other ground vehicles, you will likely need to pay special attention to roads and structures.

A single lane road would be between 1" and 1.5" wide, depending on the width of the shoulder. This means an average residential road, with 2 lanes and 1 to 2 parking lanes is between 3" and 4" wide. A two lane divided highway will average about 4" wide per side, with about 2" to 3" between the sides. A massive freeway can eat up most of a table and would make an excellent battlefield when littered with vehicles, wrecks and craters.

Buildings are not always immediately next to the roadway. Some have lawns, some have parking areas, and buildings or other solid terrain can interfere with turning (much like in real life). Laying terrain down with forethought will aid in friendly games and make it much easier when the critical Turns and shots occur.

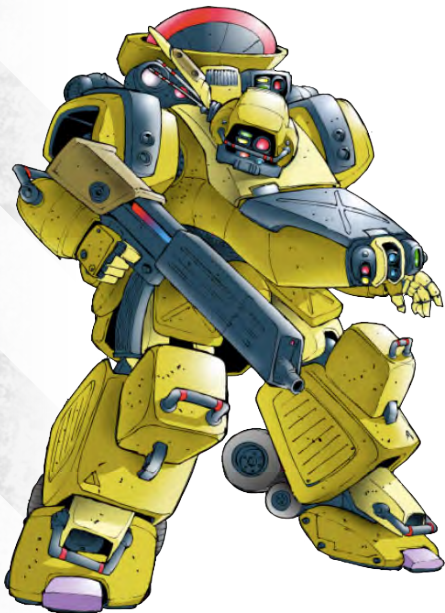
A single storey of a building will be on average about 1" high or a little less. With this and the roadway dimensions in mind, it is quite possible to build ruined buildings, parking garages or even industrial sites with multiple elevation levels, adding a literal new dimension to your games.

If you are wanting a more exact scaling for building terrain, 1 meter is approximately 7mm and 1 yard is exactly 0.25".



COMMUNICATION EVENTS

Communication Events occur when a Model attempts to communicate to another Model. Anything noted as being a Communication Event will be affected by these rules. The two most common Comm Events are Command Point expenditure and Forward Observation. In general, the rules assume basic Electronic Warfare is practiced by all sides and results in a stalemate. The options below represent models taking time to fine-tune or otherwise adapt their electronic equipment in order to disrupt specific enemy command and control actions. A Model may use any unspent Action(s) for ECM and ECCM. Saving an Action for ECM/ECCM after Activation does not require a Special Action.



ECM

A Model with the ECM Perk may attempt to block a Comm Event by spending an Action. The Comm Event must be attempted by a Model the Blocking model has Lock (Active or Combat) on. This turns the Comm Event into an opposed roll. Both sides roll EW Skill + Comm rating, and the Model with ECM adds in the ECM Rating. If The Blocking model rolls higher, the Comm event does not take place. Any Actions used on the Event will still be spent.

Only one ECM attempt may be made per Comm Event, but two or more Models with ECM may work in concert by spending actions at the same time. Only the first model needs Lock to the Enemy, all others need Lock to the Model attempting ECM. If this is the case, the Model attempting ECM gains +1 die to its skill for each “helper,” and the additional Models do not roll.

A Model with ECM may also attempt to block an Active Lock attempt against itself or a friendly Model it has Lock onto. The Model must spend an Action and may roll EW+Comm +ECM. If this is equal to or higher than the Active Lock attempt, the Active Lock attempt fails.

ECCM

A Model with ECCM may attempt to aid a Model in overcoming ECM. If a model with ECCM has Lock to a friendly Model affected by ECM attempting to block Active Lock or a Comm Event, the Model with ECCM may spend an action to attempt to aid. Roll EW Skill +Comm Rating +ECCM Rating. If this roll is higher than the friendly Model's roll, you may use this value in place of the original Model's roll. Only one ECCM attempt may be made per ECM attempt.

Models with ECCM always add their ECCM rating to their EW skill rolls if they are the target of ECM blocking on their Comm event, or Active Lock.

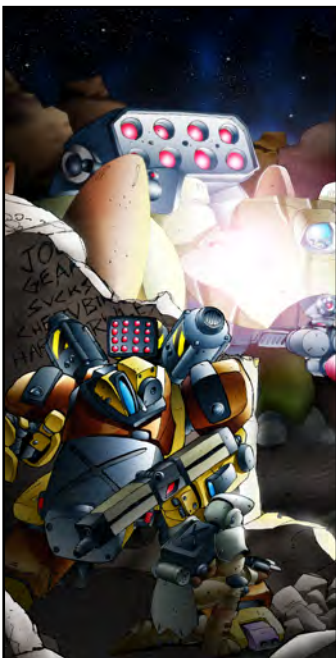
AUTOMATIC COMMUNICATIONS

Automatic Communications represents the ability of a Model to communicate directly with hand signals, laser communications or other means. Any Model with a Combat Lock to and within the Auto Comm rating in inches of a Model attempting a Communication Event will benefit from the Comm Event, regardless of whether or not ECM was used. If a Model attempts to Forward Observe an enemy and the Forward Observation was blocked with ECM, any friendly Models within the Observing Model's Auto Comm radius will still benefit from the Observation attempt. Note that you cannot “Chain” Auto Comm radiuses to let a Model outside of the originator's Auto Comm radius benefit if ECM blocks the Comm Event.

COMM EVENTS EXAMPLE

Robert was attempting to Forward Observe an Aller tank his Iguana had gained Active Lock to. John's Cheetah has Lock to the Iguana and spends a saved Action to attempt to block the FO attempt. The Iguana rolls EW Skill and adds +2 for its Comms Rating, while the Cheetah Rolls 2 dice for EW and adds +1 for Comms and +3 for ECM. Robert has no friendly models with ECCM within range, and the Cheetah easily blocks the Iguana's Forward Observation Attempt.

The Iguana's Auto Comm radius is 5", however, and it has Combat Lock to a Naga Strider within this distance, so the Naga may benefit from the Forward Observation anyway





COMMAND POINTS

Command Points (CPs) are an abstract method of representing tactical awareness, pre-battle planning and Commanders' capabilities on the table. The Support Options section on page 47 will cover how many CPs your army gets for the game.

Command Points are "spent" by your Army Commander on any model within your Army. It does not take an Action to spend a CP on a Model, nor do you need Lock on the Model, but the Commander is limited to attempting to spend a Maximum number of CPs per round equal to his Leadership Skill. Combat Group Leaders who are not the Army Commander may also "spend" Command Points in this manner, but may only attempt to spend a number up to half their Leadership Skill rounded down per round and only amongst their own Squad.

Each Model (including Army Commanders) may receive only one CP attempt per Round. Each attempt counts as a Communications Event. If the Communications are blocked or otherwise interrupted, the CP remains unspent and the Model it was intended to affect does not gain any benefit. Army Commanders and any Combat Group Leader with Leadership 2 or higher may give themselves Command Points without being blocked by ECM.

Each Command Point spent may do one of the following effects:

- ◆ Re-roll any Skill tests. The second roll stands, even if it is lower or worse than the first.
- ◆ Activate a Model out of sequence, as long as the Model has not yet Activated. This can Interrupt any Movement currently taking place, but may not interrupt Actions currently being resolved or any effect granted by a Command Point.
- ◆ Grant a Model an additional Action to be used immediately, even if it has spent all of its actions and is Used. This action may interrupt another Activation, but may not interrupt Actions currently being resolved or any effect granted by a CP. This may be used to fire a weapon which has already been fired this round.
- ◆ Allow a Model to take a "Parting Shot" if reduced to Dead or Destroyed outright. The Model does not gain any movement, but may Attack with one Weapon or set of Linked Weapons with normal Modifiers for its current state before the Death or outright Destruction. This may be a weapon that has already fired once this round.
- ◆ Re-roll any non-Skill die or dice roll such as scatter direction or distance, round play order, etc. This counts as an expenditure by your Army Commander, but does not count as a transfer to a Model and may not be Blocked.

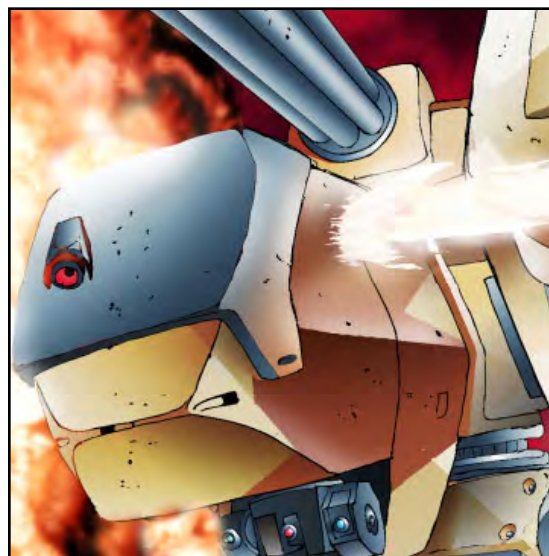
If the Commander or Acting Commander is Dead or Destroyed, you lose one CP and the Model with the next highest Leadership Skill will gain the ability to use the Command Points for your army. If there is a tie, you may choose which Model gains this ability.

EXAMPLES

John's Mammoth has fumbled its Attack roll, John spends a CP on his Mammoth and may re-roll the Attack Dice.

Robert wants to grant his Visigoth another Action to fire its HFG. Greg has a Skirmisher with Combat Lock and an unspent Action and attempts to block the attempt with ECM. Greg's attempt is successful. The CP is unspent, but the Visigoth may not receive another CP attempt this Round. Robert's Commander has a Leadership Skill of 3, and now may only make another two CP attempts this Round.

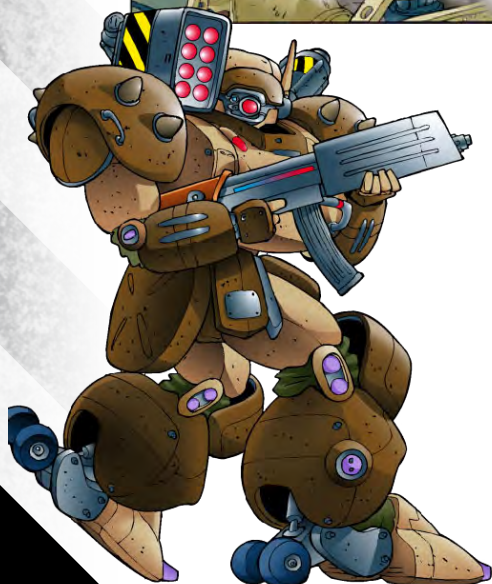
When determining play order for the Round, Nick really wants to win, but he lost the die roll, even with his bonus for having fewer Combat Groups. He spends a CP to re-roll his die and manages to beat John's roll, allowing Nick to go first. John could not attempt to block this CP expenditure as it was not transferred to a Model.





SCENARIOS

While playing a “Straight up Brawl” is fun, it will limit you in your choices and tactics on the field. The following Scenario Generator will allow you to play a variety of missions while keeping the various priority levels of armies relatively balanced. Feel free to disregard this for custom-made scenarios. It can sometimes be fun to play unbalanced games. After all, they happen in real life and quite often end up being the most well-remembered battles.



STEP 1: BUILDING AN ARMY

When building an army, you will have to determine both the total Threat Value and Priority Level of your force. These two factors will influence both your army selection and the scenarios you play.

There are multiple armies in the field guides presented in this book. Unless restricted by tournament scenarios or by mutual agreement, you are free to choose any army you wish. Each army will play differently and require different tactics to win. The North and South have multiple armies that play similarly but with a variation or two that changes the specifics of their play style. Experiment with army compositions and tactics to find one that you like.

Note that for home-made scenarios, Priority Levels and Threat Value may be ignored to represent unique situations or unbalanced conditions.

THREAT VALUE

When building an army for a game or tournament, there will be a preset or agreed-upon Threat Value cap. Each player may choose Models and Combat Groups as dictated by their chosen Priority Level (see below) with a cost up to the Threat Value cap. Threat Value and Priority Level are not linked in any way. It is possible to have a 500TV PL 4 force or a 5,000 TV PL 1 force.

In general, the game will last 30 minutes or so per 500 TV. This may, however, vary based on number of Combat Groups, specific table events, table layout, table size, player experience and so on. The number of Objectives you will need to generate will depend upon your total Threat Value. See Step 4, Mission Generation for more information on this.

PRIORITY LEVEL

Priority Levels are a method of determining how important your force is to high command. The Priority Level (PL) of a force may be freely chosen by a player, although it may be restricted by army choice, in Tournament rules or by mutual agreement. Generally, the higher the Priority Level, the more access to elite squads, veteran options and Support Assets you will have. However, the advanced forces available at higher PLs come at a price: High Command deems them capable of more complex and important tasks, therefore, you will need to complete more objectives in order to win the game. *A force may be the entirety of the Combat Groups sent to battle or part of a larger army, consisting of multiple forces each with their own Priority Level.*

COMBAT GROUP TYPES

Each Combat group will list the type of Group it is for the armies it is available for. Core Groups are the backbone of the Army, Auxiliary Groups provide support for the Core, while Specialist Groups provide specialist duties. Elite Groups are the cream of that particular army's organization. Veterans are experienced or otherwise well trained and equipped Groups.

UPGRADES AND OPTIONS

For a Model to be eligible for an upgrade or option, it must meet the criteria noted. If an option lists a specific vehicle, only that vehicle or variants with the vehicle's name may take that option. Thus a Headhunter or Command Jäger could take Hunter or Jäger options, but a Hippeis could not take an option noted for a Hoplite. Note that Warriors and Warrior IVs are separate names as are the (Spitting) Cobra and King Cobra. Veteran upgrades become available if the Combat Group is made Veteran. You may choose any Group in your force to become Veteran, but the number of Veteran Groups you may take is dictated by your Priority Level. Unless otherwise stated in the Army rules, the Army Command Group can be any of the Groups you buy.

PRIORITY LEVELS

PRIORITY LEVEL 1

This is the lowest priority level you may choose and represents a force deployed to a backwater area, on a perceived “useless” patrol or otherwise deemed a low priority by command.

Core	Minimum of one Core Combat Group, maximum is unlimited
Auxiliary	Up to two Auxiliary Combat Groups may be taken
Specialist	Up to one Specialist Combat Group may be taken, but you must first have two or more Core Combat Groups
Elite	No Elite Combat Groups may be taken at this Priority level
Veterans	Any one Combat Group may be made Veterans



PRIORITY LEVEL 2

From garrisoning an area to patrols of a contested area, to taking a moderately important objective, this Priority Level represents a standard deployment in the field.

Core	Minimum of two Core Combat Groups, maximum is unlimited
Auxiliary	Up to three Auxiliary Combat Groups may be taken
Specialist	Up to two Specialist Combat Groups may be taken
Elite	One Elite Combat Group may be taken at this Priority level, but you must first have three or more Core Combat Groups
Veterans	Up to two Combat Groups may be made Veteran



PRIORITY LEVEL 3

As the importance of missions increases, so do the options made available by command. This Priority Level is your standard Hollywood movie-level military force with specialized squads and fairly important objectives.

Core	One Core Combat Group may be taken for each Auxiliary bought
Auxiliary	An unlimited number of Auxiliary Combat Groups may be taken
Specialist	One Specialist Combat Group must be taken, and there is a maximum of three Specialist Combat Groups
Elite	Up to two Elite Combat Groups may be taken
Veterans	Up to three Combat Groups may be made Veteran



PRIORITY LEVEL 4

At this Priority Level, the objectives are simply too important to ignore or require the utmost skill to complete. Quite often, Special Ops commando raids and other “deniable actions” take place with forces such as these, as do top-priority missions that general troops normally cannot perform.

Core	One Core Combat Group may be taken for each Specialist bought
Auxiliary	Unlimited Auxiliary Combat Groups may be taken
Specialist	Up to four Specialist Combat Groups may be taken
Elite	One Elite Combat Group Must be taken, and there is a maximum of three Elite Combat Groups
Veterans	Up to four Combat Groups may be made Veteran



The above represent “hard” values. In any given force, there are only so many of any type of squad. Just as high command would not waste a stealth commando squad on a routine patrol, they will not send average grunts after an important objective unless absolutely necessary.



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STEP 2: SETTING UP THE TABLE

You may wish to roll for table effects before setting up terrain, or adjust placement of some pieces after rolling to make the game more fun. One player should be nominated to roll for table effects.

To determine how many table effects will be occurring in the game, roll 1 die: on a 1-3, no effects take place, it is an average day. On a 4, roll once for table effects below. On a 5, roll twice, re-rolling doubled non-stacking effects. On a 6, roll once for unusual effects and roll again for table effects, counting a 6 as none.

TABLE EFFECTS

1-2: NIGHT

The Battle takes place at Night. The Stealth Perk always applies and Concealment granted by terrain is doubled, with a minimum of 1 when in the Open.

3: DAWN OR DUSK

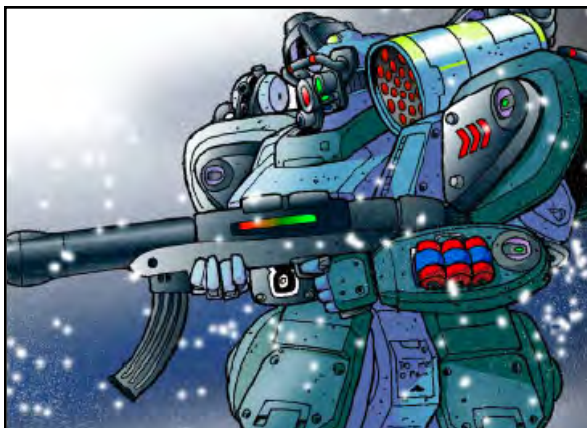
The battle takes place during the Dawn or Dusk. The game is treated as occurring at Night, however, rather than doubling Concealment as noted above, simply add 1 to Concealment at all times (even when in the open). If combined with Night, roll one die. On an 1-3, the first two rounds are Dusk and the remaining rounds are Night. On an 4-6, rounds 1-2 are Dawn and any subsequent rounds are normal daylight. If this is rolled twice, there is fog or other such interference, both this and Fog or Smoke apply.

4: FOG OR SMOKE

A heavy fog, mist or smoke is drifting across the Battlefield providing 1 point of Concealment for every 6 full inches between Models. Any Model firing a weapon with the MB trait is counted as having 1 point less Concealment until the end of the Round.

5-6: DUST STORM, RAIN OR SNOW

A dust storm, heavy rain shower, or moderate snow is falling. The effects are as Fog or Smoke, but if combined, double Concealment losses and weapons with MB will add one to their MB rating. If rolled twice, the dust storm has become a sandstorm, the rain a torrent or the snowfall a blizzard. Combine these effects with Fog or Smoke, but additionally, no Model will ever count as being "Fully in the Open" for Cover purposes and all Indirect Attacks (IF, Artillery, thrown, etc) and Airstrikes suffer a -1 modifier.



UNUSUAL EVENTS

1-2: VARIABLE TIME LIMIT

Time is not a luxury you have on this mission. You don't know when hostile reinforcements will arrive, if that volcano will blow or simply if command will recall you. In any case, rather than the normal game length, roll 1 die at the end of round 4 and each round thereafter. On a 4 or higher, the next round will be the last round of the game.

3: EM "STORM"

A solar flare or the planetary magnetic field is affecting communications. All Comm events are contested by the "storm" which rolls 1 die for its effect. Enemy Models may still use ECM as normal, in which case take the "Storm's" result or the enemy Model's, whichever is higher.

4: WHITE SAND BATTLE

The battle takes place in the White Desert or nearby. The sand there is extremely corrosive. Choose 1d6 terrain pieces other than Static models. These areas have a fair amount of the corrosive sand and are considered dangerous terrain. You may include open or clear terrain areas for this, in which case mark off a diameter of 6" for the "terrain."

5: EXTREME TEMPERATURES

The planet of Terra Nova is known for extreme temperature variation, which can interfere with battlefield performance. Roll 1 die for every Model at the start of the game. On a 1, that Model begins the game with a Stun Counter, representing the effects of prolonged heat or cold on the pilot or members.

6: FRIENDLY FIRE

Someone got the coordinates wrong and heavy shelling is coming your way, threatening friend and foes alike. In the artillery phase of Step 3 roll 1d6 before any other artillery is used. On a 1 to 3, things are clear, on a 4 or higher, 1 SP worth of Artillery is on its way. The player with the lowest VP total at this time in the game may choose the target point(s), which otherwise use the normal Artillery rules. Since the Strike is not called in, there is no Leadership Roll to lower Scatter.

TERRAIN SETUP

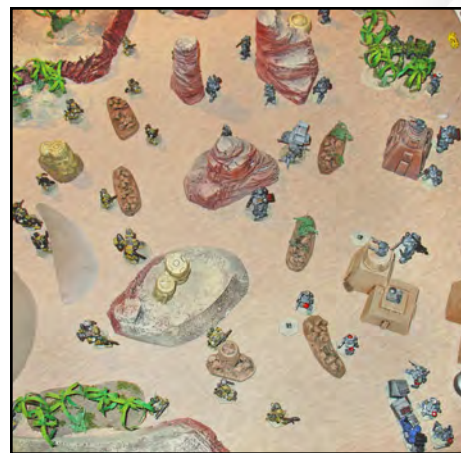
When placing terrain for your games, take into account the mission types and deployment areas, particularly if designing a scenario where the objectives are predetermined, such as Tournaments. Some players prefer to set up terrain in a mutually agreeable manner. If this is not feasible, it is suggested that players take turns placing terrain pieces bearing in mind the recommendations below.

There should never be a clear view across the entirety of the table area, as even the most bald prairie will have contours and copses of trees breaking up line of sight. A good rule of thumb is 1-2 "pieces" of terrain per square foot of table area. Large open areas or corridors, more than 4 or 5 inches in length, must be handled extremely carefully. These "kill zones" will become extremely lethal and difficult for Models to cross, making them much more significant obstacles than a cluster of buildings or trees. If you like this style of play, there's nothing wrong with that, but consider how their position and the surrounding terrain will impact the flow of battle. Sometimes a kill zone is great for the scenario, other times, it can turn a fun battle into a grueling slog where nothing happens or a brutal firefight which no-one can win.

A piece of terrain can be a few smaller buildings, a large building, a hill or a stand, but should be at least 6 x 3 inches in size (although lone pillars or boulders and other smaller solid terrain can provide useful interference and a nice atmosphere). The maximum size of any terrain piece is up to the players, but a variety of sizes will increase your table options. Terrain stands are a sheet of board cut to a random or pleasing shape and filled with enough trees, gravel, rocks, flocking, debris and similar to show what the terrain is, but still allow model movement. The rules assume that stands will be used for non solid terrain types. We find that a good mixture of sizes, shapes and types of terrain leads to better, faster games. Be creative with this. A ruined industrial site constituting rough terrain can be more fun to play on than a rock field constituting rough terrain. Remember that any given stand can count as multiple types of terrain. A stand of rough terrain could include some pieces of solid terrain, representing larger pieces of rubble or rock.

The guidelines above will aid in laying out terrain, but to really get the most out of your games, you should consider the scale of the models. As mentioned in the rules section, Heavy Gear is 1:144 scale, and can use N-scale terrain. But what does that really mean? For purposes of games, 1 inch is equal to 12 feet or about 3.6 meters. While this is technically not hard and fast due to vagaries of wargaming, keeping this in mind when setting up terrain is very important. A residential road would likely never be more than 2 inches across, most houses will be at least 2-3 inches high, which is enough to hide even the largest Blitz figure.

Also note that larger games may require more room and that more room may increase play length. It is recommended that players start on a smaller board of about 3 feet by 3 feet and graduate to larger boards as they move away from the Straight up Brawl game.



ABSTRACTED TERRAIN

While it is nice to have forest stands and painted buildings for games, it is not strictly necessary. Abstracted terrain has worked well since wargaming began. Books under a sheet can serve as hills, the salt shaker can serve as a defense turret, and any number of simple substitutions can create an interesting varied battlefield. Treat the terrain as consisting entirely of the designated type for the purposes of determining Cover. For this to work, give each non-solid terrain type a Cover Size. This is open for interpretation, as a higher Cover Size might represent dense terrain or simply very tall terrain. A good guideline is to pick what kind of Model you want to be fully hidden by said terrain and add 1 to its size.

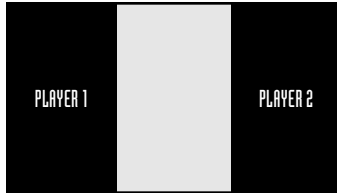
Compare the Size of any vehicle being attacked through the terrain to the Cover Size of that terrain. If the Cover Size is greater than the Model's size, It has Full Cover, If it is over half the size of the Model, the Model has Partial Cover, and if it is less than half, the Model is considered to have some Cover. For example, if you have a clump of Lichen that counts as Dense Terrain for movement and has a Cover Size of 7, any Model of size 6 or less would have Full Cover against any attacks made at it through the Lichen. Terrain with a Cover Size of 15 will hide any Model in the game.



STEP 3: DEPLOYMENT ZONES

Each player will have a Deployment zone and a Home Edge. The table edge your force is deployed from matters not just for setup, but for game effects. The term Table Edge can actually refer to multiple edges or parts of edges of a table setup. To determine which deployment setup you will be using, roll a single die and reference below. If you are using a square table, designate one set of parallel edges as Wide Edge. Home Edge will refer to any table edge that falls within the player's Deployment Zone.

TABLE EDGE AND DEPLOYMENT ZONES



1-2: Narrow Edge

Players may deploy up to 1/3 of the way onto the table, measured from the narrow edge on opposite sides of the table.



3-4: Wide edge

Players may deploy up to 1/3 of the way onto the table, measured from the wide edge on opposite sides of the table.



5: Diagonal

The table is divided into ninths (Divide as wide and Narrow, above). One player may deploy in the two leftmost ninths on one narrow edge. The other deployment zone is created the same way on the exact opposite corner.

6: Surrounded.

Roll again for table setup, re-rolling any further sixes. The table is set up as per that deployment, but one player takes both deployment zones (black zones) and the other player is deployed in the center (grey zone). In Surrounded, you may not place a Combat Group within 12" of an enemy unless infiltrating.

Players count the edges of the table that touch their deployment zone as their "home edge." If you are Surrounded, your Home Edge is any edge not occupied by your opponent's deployment zones.



OPTION: MORALE

These optional rules are presented for those players who like the extra detail of tracking their forces' Morale and who like extra depth in their wargames.



Every Combat Group has a Demoralized Threshold and a Broken Threshold. The Demoralized Threshold for each Combat Group is equal to the Priority Level of your Force, plus the Combat Group Leader's Leadership Skill. The Broken Threshold is equal to the Demoralized Threshold plus the Army Commander's Leadership Skill. Army traits and/or mission types may alter these values. In this case, they are altered separately. If the Demoralized Threshold is ever equal to the Broken threshold, then any Event that makes a Combat Group become Demoralized will instead make it become Broken.

Each time a Combat Group is subject to a Morale Event, there is a chance it will affect the Morale of the Combat Group. If the Event allows a roll, the Combat Group Leader must roll Leadership versus a Threshold of 4. If the roll is failed, place a Morale Token next to the Combat Group. If the number of Tokens are greater than the Demoralized Threshold, they count as Demoralized and likewise with the Broken Threshold.

DEMORALIZED

The Combat Group is unable to take advantage of Crossfire, cannot perform Coordinated Attacks, Indirect Fire Attacks or Guided Attacks but may use Thrown Weapons. The Combat Group may only receive Command Points to Rally (see below).

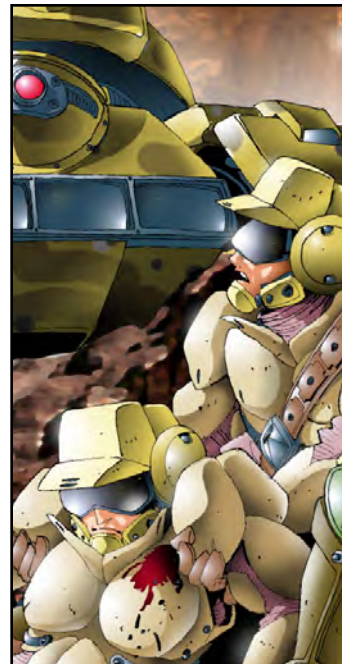
BROKEN

The Combat Group Members must move toward the closest source of cover and away from any enemy Model. They may not Attack. All members suffer a -1 modifier to all Skill rolls except Defense. The Combat Group may only receive Command Points to rally (see below).

RALLYING

At any point, the Combat Group Leader or any Member with the Leadership Skill may spend an action to make a Leadership test against a Threshold of 4 to remove $\frac{1}{2}$ of the MoS (rounded up) Morale tokens. (MoF does not increase Tokens) This is not a Comm event. Note that some events will remove a token automatically.

By spending a Command Point (counts as a Comm event) an Army Commander may roll as a Combat Group Leader to remove Morale tokens for any Combat Group in the Army. In this case, remove MoS Tokens, rather than $\frac{1}{2}$ MoS in Tokens.



TOKEN EVENTS

Token Events (only apply to the Combat Group in question, unless otherwise noted):

Attacked by a Model that no Model in Combat Group has a Lock to.

Indirect Attack hits any member of the Combat Group.

Friendly Combat Group destroyed.

Model in your Combat Group is destroyed if Combat Group is at 5 or more Models.

Infantry Attacked by AI weapon.

Incendiary (SB) Attack on Infantry.

Model in Combat Group affected by Crossfire.

Automatic Tokens (roll is automatically failed):

Infantry base destroyed if Infantry.

Model in Combat Group is destroyed if your combat group is at 4 or less Models.

Events that remove tokens automatically:

Destroying an enemy Model within 6" of any member in the Combat Group.

Combat Group completes an Objective: remove a number of Tokens equal to the VP gained.

Note that some Objectives can only be completed when the game ends and as such do not count toward this.





STEP 4: MISSION GENERATION

When generating the mission, the Priority Level and the Threat Value of the forces will come into play. Each player must roll to determine their mission type. Roll one die and compare it to the table below to determine your mission type.

Die Roll	Priority Level 1	Priority Level 2	Priority Level 3	Priority Level 4
1	Standard	Standard	Standard	Standard
2	Standard	Standard	Defense	Defense
3	Standard	Defense	Defense	Offense
4	Defense	Defense	Offense	Offense
5	Defense	Offense	Offense	Offense
6	Offense	Offense	Offense	Offense

TYPES OF MISSIONS AND OBJECTIVES

Each type of Mission dictates the types of Objectives you may take (see below) and what Support Options you are allowed to take. If support options are taken, they increase your tactical options, but grant your opponent Support Options which may counter or hinder you. All Types of mission allow Command Points as Support Assets.

- ◆ Standard Missions are everyday routine missions such as patrols, returning from deployment and so on.
- ◆ Defensive Missions are missions with the primary goal of defending a place or group, or simply staying alive.
- ◆ Offensive Missions are missions with the primary goal of engaging the enemy, seizing ground or destroying a target.

OBJECTIVES AND VICTORY POINTS

Objectives are listed by the Type of Mission they are generally part of. You must select 2 Objective Points (OP) plus 2 extra points per 750 TV or part thereof of your force. You must choose exactly this many OP worth of mission Objectives, you may not choose more or less. Completing Objectives will earn you Victory Points (VPs), which will determine the winner of the battle. See Victory Conditions on Page 48 for information on using VPs to determine the victor.

At least half of your OP must be selected from the Objectives list corresponding with your Mission, the others may be freely chosen. Some objectives may be taken only once, others may be taken multiple times, but if this is done, the target of the objectives may not overlap. For example, you cannot have two separate Wipe Them Out objectives for the same enemy Combat Group. Write down your chosen objectives and their associated targets and reveal them to your opponent after both of you have finished choosing. Each Objective lists the possible Victory Points it can grant if you succeed. For the purposes of all Objectives, any Model that retreats from or never enters the field of battle counts as Destroyed. Some objectives require you to randomize squads or terrain pieces to determine the target of the objective. In this case, use a die, chits from a hat, or any other mutually agreeable method.

STANDARD OBJECTIVES

ESCAPE! [3 OP]:

On your way back to base, you are ambushed! You must get back to base as quickly as possible, but to get there, you must go through the enemy. One randomly determined Combat Group from your force must attempt to exit your opponent's table Edge. Do not include Infantry Groups without transport options when determining the Group chosen, but do count Combat groups held in Reserve. You gain 2 VP if ½ or more of the Combat Group manages to leave the Table, and an additional 1 VP if no member of the Combat Group has been killed, Destroyed or Critically Damaged. On larger tables, choose a point 25" or more down one edge. Any Model that moves off that edge farther down than that point counts as having Escaped. Models Escaping do not count as Destroyed.

RECON [2 OP]:

An enemy Model is of interest to Command, but just which one is unclear. Randomly choose a Combat Group with 3 or more Models not held in Reserve. If no Combat Group with 3 or more Models is available, randomize between all Combat Groups. If at the end of the Battle, you have gained Active Lock on all members of the designated Combat Group, you gain 2 VPs. If you have gained Active Lock on at least half the designated Combat Group, you gain 1 VP. Active Lock must be achieved on a Model before it can be destroyed. If a player destroys his own Models, the opponent is considered to have achieved an Active Lock prior to its destruction.

SCOUT [1 OP]:

A Randomly chosen Terrain piece or Static Model in your opponents' deployment area needs to be scouted. If a Model from your force is able to successfully Forward Observe the Target two rounds in succession from within its Detect Rating in inches, you gain 1 VP. The Target may be Observed by any Model in your force, but Models may not combine efforts.



DEFENSIVE OBJECTIVES

BLOCKADE [3 OP]:

You must stop your opponents from entering your deployment zone. If at the end of the game, there are no enemy models within your deployment zone (Models Critically Damaged or worse do not count), you gain 2 VP. If there are no enemy Models in your deployment zone at all, gain an additional 1 VP. Remember that Models that are dead are become terrain and Models that were completely destroyed are removed from the table and as such neither count as Models from that point forward.

PROTECT [1 OP]:

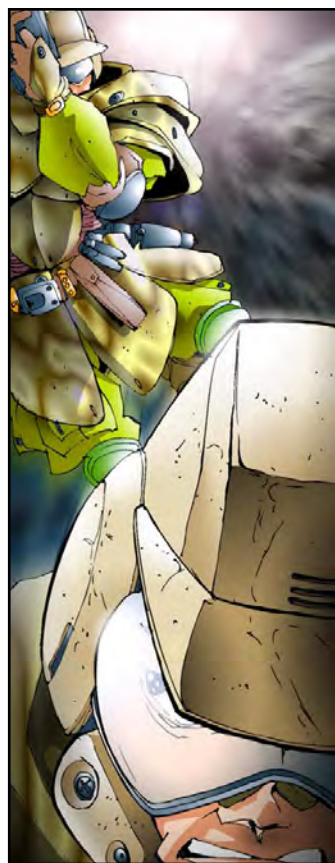
One randomly chosen Squad leader or special character from your force is considered important to high command. You gain 1 VP if the Model is not destroyed at the end of the game.

SURVIVE [2 OP]:

One randomly chosen Combat Group from your force is particularly valuable to high command. You gain 1 VP if $\frac{1}{2}$ or more of the Combat Group is not Critically Damaged or Destroyed, and an additional 1 VP if all members of the Combat Group are neither. The Combat Group may not be held in Reserve.

HOLD [2 OP]:

You must keep and hold a randomly chosen Static Model or terrain piece outside of your opponent's Deployment Zone. If you have more Models within 6" of the Target at the end of the game than your opponent, you gain 1 VP. If there are no enemy Models within 6" of the Target, you gain an additional 1 VP. Static Models that can be destroyed are not valid choices for this objective.



OFFENSIVE OBJECTIVES

ASSASSINATION [1 OP]:

One randomly chosen enemy Squad leader or special Character (including Army Commander) has been targeted for death, either due to a grudge or army command deeming them a high priority target. You gain 1 VP if the Model is destroyed or outright killed. The Target may share a Combat Group with a Wipe Them Out Objective, below.

BREATHROUGH [2 OP]:

You must break through enemy lines to gain ground by seizing your opponent's deployment zone. If at the end of the game, you have Models in the Deployment zone, gain 1 VP. Additionally, if there are no enemy models within the deployment zone, you gain 1 VP. On larger tables, this may prove difficult. In which case, choose a 9" by 9" zone 20" or more outside of your Deployment Zone to counts as the objective zone.

SEIZE [2 OP]:

A Randomly chosen Terrain piece or Static Model outside of your deployment area is deemed a strategic target that must be taken at all costs. If you have more Models within 6" of the Target at the end of the game than your opponent, you gain 1 VP. If you discount Models Heavily Damaged or worse, and still outnumber your opponent, you gain an additional 1 VP. Static Models that can be destroyed are not valid choices for this objective.

WIPE THEM OUT [2 OP]:

One randomly chosen enemy Combat Group consisting of 3 or more Models must be destroyed, regardless of the consequences. If no Combat Group with 3 or more Models is available, randomize between all Combat Groups. You gain 1 VP if $\frac{1}{2}$ or more of the Combat Group is Destroyed or Critically Damaged, and an additional 1 VP if the whole Combat Group is Killed or Destroyed. The Target of this Objective may not be one held in Reserve.





STEP 5: CHOOSE SUPPORT OPTIONS

You gain a number of Support Points (SP) equal to your Priority Level plus 1 additional point for every full 500 TV of your force. Support points may be spent on any Support Options, although some may be restricted by PL or your army. A PL 3 force at 1000 TV would have 5 SP.

When spending Support Points, both players allocate half (rounding up) or more of their SP and spend them secretly, writing down their choices on paper. Both players then reveal their choices to their opponent and then spend the rest of their SP in the same manner. The choices made during the second allocation do not need to be shown, only written down. Note that all players receive Command Points, but Support Points may be used to purchase extras. Support Points must be spent before deployment starts, or they are lost.



AIRSTRIKES

Airstrikes are a Support Asset that, if bought, may be “called in” by Combat Group Leaders and Army Commanders, and will then arrive in the Airstrike Phase of Step 3 of the Round in which they were called.

CALLING AIRSTRIKES

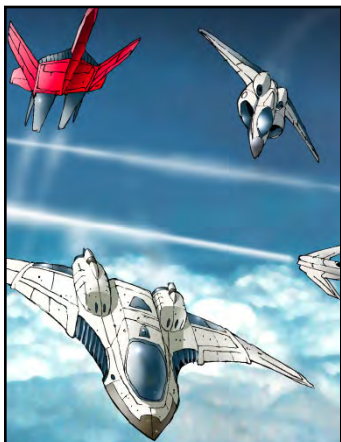
If you have uncalled Airstrikes during your turn, your Army Commander or a Combat group Leader may attempt to call in an Airstrike. The Model must spend an Action and performs a Comm Event. If the Comm Event is Blocked, the Airstrike is not called and remains available for later attempts. If the Event is successful, one Airstrike of the player’s choice is ready for use in the Support Phase of this Round. The Model must then make a Leadership Skill test against a Threshold of 5. If the Leadership roll is successful (MoS of 1 or higher), the Airstrike may enter from any non-enemy table edge of the player’s choice during the Support Phase, otherwise it may only enter from the player’s home edge.



USING AIRSTRIKES

At the beginning of the Airstrike Phase, both players alternate placing counters or models representing their Airstrikes as noted on page 17. Once this is done, players alternate moving their Airstrikes. Each Airstrike will move multiple times during the phase, but only has a fixed, limited number of Turns based on its type. Once the Airstrike has expended all these Turns, it may not change its facing again and must continue to move in a straight line until it leaves the board.

When moving an Airstrike, you must move at least the minimum number of inches and at most the maximum number of inches. Airstrikes may make Attacks at any point during their movement, but may only use a Turn at the end of a move. A Turn allows an Airstrike to change its facing by up to sixty degrees left or right. Once all Airstrikes have moved once, repeat the process from the beginning until all Airstrikes have moved off the table or been destroyed. Airstrikes that have successfully left the Table are no longer available for any use. Airstrikes have a Skill of 2 in Attack and Defense, and 1 in Electronic Warfare.



AIRSTRIKES & ATTACKS

All Airstrike weaponry is assumed to be Fixed Forward Arc unless stated otherwise. Airstrikes attacking Ground Models only count Cover and Concealment within 4" of the Ground Model. Ground Models attacking Airstrikes likewise only count cover and concealment within 4" of themselves. Airstrikes may attack other airstrikes without needing the AA trait. Models on the ground may only attack Airstrikes with weapons with the AA trait, and do so using the normal Reaction Fire rules. Some table effects or weather effects may affect all Models on the table, including Airstrikes. When measuring to and from Airstrikes, use only the Base or hex-counter, not the model.



CNCS Redjacket



PAH Transatmospheric
Attack Fighter [T.A.A.F.]



AST Quetzal



PRDF Black Wind



AIRSTRIKES & DAMAGE

Airstrikes take Damage like other models, but due to their simplified nature do not suffer the same penalties. Rather, they take a -1 modifier to all skill rolls for each box of damage they have taken, excluding Sturdy Boxes (if any). If an Airstrike is destroyed outright, simply remove it from the table. If it is killed due to cumulative damage, it will crash. Move it directly forward its Maximum Movement, then apply deviation as if it were an IF attack that had missed. Direction 1 is directly forward of the Airstrike and it will deviate 1d6 plus its Minimum Move in inches. A crash is treated as an Blast (3) attack with a DM equal to the Armor of the Airstrike and an unmodified Attack Skill of 2. Airstrikes never benefit from CPs unless granted by the calling Model.

Airstrikes Forward Observe like any other Model, and any Models on Stand-By may fire as normal if a friendly Airstrike Observes a Target. Note that the Actions listed are for the Airstrike's entire time on the table. Weapons with Limited Ammo may only fire the weapon in question a number of times equal to the number of ammo circles listed beside the weapon. This is an exception to the single attack per weapon per turn restriction in the Ranged Attacks section on Page 25.

	Fighter	Fighter-bomber	Bomber
Min/Max Move	6/18	8/16	10/15
Turns	2	1	0
Defense	+1	0	-1
Armor	11	17	21
Damage	LH	LH	LHC
Detect	3	3	3
Sensors	+1	0	0
Auto Comm	5	3	4
Comm	0	+1	+1
Actions for Round	2	2	3
Weapons	2xLAC (Linked)	LAC, AGM OO	AGM OO, ATM OO
Perks and Flaws	AMS, TD1	TD1, AMS	TD2, AMS
Cost	3 SP	4 SP	6 SP

Bombers may only be taken in Forces of PL 3 or higher.

ANTI-AIR ASSETS

Anti-Air assets come in two forms. The first is an AA drone, which grants each model in the Combat Group the AA ability on their longest ranged machine gun, pack gun, autocannon, rifle, LRG or laser weapon as long as it is not docked. The drone costs 1 SP and only one drone may be bought per Combat Group. It must be assigned to a single Model (which may not already be equipped with a drone) and follows it as per the Hunter-Killer Drone. The second is a Turret as per the Defensive Assets section (use the HAC Turret), armed with a pair of linked-LAACs, rather than the standard weaponry. The AA Turret costs 2 SP.

AIRSTRIKE EXAMPLE

Greg made a successful Airstrike call earlier in the Round. He has 2 Fighter Strikes available, but since only one call was made, only one will arrive. John has also called in a Fighter strike, so both place their strikes on their home edges and alternate moving.

Greg moves his fighter 18" (maximum movement) and turns, angling the Fighter 60-degrees to attack John's Strike Squad, but holds off firing until he brings the Fighter closer. John then moves his Fighter only 9 inches, turning at the end to face Greg's Fighter and Attacking, using one of its two Actions. Since both Models are airstrikes and there are no Table effects, there is no Cover and the Attack is resolved normally. Greg's fighter takes a light damage and now has a -1 to all skill rolls. Play then passes to Greg.

Greg moves his airstrike 7 inches and makes an Attack against the commanding Jaguar. The Attack is made using only the terrain within 4 inches of the Jaguar.

Once both Airstrikes have completed their actions, they must move off the table, but may continue to use any remaining Turns (normally to avoid AA weapons). John, however is unlucky and has moved within range of an AA weapon on a enemy Model that has Actions remaining. The Model may Reaction Fire if it so wishes.





ARTILLERY EXAMPLE

Nick wishes to call in an Artillery Strike on a Bunker. He successfully Forward Observes the Bunker with a Headhunter (Sensors 0) and spends an action to roll it's Leadership Skill versus a 4. The Headhunter's Leadership is a 2, and he rolls a 4. Not enough to reduce Scatter, but enough not to increase the attack difficulty.

The Artillery Strike rolls a total of 6 to hit the target spot, which means the Attack does not Deviate and does damage as a normal Indirect Attack.

ARTILLERY

Artillery is a Support Asset that, if bought, may be "called in" by a Model during its Activation and arrives in the Artillery Phase of Step 3 of the Round in which it was called.

CALLING IN ARTILLERY

Calling Artillery is a special form of Forward Observation. It may be on a table location rather than a Model, but if this is done the FO only applies to artillery. If the FO is successful, the FOing model may spend an Action (normally the free one granted by the FO) to roll Leadership versus a Threshold of 4. If there is a MoS, it will subtract from the scatter distance (min 0 Scatter) and if there is a MoF, it will subtract from the Artillery Attack Roll.

The Attack is resolved as a standard IF attack with an unmodified Attack Skill of 2, but against a Threshold of 5 rather than 4 and in the Artillery Phase of Step 3. If both players have Artillery strikes in the Phase, alternate attacks as per the rules on page 17. If the Artillery Strike scatters, roll for scatter exactly as described in the Indirect Fire section (p 25). Treat direction 1 as being directly away from the Target in a straight line from the center of the attacking player's home edge.

Type	DM	Traits	Cost
Light	x12	Blast (2)	1 SP for 2 Strikes
Medium	x18	Blast (3)	1 SP
Heavy	x22	Blast (4)	2 SP

By spending one additional SP, you may grant all Artillery strikes in a single choice the Guided Trait.

DEFENSIVE ASSETS

Defensive Assets represent emplacements or similar that have been erected or co-opted by a force. Defensive Assets are considered Structures and may be damaged as normal for Static Models. Defensive assets are deployed as individual Combat Groups within your Deployment Zone during setup, unless you buy Infiltration for them. Each asset counts as a single Combat Group for Deployment and infiltration, but must allocate its action prior to the start of each turn to either Reaction Fire or Stand-by for Coordinates. Defensive Assets may receive CPs as normal.



Name	HAC Turret	HRP Turret	Observation Bunker	Heavy Bunker	Blind
Armor	25	25	25	45	n/a (terrain)
Damage	SLHC	SLHC	SSLHC	SSLHC	n/a (terrain)
Size	5	5	8 (2"x2"x1")◆	8 (2"x2"x1")◆	❖
Actions	1	1	0	0	0
Detect/Sensors:	3/0	3/0	n/a	n/a	n/a
Weapons	2xHAC (T), Linked, Reloads	2x HRP/48 (T)RoF3 Linked, Reloads	n/a	n/a	n/a
Perks/Flaws	n/a	n/a	Rf(5), Stealth (2)	Rf (10)	n/a
Cost	2 SP	3SP	1 SP	2 SP	2 SP

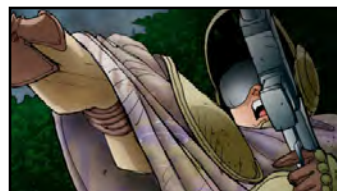
◆ A bunker may hold two squads or Infantry as if it were a Transport. Infantry may fire out of the bunker using the height of the bunker when determining Cover. Bunkers count their Stealth, if any, at all times.

❖ Blinds are open on one side, allow one Model of up to Size 14 to enter and will hide up to 1" (has a port for a turreted tank gun to fire in a FF arc), giving any Model inside a Hull Down value of 4, if they choose to go Hull Down and remain Stationary. The Blind will only protect the Front Arc of the Model.

Bunkers and Turrets always count as rolling a 3 for Defense.

COMMAND POINTS

Each Force has a number of Command Points equal to their Army Commander's Leadership Score plus 1 for every 500TV or portion thereof of your Army. The side with the least number of Combat Groups gains a bonus number of CP equal to the difference in Combat Group numbers. Support Points will buy additional CP on a one for one basis. This is your total for the game.



INFILTRATORS

A Combat group may be made Infiltrators at the cost of 2 SP per Combat Group. You may only have a maximum number of Infiltrating Combat Groups equal to your Priority Level. Infiltrators are not deployed with the rest of your forces, but are instead deployed after all non-infiltrating units have been placed on the table. If both sides have Infiltrators, normal order applies at that point. Infiltrators may be placed anywhere outside of your opponent's Deployment zone as long as no enemy model may gain Lock to them without using Active Lock. Obviously, Models with Stealth make good Infiltrators and terrain placement will factor in greatly.



RESERVES

Reserves allow you to hold one Combat Group off table per SP spent, however no more than half of the Combat Groups in your Army may be held in Reserve. Combat Groups held in reserve may be brought onto the table in the Reserve Phase of Step 3 of the Combat Round. Place one die next to each Combat Group you wish to bring in. When attempting to bring in a Combat Group held in Reserve, roll the die against a Threshold of 4. If successful, that Combat Group may move onto the table. If the Combat Group failed to enter, place a another die next to the CG and roll all available dice next time it is called. Thus the second attempt would be with two dice, the third would be three dice, and so on. Combat Groups held in Reserve may not enter on Round 1.

Combat Groups may only enter from a Players Home Edge(s), must move at Combat or Top Speed, and are considered to have spent their Actions for the Current Round. Measure Movement from the edge of the board.

Combat Groups consisting entirely of Airdroppable Models can be deployed in a different manner, if desired. Choose a target point on the table and place the Models within 4" of this point. The target point may not be placed within your opponent's Deployment Zone or within 6" of an enemy Model. Make an unmodified Defense skill roll against a Threshold of 4 for each Model. If the Model does not gain a MoS, it scatters like an IF shot, counting direction 1 as being away from the front of the Model. If any Model lands in Terrain, it must also make a Difficult Terrain test. If the feature was very Dense or Solid, this test is upgraded to a Dangerous terrain test. If a Model lands on another Model, treat it as a head-on unintentional Impact. Airdropped Models are considered to be moving at Combat Speed when they land, but otherwise are treated exactly like other Reserve Groups.





STEP 6: DEPLOYMENT

Both players roll their Army Commander's Leadership Skill, re-rolling ties. The highest roll may choose their deployment zone or pass the chance to their opponent. The person who chooses deployment zone places one Combat Group in their deployment zone. The opposing player then places one of their Combat Groups and this alternates until all Combat Groups are placed, at which point the game may begin. Players may choose to have their Combat Groups start the game at any speed, but this must be indicated and marked as they are being placed. If it is not stated, the Combat Group is assumed to be at Combat Speed. Each Defensive Asset counts as a separate Combat Group for placement purposes.

STEP 7: BATTLE!

At this point, gameplay occurs as per the rules starting on page 17.



STEP 8: VICTORY CONDITIONS

Games last four rounds, plus one round for every 1000TV of game limit of portion thereof. Some games may have other restrictions based on Table Events generated in Step 2. A game where players were capped at 2000TV would last six rounds, unless Variable Time Limit is in effect.

To determine who won at the end of the battle, calculate how many VPs each force has acquired. Divide this by its original OP total and multiply by 100 to obtain the percentage of the original OP total obtained in VPs. $[(VP/OP) \times 100]$ Find the force's PL on the table below, and scan across to find the first value equal to or higher to this percentage. The column heading gives the mission success level. The force with the higher mission success level is the winner of the engagement. Break ties first by total VPs (highest wins), then by PL (lowest wins).

PL	Total Failure	Failure	Disputed	Success	Overwhelming Success
1	5%	25%	50%	75%	100%
2	10%	33%	55%	80%	100%
3	15%	42%	63%	85%	100%
4	20%	50%	70%	90%	100%

MULTI-PLAYER GAMES

These guidelines can allow more than two people to play in a game of Heavy Gear Blitz. The game will generally work best if the teams are balanced, with the same number of players on each team. If there's more players on one team than the other, try to balance them in terms of general experience.

When playing games with more than two players, be sure to pay special attention to board layout and turn order. Make sure to keep track of all appropriate starting zones, track objectives and accomplishments, and what Models belong to whom.

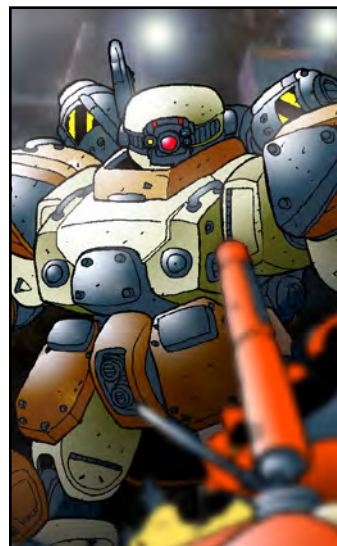
Depending on how many players you've got, what miniatures are available, and how you want to play, there are several options for playing with more than two players. Feel free to experiment and alter these rules to suit your own needs.



TEAM GAMES

In a Team Game, multiple players are managing the same force. Build each force as usual, no matter how many players are using it. The players on each team should decide how they're going to work together. One option is to split up the force, with each player on the team responsible for and controlling one or more Combat Groups. The normal rules for initiative order and Combat Group activation still apply, but alternate between teams rather than players. When each team's turn arrives, they should alternate which player on that team will activate a Combat Group.

One player from the team should be in charge of spending CPs, to prevent disputes. All players should participate in army construction and objective selection if possible, but one player should have the final word in case of disputes. Calculate victory points and determine mission success level for each team as a whole.



ALLIED GAMES

In an Allied Game, each player controls a separate force on the table. Each player's force must be built according to the normal rules. The forces should be organized into two sides. During play, roll initiative once for each side, using the best applicable rating for each side. Activation should alternate between the two sides. Each side should have approximately the same total TV. Calculate victory points and determine mission success level for each force individually. The point here is not to determine the victory or defeat of each side, but evaluate the performance of each individual force participating in the battle.

Allied Games become more tricky with an odd number of players, since the players can't be divided evenly into two sides. In these circumstances, building all forces with the same amount of TV will result in an imbalance. The solution is to balance the total TV of the two sides, and then divide up the TV for each side among the players on that side. The players should either divide the TV evenly or divide it almost-evenly, giving one player a smaller force than the others.

FREE FOR ALL

A Free for All is run like an Allied Game, but the players are not organized into sides. The activation sequence in each round begins with either the player who rolled the highest initiative deciding whether they or the person who rolled the lowest goes first. Do a roll-off if multiple players are tied for highest or lowest initiative. Mission success is calculated for each force individually, and all forces should be of equal TV.



OPTIONS: MORE CARNAGE!

Some players (particularly in large or multiplayer games) may find that Models need to get very close to affect each other, want the game to play faster, or simply don't like Sturdy Boxes. Presented below are two options to speed things up and add more destruction to your games. These options will create unbalanced situations, particularly with larger weaponry and are not recommended for use with mixed forces with varied weaponry. We warned you.

The first option is to remove Point Blank range, shifting the Attack modifiers to be: +1 at Short, 0 at Medium, -1 at long and -2 at Extreme. Some Perks and Traits may need adjusted.

The second option is to allow Models with built-in Sturdy Boxes to remove one of them for -10 TV. It is highly recommended you do not use both options at the same time.



LEAGUES AND TOURNAMENTS

Whether it's simply a friendly league or a full-blown tournament with prizes, many players enjoy organized play of some sort. The following guidelines are presented to help organize tournaments and leagues. The primary difference between leagues and tournaments is time frame and objectives. Leagues are played over an extended period and can be friendly, seeking only to determine an overall winner, or competitive with prizes. Tournaments are generally condensed into a single day and are always for some sort of prize. In all cases an even number of players is preferred for ease of organizing, but odd numbers can be accommodated.



GENERAL GUIDELINES

For both leagues and tournaments, a few things are required: Players, a place to play, terrain, and an organizer. Generally, the local game store is preferred. Most game stores will let you use the space for free if you ask politely and you can often pick up new players. Play area varies according to tournament, but a minimum number of play areas equal to half the participants is required. Leagues may get away with much less unless you organize a single "league night" where everyone shows up and plays.

Terrain can be as simple as spare odds and ends, or as complex as fully detailed and textured tabletops. That said, presentation is generally important, as good looking terrain will make games more pleasant and help show off the game to new players. A felt mat and simple pieces of painted Styrofoam for hills is all it really takes, but more detailed and varied terrain will help make your games more fun. Organizing a "terrain building night" can be a great way to kick off a league or start a club, as well as help out your gaming store.

The most important guideline, of course, is have fun! If the players are not enjoying themselves, then something should be changed. Not everyone enjoys competitive play.

LEAGUES

Basic leagues are normally fairly simple to organize. The players and organizer should decide how long the League will last. The players will be paired off and given a set period to play their game and report results. They will then be given a new opponent round-robin style, ensuring no player plays the same opponent twice. The player with the highest Win total or total VPs (League organizer's choice) at the end of the league is the winner.

More complex leagues involving maps and campaign style play can be done, but they do require a lot more involvement and work on behalf of the organizer(s). These can work like campaigns (see page 52)

TOURNAMENTS

Tournaments are run as per leagues above, but are conducted in a much shorter period of time. Tournament Organizers should set restrictions of Threat value, Priority Level and any Regiments of Note or Army lists they do not feel will be balanced. Each round will be dictated based on the TV limit of the tournament, the size of the play areas and the time allotted for the tournament. Every tournament round should be accompanied with a break to allow players to move miniatures, report results, grab refreshments, etc. In addition, no player should play in the same play area twice.

Generally, the lower the TV, and smaller the play area, the less time is required for the tournament. Standard tournaments should be 1000 to 1500 TV and played in an area of a minimum of 3 feet by 4 feet (this means you can fit two play areas per large gaming table), and rounds will last an hour to an hour and a half. Larger areas will allow for more dynamic and realistic tactics, and extra terrain will help break up battlefields so that games do not become overly one sided. Both may increase playtime, however.

It is best if the terrain is laid out ahead of time and Scenarios for each table chosen by the Organizers. Each game will end when the allotted time is up or as normal. Both players should report VPs for both themselves and their opponent to ensure mistakes are caught as soon as possible. The top two players normally receive prizes.



SPORTSMANSHIP AWARD

In place of a third place prize in tournaments there is a Sportsmanship Award. When reporting the VPs for each round, the players should also rate their opponent's sportsmanship on a scale of 1 to 5, with 1 being "very poor" and 5 being "I would love to play with this person again". The person with the highest Sportsmanship score will win the sportsmanship award, but neither the first place or second place winners may receive this as they have already won an award. Organizers should watch out for anyone continually rating all their opponents poorly, as that is normally a sign of poor sportsmanship and general negativity, both of which can ruin a good tournament.

OPTIONAL PRIZES

Depending on the event, some optional prizes may be appropriate. Common ones include "best painted army" for the army with the best paint job as judged by the organizers, "Murphy's Luck award" for the player who gets nothing but bad rolls throughout the day, and so on. Tailoring your awards for your city or town can also provide unique flavor.

ENTRY COSTS AND PRIZES

Entry costs should only be enough to accommodate any costs incurred in providing play space and prizes. Prizes should be given to the top two players and the winner of the sportsmanship award, as well as any optional prize allotments decided upon beforehand. For convention tournaments, Dream Pod 9 may be able to provide support if the tournament is large enough and we are given enough notice. Visit the Dream Pod 9 web page for more information.



TOURNAMENT RESULTS FORM

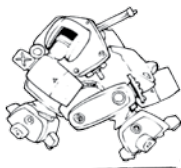
Round: _____ Table: _____ Setup: _____

Player 1: _____ Army: _____ Scenario: _____ OPs: _____ VPs: _____

Player 2: _____ Army: _____ Scenario: _____ OPs: _____ VPs: _____

Player Victory Level: _____ Opponent Victory Level: _____ Winner: _____

Opponent's Sportsmanship (circle the appropriate number): 1 2 3 4 5

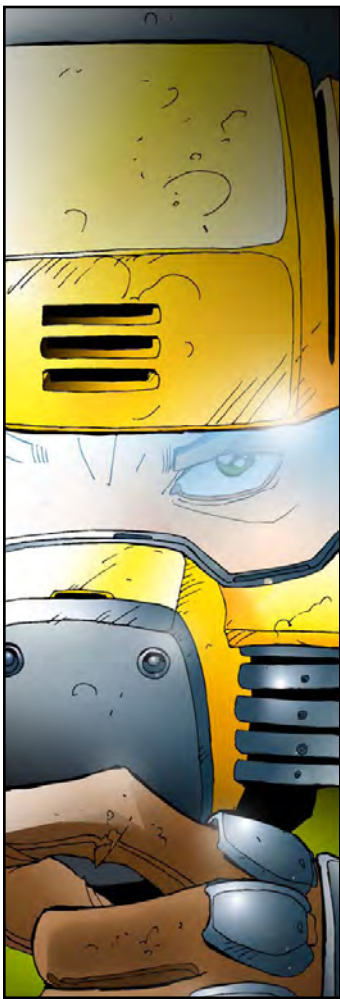




CAMPAIGNS

Campaigns are best set up as Leagues and work best with 3 or more players. The Campaign system presented here is a rough guideline and players should feel free to ignore, modify or utilize this to customize their own campaigns to better suit their play style. Campaigns can be used in tournaments, but work best as leagues. It is recommended that all players be on an e-mail list, forum or have some other method of contacting each other openly and the organizer privately. Campaigns normally revolve around small sections of an actual war or similar, so players are fighting for areas worth the forces they bring to the game, rather than representing an entire planet with just a few models.

CAMPAIGNS



SETUP

Players should choose a Campaign Organizer who will handle player movement and set up battles between players. The Organizer should also delineate the number of sections in the map and where each Player starts with their beginning forces (see below). Each Player should start with no other players within 1 section of them. The number of sections is up to the organizer, but keep in mind that too few or too many can create problems. Sections may be Squares, hexes or even based on geography, with limited connections between each other. Checkerboards and conquest/war game boards can work great as simple tracking methods, even if they don't match up with any particular area. Note that maps are simply abstracted methods of determining who fights who, not necessarily representative of anything else. Organizers may wish to note particular objects of interest or conditions for each section of the map.

Players create two or more Forces number a maximum total number of Priority Levels, total Threat Value and maximum number of armies set by the Organizer. The base values are 1 Priority Level per 750 TV and a maximum Threat Value of 4500. Thus, in an unmodified campaign, one player could take six PL 1 forces with a total TV of 4500, and another could take two PL 3 forces. Once this is done, the Organizer decides on initial placement and the first campaign turn begins.

Campaigns may last a fixed number of turns or until a certain objective is completed. This should be decided beforehand.

CAMPAIGN TURNS

Each turn should take no more than one week of real life to complete, although this should be varied based on the group. Any players unable to complete their games within the allotted time count as losing the battle and gaining no VPs.

MOVEMENT

Each turn begins with each player secretly telling the organizer where he or she is moving. A Player may move one force up to two map sections away, noting the path taken, or two armies one map section away. Organizers look at the movement and determine which forces come in contact and fight. The Organizer then informs these players they must play a game with those armies, noting any special effects of that Map Section. Organizers may wish to play Leagueless or Mercenaries against players who did not end up in contact with other players to ensure everyone gets to play a game. If this cannot be done, the player who did not get to play should gain the average of the VPs gained by all players who did fight. If the Organizer wishes, the games may be multiplayer as mentioned on page 49.

FIGHTING

Players have until the end of the Campaign Turn to play their game(s) and report the results. The first turn's games are played as normal, and both players should report their results to ensure fairness. Note any Models destroyed outright, killed, and all damage levels. Once they have played their games, the players move onto re-equipping and then onto movement again.

Often, the forces will not only have different Priority Levels, but different Threat Values. In this case, the player with the lowest Threat Value gains +1 VP for every 500 TV or portion thereof of TV difference.



RE-EQUIPPING

Players gain a number of Repair Points in their pool equal to triple their earned Victory Points plus double the starting PL maximum of the Campaign. From the end of the first turn onward, Players no longer have Support Points and must pay for them as well as re-equip, repair or gain new Models with Repair Points. Repair Points accumulate if unspent.

Repair Points (RPs) may be spent on the following:

- ◆ Buying Support Points during game setup on a 1 for 1 basis. You may not buy more than the normal maximum for your force.
- ◆ Repairing Models or restocking infantry Squads. 1 point will repair a Sturdy Damage Box or replace a single base of Infantry, 2 points will repair a Light Damage Box, 3 points a Heavy, 4 points a Critical and 5 points a Model that is Dead. Destroyed Models (no wreckage on table) must be replaced. If a Model has Armor Loss due to effects, this is also repaired if any Boxes are repaired.
- ◆ Re-arm and replace Models: 1 RP will buy 10 TV with which you may upgrade Models in Squads or buy new Models to replace those lost, within normal Combat Group limits. Any TV bought but unspent is lost, but this may be combined with "Buy new Combat Groups," below.
- ◆ Buy new Combat Groups. As long as the PL of the force you are buying for can take a Combat Group, you may buy up to 10 TV of Combat group for each RP spent.
- ◆ Increase Movement. For 2 RP per Combat Group in the force, the Army may move one extra Section during the Movement part of the campaign turn.
- ◆ Spy. You may allocate up to 7 RP on Spying each turn. The first 3 RP will let you see if any other player is in a Map section next to any of your forces. Each additional RP will inform you of one Combat Group within a force, if there. If no enemies are present, and RP spent after the first 3 are returned.
- ◆ Buy another PL for 10 RP.

During this step of the Turn, players may combine or split forces within the same section. Players simply re-organize their Combat Groups in the Map Section into different forces (and even different PLs) as they wish as long as all Combat Groups are assigned to a force and all forces are legal under the new Priority Levels, their Army and the total number of PLs does not exceed their maximum. Combat Groups may not be split, nor may you change your Army during this (a NG force could not become a UMF force, for example). You may, however disband Combat Groups and reassign Models to Combat Groups short on Models. All Models must be legal in their new CG and any models unassigned are lost. Combat Groups not at full strength are counted as being their base TV plus any upgrades they possess for game purposes. While this is not reflective of their actual strength, it is the price commanders pay for losing men.

All re-equipping and re-organizing must be submitted and approved by the Organizer.

Once this step is done, the turn is over and players once again submit their Movement to the Organizer, starting a new turn. At the end of each turn, the Organizer should post results for everyone to track their progress.

Campaign Organizers should feel free to allow forces on the same "side" to join up, introduce movement restrictions and even introduce supply bases and detailed rules if players wish. The rules presented here are a framework and are not the be-all and end-all of campaigns. Future supplements will expand on these ideas, as will articles in Aurora (DP9's online magazine).

WINNING

Generally, a campaign should have a set winning condition chosen at the beginning of the Campaign. Common conditions are: Most Victory Points earned, Player in possession of the most Sections, player holding certain Sections, most Repair Points remaining, etc. At the end of the last Campaign Turn, the Organizer must compile the data and declare a winner. Often, the Campaign can be summed up with stories and leave hints for your next campaign, allowing players to feel more involved.



CAMPAIGNS



SAMPLE NORTHERN ARMY

Norlight Armed Forces Gear Section

1000 TV, Priority Level 3

3 Combat Groups, 6 Command Points



Dragoons Squad (Specialist, 305 Base TV) *Veteran*

- ◆ Swap Rabid Grizzly for Jaguar (-30)
- ◆ Swap Cheetah for Strike Cheetah (+0)
- ◆ Swap Jaguar LRP for AGM (+10)
- ◆ Swap Hunter LRP for AGM (+10)
- ◆ Swap Hunter LRP for HPZs and HMG (+0)
- ◆ Add Jaguar +1 to Attack and Defense (+10)
- ◆ Add +1 Leadership to the Jaguar (+10)
- ◆ Jaguar, 2 Hunter, Strike Cheetah, Cheetah

315 TV Total

Fire Support Squad (Auxiliary, 295 Base TV) *Veteran*

- ◆ Swap Hunter for Grizzly (+45)
- ◆ Swap a Grizzly's MRPs and HGM for an ATM (-15)
- ◆ Add a Recon Drone to a Grizzly (+10)
- ◆ Add a Chaplain to a Grizzly (+20)
- ◆ Make the Chaplain a Warrior Monk (+5)
- ◆ Headhunter, Hunter, 3 Grizzly

360 TV Total

Recon Squad (Core, 345 Base TV)

- ◆ Swap 2 Cheetah for Ferret (-60)
- ◆ Swap 2 Ferret for Wild Ferret (-10)
- ◆ Swap 2 Cheetah DPG for LRF (+0)
- ◆ Swap Jaguar MAC for HRF (+0)
- ◆ Jaguar, 2 Cheetah, 2 Wild Ferret

275 TV Total

Dragoons Squad Jaguar is Army Commander:

- ◆ Add +1 to Defense and Leadership (+20)

TV Available for additional options30 TV

TACTICS

This Northern army is built for long-range combat and indirect fire, and uses the North's advantage in guided weapons. Your squads are highly specialized, but when working together they can be unstoppable. The Recon Squad provides sniping and superior EW support, designating targets for the army's guided weapons to home in on. The Fire Support Squad bombards the opponent at long range with the Warrior Monk exhorting the faithful to smite the heathen infidels. The Dragoons Squad acts as close assault, screening the other two squads from threats. Enemies of Mamoud, beware!

Purchases required to build this army:

- 1 x North Fire Support Squad Box
- 1 x North Recon Squad Box
- 1 x North Dragoons Squad Box
- 1 x North Weapons and Bits Pack Box

SAMPLE SOUTHERN ARMY

Mekong Peacekeeper Constabulary

1000 TV, Priority Level 3

4 Combat Groups, 4 Command Points



Fire Support Cadre (Specialist, 280 Base TV) *Veteran*

- ◆ Add Jäger (+40)
- ◆ Swap Jäger for Black Mamba (+25)
- ◆ Swap Leader's Jäger for Iguana (+20)
- ◆ Swap 2 Cobra's HAC/MRPs for VHACs (-20)
- ◆ Swap Cobra's HRP/LGM for VLFG (-25)
- ◆ Iguana, 3 Spitting Cobra, Black Mamba

320 TV Total

Tank Cadre (Elite, 180 Base TV) *Veteran*

- ◆ Add 1 Hun (+90)
- ◆ Swap Hun for Black Mamba (-25)
- ◆ Add Airdroppable to 2 Hun (+20)
- ◆ Add VibroKatana to Black Mamba (+5)
- ◆ 2 Hun, Black Mamba

270 TV Total

MP Cadre (Core, 205 Base TV) *SWAT*

- ◆ Swap Iguana MP for Black Mamba MP (+15)
- ◆ Swap 2 x Iguana MP FGC for LAC +HHGs (+0)
- ◆ Swap Black Mamba MP FGC for LAC +HHGs (+0)
- ◆ 2 Black Mamba MP, 2 Iguana MP

220 TV Total

General Purpose Cadre (Auxiliary, 160 Base TV)

- ◆ Swap Lead Jäger for Iguana (+20)
- ◆ Swap 3 Jäger for Rattlesnake (-30)
- ◆ Iguana, 3 Rattlesnake

150 TV Total

Fire Support Squad Iguana is Army Commander:

- ◆ Add +1 to Defense and Leadership (+20)

TV Available for additional options 20 TV

TACTICS

This Southern army is built for close-range combat but can hold its own in a long-range duel. It takes advantage of the South's variety, generalization, and cheap but effective armored vehicles. Your cadres have a little bit of everything, but this configuration gives you the flexibility to ruthlessly exploit your opponent's weaknesses. The Tank Cadre can attack from long range or be kept in reserve and airdropped onto the map where it can do the most damage. The FS Cadre acts either as Heavy Assault Troops or can engage in a long-range attrition duel. Both the MP and GP Cadres can act as skirmishers. Pilots, do your duty!

Purchases required to build this army:

- 1 x South Fire Support Cadre Box
- 1 x South MP Cadre Box
- 1 x South Strike Cadre Box
- 1 x South Hun Two-Pack Blister
- 1 x South Weapons and Bits Pack Box

SAMPLE PRDF ARMY

Peace Officer Corps Border Patrol

1000 TV, Priority Level 3

4 Combat Groups, 5 Command Points

**General Purpose Squad** (Auxiliary, 245 Base TV) *Veteran*

- ◆ Swap Chieftain for Skirmisher (-5)
- ◆ Swap Skirmisher LRP for ECCM2 (+0)
- ◆ Swap Warrior LAC for MAC (+5)
- ◆ Swap Warrior LAC/HGs for FGC/HHGs (+5)
- ◆ Skirmisher, 4 Warrior

.....250 TV Total

Anti-Rover Squad (Core, 130 Base TV)

- ◆ Options: Add Pit Bull (+30)
- ◆ Swap Pit Bull for Skirmisher (+15)
- ◆ Skirmisher, 4 Pit Bull

.....175 TV Total

Fire Support Squad (Specialist, 335 Base TV)

- ◆ Swap Chieftain for Chieftain IV (+30)
- ◆ Swap Crusader IV HAC for MBZK (+10)
- ◆ Chieftain IV, 2 Warrior, 2 Crusader IV

.....375 TV Total

Light Tankstrider Squad (Specialist, 170 Base TV)

- ◆ Add Warrior (+45)
- ◆ Swap Warrior LAC for MAC (+5)
- ◆ Coyote, Warrior

.....140 TV Total

Fire Support Squad Chieftain IV is Army Commander:

- ◆ Add +1 to Leadership, Defense, and EW (+30)

TV Available for additional options 30 TV

TACTICS

This POC army is built to take advantage of the ECM that Paxton installs on almost all its vehicles. Utilize the superior training of the squads dive into the middle of enemy formations without having to worry about Crossfire. Put your redundant EW systems to good use by denying your opponent the ability to use his comms to give out CPs or call in support assets and reserves. The GP and Anti-Rover squads should screen the heavier units. The Fire Support squad should lay down indirect fire, then close and destroy the advancing enemy. Use the railgun of the Tankstrider to snipe at the enemy while hiding in concealment and break their morale. Protect your fellow Badlanders!

Purchases required to build this army:

- 1 x Peace River Starter Army Box Set
- 2 x Pit Bull Two-Pack Blister
- 1 x Skirmisher Two-Pack Blister
- 1 x Coyote Tankstrider Blister

SAMPLE PAK ARMY

Port Arthur Corps Quick Reaction Force

1000 TV, Priority Level 2

4 Combat Groups, 5 Command Points

**Support Squad** (Specialist, 210 Base TV) *Veteran*

- ◆ Swap 2 Tiger for 2 Jaguar (+0)
- ◆ Swap 2 Sidewinder for 2 Ferret (-20)
- ◆ Upgrade EW skill of Ferrets by +1 (+10)
- ◆ Swap Ferret for Wild Ferret (-5)
- ◆ Add +1 Leadership to Lead Jaguar (+10)
- ◆ Add +1 Attack and Defense to Lead Jaguar (+10)
- ◆ 2 Jaguar, Ferret, Wild Ferret

.....215 TV Total

Heavy Hovortank Squad (Specialist, 440 Base TV)

- ◆ Swap 2 x AGM for LGM (-40)
- ◆ Swap 1 x VHAC for Snipered LLC (+10)
- ◆ 2 HT-68

.....410 TV Total

Hover Cavalry Patrol (Core, 90 Base TV)

- ◆ Add 1 HPC-64 (+45)
- ◆ Swap 2 x Transport for HRP/24 (+30)
- ◆ 3 HPC-64

.....165 TV Total

Infantry Platoon (Core, 60 Base TV)

- ◆ Upgrade platoon to GRELS (+60)
- ◆ Add 1 Light Mortar (+15)
- ◆ Add 1 Rocket Launcher (+10)
- ◆ Add 2 AGRs (+10)
- ◆ 4 GREL Infantry Squads

.....155 TV Total

Support Squad Lead Jaguar is Army Commander:

- ◆ Add +1 to Leadership (+15)

TV Available for additional options 40 TV

TACTICS

This PAK army is built to take advantage of the defensive abilities of GRELS and the Hover units' unparalleled mobility. Use your Hover assets to concentrate your firepower at will and obliterate the enemy while avoiding return fire. Your GRELS are the most fearsome infantry on the planet. Backed up by the Support Squad, they act as the anvil to your hover units' hammer. Your comrades may have been abandoned by the CEF, but you will eliminate any and all threats to your new home with extreme prejudice.

Purchases required to build this army:

- 1 x Earth GREL Infantry Platoon Box
- 2 x Earth/PAK HT-68 Hovortank Boxes
- 3 x Earth/PAK HPC-64 Hover APC/Command Blisters
- 1 x Jaguar Two-Pack Blister
- 1 x Ferret Two-Pack Blister





HAMMERS OF FAITH

THE CONFEDERATED NORTHERN CITY-STATES [CNCS]



The majestic mountains, fertile valleys, and windy plains of the northern hemisphere are ruled by the Confederated Northern City-States (CNCS). The CNCS is ruled by a council, whose members are appointed by the city-states and Leagues that form the confederation. The NLC and UMF have much influence on the council, but neither has a majority of seats, and so they must often turn to the smaller WFP and the independent city-states to pass legislation.

The CNCS mainly concerns itself with establishing common trade and foreign policy for its member states. The Northern Leagues have found that by speaking and acting as a whole, their power and influence is considerably increased. Although the CNCS strives to project an outward appearance of unity, there remain deep divisions within the North. Unlike the Allied Southern Territories, the CNCS member-states are self-governed, and the CNCS has no authority over their internal affairs. This frequently results in a behind-the-scenes tug of war, as each member-state attempts to shape CNCS policy to suit its ambitions.

Since the War of the Alliance, agitation over Southern atrocities, imperialism and hedonism has spread throughout the North. Despite once fighting side-by-side with the people of the South, the general Northern public once again sees the AST as a threat, one they are obligated to deal with for the good of the planet. Prominent political and religious leaders in the North have been encouraging this sentiment for their own ends, including Second Follower Thor Hutchinson, the leader of the Sorrento Revisionist Church and Grand Marshall Victoria Edden-Smythe, the commander-in-chief of the Northern Guard.

THE NORTHERN LIGHTS CONFEDERACY

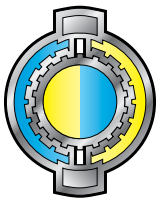


The largest of the Northern Leagues, both in terms of territory and population. Despite a bloody history of crusades and civil wars, the NLC has developed into a strong, unified state and national pride is high. The Confederacy is the birthplace of Mamoud, the founder of Revisionism, and the League has always been a stronghold of the religion. The NLC has embraced Sorrento Revisionism, a more militant strain that calls for the righteous use of force to better the world.

Prompted by Southern atrocities in the Badlands and within the AST throughout the TN1920s, public opinion in the NLC has turned against the Southern Republic. Second Follower Hutchinson has been leading the charge, and his calls for all Northerners to rally against the imperialism, immorality, and cruelty of the South have been well-received. Although the Southern political situation makes it unlikely, fears that the AST might try to invade the North are again common. NLC President Kadjé Adjanni has done her best to calm the situation, but several NAF regiments have been deployed into the Badlands in response to popular demand to protect large settlements, especially Revisionist communities.

The effect of the Revisionist faith on life in the NLC is not always a positive one. While there is no official state religion, non-Revisionists are often treated as second-class citizens. They are rarely elected to political office and must struggle for promotion in the military. Most non-Revisionists live in sequestered communities, but some are willing to brave this prejudice out of love for their League.

THE UNITED MERCANTILE FEDERATION



The second-largest of the Northern Leagues, the UMF is the industrial heartland of the North. Corporations and free enterprise are central to the UMF way of life. The League has no taxes. Government operations are funded through the sale of electoral vouchers, which grant a single vote in a single election to the owner. Most UMF corporations purchase hundreds of electoral vouchers every cycle, in addition to their more direct contributions to the overall welfare of the League.

Its concentration of heavy industry makes the acquisition of raw materials particularly important to the UMF. The North is rich in forests and mineral wealth, but the untapped mineral and petrochemical resources of the Badlands are a gold mine for anyone that can lay claim to them. Losing access to these treasures would be devastating for most UMF corporations, so the UMFA is frequently called on to prevent Southern or local monopolies or protectionist governments from claiming exclusive access or plundering a region's resources without fair compensation.

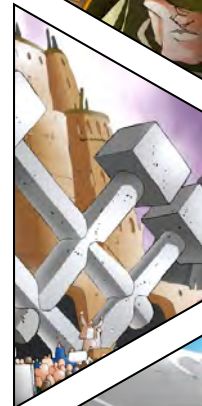
The UMF's most bitter rival is the Mekong Dominion, and the two Leagues have been locked in a trade war for most of their history. This war has only come to open conflict a handful of times, most notably during the Merchant War in the late 17th century TN and the Sandstorm Strikes of the early 20th century TN. Treasurer Yves Banderas, ex-film star and current leader of the UMF, has been trying to find common ground with the Dominion since his election. He believes that they can be pried away from the AST, a move that would weaken the South's industry tremendously. Other Northern leaders are more skeptical.

THE WESTERN FRONTIER PROTECTORATE



The smallest of the Northern Leagues and the most vulnerable, the plains of the WFP border directly on the Badlands, without the mountain ranges that help protect the heartlands of the other Northern Leagues from their enemies. In the inter-League wars prior to the formation of the CNCS, the WFP often came out on the losing side, and they were on the front lines of the war with the CEF. These hardships have made the people of the WFP strong and self-reliant.

Much of the WFP is rural, and there are only three city-states, all of which are military bases. Only those with military service are considered citizens - all others are merely residents. Only citizens can vote, and only actively serving military offices can hold office. The WFP places great value in the concept of family. It's common for Protectorate residents to put their family name before their given name, and the clans - old, extended families - have built up an impressive amount of influence over the Protectorate's affairs. To Westerners, the South is a major threat to their way of life, as the Southern Republic, Mekong Dominion, and Humanist Alliance do away with the concept of family. If the South ever decided to invade the North, they would no doubt do so through the WFP. Westerners feel that they have a better understanding of the Southern threat than other Northerners, and while their military is limited, they use it to thwart the South however they can.





MILITARY HISTORY OF THE NORTH



THE CONFEDERATED NORTHERN CITY-STATES

The formation of the Confederated Northern City-States (CNCS) in TN1692 united Terra Nova's northern hemisphere for the first time since the Concordat abandoned its colonies. Prior to that, the Northern Lights Confederacy (NLC), the United Mercantile Federation (UMF), and the Western Frontier Protectorate (WFP) had warred fiercely over arctic land, resources, and city-states. The UMF had gained a substantial upper hand by TN1660, and its economic and military power advantage made it a serious threat to its neighbors.

By TN1665, the NLC and WFP had formed the Northern Alliance Defense Organization (NADO) to curtail the UMF's expansionist tendencies. Several cycles of saber-rattling and skirmishes lead to a NADO invasion of the UMF through the city-state of Pioneer in TN1669. Among the city's UMF defenders was a unit of combat-converted Hardhat construction walkers borrowed from local militia units. The UMF's conventional forces were badly outmatched, but the Hardhats managed to use the rough terrain around Pioneer to conduct hit-and-run attacks on NADO units. Their constant harassment allowed the other UMF defenders to halt the attack.

The UMF's superiority over the rest of the northern hemisphere seemed assured when its BOT research program lead to the mass production of the first Heavy Gear, the Hunter, in TN1678. No one could have predicted that agents of the Southern Republic would steal the design, or that Territorial Arms would be able to reverse-engineer it and begin production of the Jäger within a cycle. Armed with this new weapon, the Southern Republic quickly conquered its poorly-armed neighbors, uniting the entire southern hemisphere under the banner of the Allied Southern Territories (AST) in a mere cycle.

The AST and the UMF came to loggerheads in the Merchant War of TN1686. Both the UMF and the Mekong Dominion were attempting to assert exclusive control over the lucrative resource deposits and trade routes of the Westridge trench in the Badlands. With the resources of the entire AST behind it, the Dominion beat back the Federation army, and the UMF renounced its claim to the Westridge trench in TN1688. The Merchant War made it obvious that none of the Northern Leagues could stand against the might of the AST on their own. In TN1692, after several cycles of negotiations initiated by the NLC, the three Northern Leagues founded the CNCS.

THE NORTHERN GUARD

Unlike the Allied Southern Territories, where the Southern Republic forcibly dominated its client-states, the Confederation of Northern City-States has always been a partnership between relative equals. This presented unique challenges when devising some kind of unified military command to defend the North against the aggressive AST. Each League had its own military, with its own structures and traditions, and was loathe to abandon this heritage in favor of some uniform, efficient central command. Cycles of bitter warfare between the three Leagues didn't help matters.

The Northern Guard (NG) was a compromise. Instead of establishing a new military or completely amalgamating their existing militaries, the CNCS created a small, multinational force dedicated to border patrols, anti-Rover operations in the Badlands, and other small duties outside the borders of the CNCS. Each League's army would operate independently and, when the CNCS faced a threat that one of its three armies could not handle on its own, the Northern Guard would provide a unified command structure.





THE ST. VINCENT'S WAR

The expected Southern invasion of the North failed to materialize, and by the early TN1700s, the “unnecessary” Northern Guard had become a hot political issue. Many politicians, especially in the UMF, proposed disbanding it entirely and reallocating the funds to League militaries.

In TN1723, a desert tempest uncovered the nearly-intact cargo section of a Concordat cargo ship, the HCS St. Vincent, that had crashed during the early colonization period. Hoping to salvage the ship's cargo of potentially-valuable Concordat-era medical supplies, both the CNCS and AST dispatched military forces to secure the crash site. The NG detachment arrived soon after the Southern MILICIA force, and fighting soon broke out between the two groups. One of the St. Vincent's cargo modules was ruptured during the battle, and a mutated virus was released. The virus had virtually no effect on adults, but it had killed 5 percent of Terra Nova's children and crippled another 5 percent for life by the time a cure was found a season later.

The CNCS and AST both accused each other of releasing the virus either through carelessness or on purpose. A full-scale war broke out between the two superpowers and ran for four years, killing more than two hundred thousand Terra Novans before it ground to a halt. Neither side achieved victory. Both confederations were drained and demoralized, and their economies were in shambles.

While the St. Vincent's War was an unmitigated disaster, it did prove that the Northern Guard could be an effective fighting force, one that was necessary for the defense of the North. During the post-war period, the Northern armies began overhauling their policies based on experience gained during the war. Units donated to the Guard during the war had often adopted an ad-hoc common structure. To help smooth future combined operations, all of the Northern militaries adopted standardized vehicle designs, weapons systems, ranks, unit structure, and paperwork. Each army still maintained their own unique traditions and variations, but the greater uniformity made cooperation much easier.



THE COLD WAR

It didn't take long for the CNCS and the AST to come to odds once more, but it would be more than two hundred cycles before the two confederations again engaged in large-scale warfare. The period from the late TN1700s to the later TN1800s was a time of cold war. Both confederations sought to demonstrate their military superiority by building larger armies, more powerful war machines, and more sophisticated technology. This period saw the introduction of many of the vehicle designs that form the core of the modern Northern Guard, including the Hunter MkII, the Bear, the Mammoth, and the Grizzly. Small skirmishes and brushfire wars were common, but the memory of the St. Vincent's War ensured that they were resolved quickly.



THE SANDSTORM STRIKES

The simmering hostilities of the TN1800s finally reached the boiling point in TN1896 in a series of fierce inter-League conflicts in the Badlands that came to be known as the Sandstorm Strikes. While devastating, the rapid assaults and raids combined with proxy warfare conducted through Rovers and homesteaders never quite reached the point of open Interpolar warfare, and the conflict fizzled out in TN1905. The Strikes did put enough strain on the Northern armies that the UMF and NLC had to institute a draft for the first time since they were founded. While the Northern Guard did not play a large role in the Strikes, the seasoned combat troops and new war machines from the Strikes would prove invaluable in the cycles to come.





THE WAR OF THE ALLIANCE



Grand Marshal Anton von Breslau

Terra Nova was in the grip of a web of intrigue and double-dealing when Earth's Colonial Expeditionary Force (CEF) arrived on the planet in TN1913, 450 cycles after the last Concordat ship vanished from Terra Nova's skies. The CEF invasion force landed in the Badlands and split into two groups, the Northern and Southern Expeditionary Forces. The Northern Expeditionary Force deployed into the Western Desert and advanced on Ashington, the UMF's central power production site, to attempt to cripple the UMF's industry. Smaller units were detached to assault other key CNCS city-states. With little time to mobilize or organize, the Northern Guard was forced to defend its homeland against a direct assault by a superior foe. Poor initial intelligence prevented the CEF from using their space superiority effectively during their initial troop deployment, and their fleet was driven out of orbit soon after by a massive counterattack launched jointly by both superpowers using killer satellites and hunter-killer drones.

Through heavy losses and improvised last-ditch measures, the Northern Guard (NG) managed to stall the CEF advance into the CNCS by the end of TN1914. Heavy fighting continued, but neither side was able to make headway. In Winter TN1916, the CEF Fleet returned to Terra Nova and attempted to open a new front by landing another assault force at Baja. The city fell within hours, and the CEF Fleet managed to land 80,000 troops there before being driven from orbit again. The Baja force accomplished little, and a combined offensive by the CNCS-AST alliance quickly drove this force back and then, after a Season-long siege, destroyed the CEF's Baja Base by mid-Summer. In Autumn TN1916, after Seasons of diplomatic overtures, Paxton Arms agreed to join the alliance against the invaders. Now fighting a war on three fronts, the CEF's main force was unable to prevent the Allied armies from pushing it back to its main base in the Barrington Basin, and surrendered by Spring TN1917.

The CEF might have managed to win if not for the actions of Northern Guard Grand Marshall Anders von Breslau. von Breslau had long opposed a conflict with the South, and quickly determined that the CNCS could not defeat the CEF on its own. He forged an alliance with his Southern counterparts, allowing the two forces to share intelligence and technology and coordinate operations against the invaders. von Breslau was appointed to lead the allied forces, and he worked closely with his senior advisor and good friend, MILICIA Prefect Arland Longchamps. The battle plans the two devised were instrumental in containing and quickly defeating the CEF's Baja detachment and achieving victory in the war. He became a legendary hero in the eyes of the soldiers he commanded and the civilians he protected, a symbol of Terra Nova's defiance and honor. Longchamps' death protecting von Breslau from a CEF assassin's bullet inspired the Northern general to personally lead the final assault on the CEF's Barrington Basin stronghold, a feat that only served to bolster his legend.

The War of the Alliance was hard on the Northern Guard. The death toll of the Battle of Baja alone was well over 100,000 people, and countless combat vehicles were destroyed and personnel lost in the seemingly-endless fighting in the Badlands. von Breslau's massive following allowed him to win the presidency of the NLC after the war, and he ensured that the men and women of the Guard were not forgotten by the politicians and people they had protected. The funding he secured during his short tenure allowed the Guard and the other Northern armies to return to their prewar size and upgrade their equipment, making them ready to face the CEF, should they return, or the AST, should they again turn their gaze Northward.



RANKS

Each League has always had its own names for its military ranks. Since the St. Vincent's War, all ranks have been standardized throughout the League armies to correspond with Northern Guard ranks.

NORTHERN GUARD	EQUIVALENT RANK
Private	Infantryman
Corporal	Specialist/Pilot
Senior Corporal	Squad Commander
Ranger	Section Commander
Senior Ranger	Platoon NCO
Sergeant	Company NCO
Senior Sergeant	Battalion NCO
Sergeant Major	Regimental NCO
Lieutenant	Platoon Commander
Captain	Company Commander
Major	Battalion Commander
Colonel	Regimental Commander
Brigadier	Brigade Commander
General	Division Commander
Grand Marshall	Commander in-chief



NORTHERN DOCTRINE

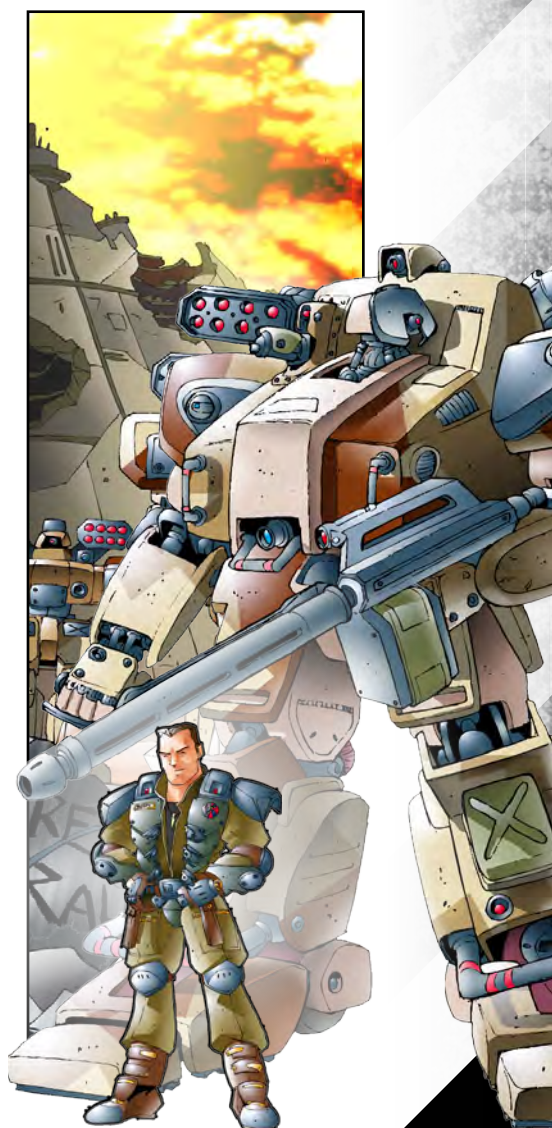
Compared to the other armies of Terra Nova, the Northern militaries employ a very conventional doctrine. Their ranks are filled with specialized units that perform one role very well. While they can fill other roles if needed, their abilities will be best used when applied to their intended function. Northern armies must field mixed forces that complement each others' strengths and cover each others' weaknesses to obtain victory on the battlefield.

Slow-moving and vulnerable to enemy fire, Northern infantry units can pack a surprising punch. They can traverse extremely difficult terrain, are harder to detect than combat vehicles and are best able to take advantage of cover, both natural and man-made. The purpose of infantry units in the Northern militaries is to hold terrain where they can take advantage of cover. This allows them to make good use of their firepower, forcing the enemy to either commit a large force to driving them out or avoid moving into their reach. They can also fill recon or spotter roles, allowing fire-support vehicles to supplement their firepower.

All Northern militaries depend heavily on Gears and Striders. Gears are well-balanced combat vehicles and can be adapted to fill practically any battlefield role, providing a Northern force with flexibility. The bulk of most Northern Gear forces is made up of general-purpose trooper Gears. These Gears provide highly mobile firepower, and can fill skirmish, defensive, and light assault roles. Scout Gears sacrifice combat ability for speed and electronics, allowing them to move ahead of a force, discover enemy units, and communicate their positions to combat units. Finally, fire-support Gears and Striders provide heavy firepower. While the North has historically relied on close-range fire support, more modern fire support units like the Grizzly and Mammoth are designed around long-range guided weapons, with close support weapons as backup.

Tanks and cavalry units provide Northern forces with fast, hard-hitting firepower. While lightly armored, cavalry units can transport infantry. Their weapons are frequently used to support the infantry squads they transport. Northern light tanks are well-armored, and are best suited for use in flanking actions, rough terrain, and engagements with lighter vehicles. Main battle tanks have the heaviest armor, and are designed for direct battles in open terrain. Northern main battle tanks are typically built around direct-fire weapons.

Northern commanders must make full use of each type of Squad available to them and must take advantage of the individual strengths and weaknesses within any particular squad. Each squad is designed for one or two purposes, and while they can perform others in duress, a wise commander takes a variety of squad types and uses each in their designed role as much as possible. Simply put, you don't send a Recon squad to hold ground and you don't use a Heavy Tank squad for stealthy approaches and spotting. Each squad works as a cog in the machine of war and placing the wrong one in the wrong spot can damage the machine.





NORTHERN ARMS AND EQUIPMENT

For most of Terra Nova's post-Concordat history, the North has held a substantial edge in military technology. While the South has eroded this edge recently, the Northern Guard and the three League armies still pride themselves on their reliable and well-maintained combat equipment. While some second-line forces, less-favored regiments, or especially stubborn units still use older vehicles, most regiments get modernized equipment promptly.



HUNTER

HACS-01MG-MP

Despite being the first combat Gear, the Hunter is still the standard design used by all Northern armies. Simple, robust and reliable, the Hunter is a favorite of pilots and technicians alike. The design has been updated several times since it was first introduced, and the modern "Mark II" model comes with a VR cockpit, desert-proofing and excellent but compact sensor equipment. Like all Gears, its humanoid form and Optical Neural Net CPU make it exceptionally agile and flexible and allow it to augment its moderate armor by taking good advantage of its speed and any available cover. Its simple, rugged systems have given it a reputation for being able to take a beating and keep fighting.

The Hunter is even easier to repair and customize than most Gears. After three hundred and fifty cycles of service, spare parts and standard modification kits are readily available. As the "father" of all modern Gear designs, spares for the Hunter can often be improvised from parts intended for other Gears. The default loadout makes the Hunter a very versatile fighting machine. It is particularly good at skirmishing, patrol, and light assault duties. The ease of altering its loadout has led to a proliferation of alternate loadouts for specific missions or situations. Most focus on installing heavier weapons to support standard Hunters, but a few are intended for special operations, recon, leadership, or engineering roles.



JAGUAR

HACS-02MG-MPS

Developed in TN1900 by Northco as a replacement for the Hunter, the Jaguar is generally used as a commando, strike, or heavy general purpose Gear by the Northern forces. Northco's hopes that the Jaguar would quickly be adopted as a standard trooper Gear were dashed when the UMF government designated the Gear a "strategic resource" and forbade export even to other Northern Leagues. The War of the Alliance changed this policy, and Northco's massive Jaguar production lines, largely undamaged by the CEF bombardment, were put to work churning out high-performance commando Gears for the allied forces.

The Jaguar's armaments, controls, and capabilities are deliberately similar to the successful Hunter Gear. Unlike the Hunter's slightly outdated but highly standardized parts, the Jaguar uses more modern systems. This makes it faster and more nimble than the Hunter despite carrying tougher armor and a heavier selection of weapons, but also makes it correspondingly difficult to service and modify. Airdrop capability is standard. Most Jaguar variants are designed to provide close support with heavy weapons, as they can typically survive the attention fire support units typically receive from the enemy. The Jaguar's sophisticated communications system makes it a favorite of unit commanders.

INFANTRY EQUIPMENT

Most standard-issue arms and equipment are of Norlight or Mercantile origin. While Riley Weapons system is a premiere Gear weaponry designer, most other WFP weapons suppliers cater exclusively to the civilian market. Ruggedness is valued over modernity for Northern infantry equipment. Being able to strip and service a weapon in the field or with minimal equipment is a priority, which minimizes the use of fancy gadgets outside the UMFA. The UMFA's usual obsession with high technology holds sway over their infantry forces as much as their vehicles, and their soldiers get the latest and greatest gear, whether they want it or not. The WFPA makes up for its lack of modern vehicles and indulges in its cultural fascination with firearms by ensuring that its soldiers are armed with reliable, high-quality weapons. Their equipment is often exclusively Riley weapons or UMFA surplus.



CHEETAH

HACS-01LG-SCT

A small and agile design, the Cheetah is the North's primary scout Gear. It uses extremely specialized and high-performance systems to achieve its impressive speed and handling. Compact electronics allow it to reliably spot and designate enemy forces, relay this information to friendly forces, and jam enemy communication attempts. All this equipment makes the Cheetah's pilot compartment very cramped even compared to other Gear designs, requiring pilots with small statures. The vast majority of Cheetahs produced during the "Judas Syndrome" cycles in the early TN1900s were purchased by the Norlight Armed Forces, who still own more than any of the other Northern armies.

The Cheetah's weapons are suited for combat, but its light armor is not. The epitome of small and fast, it makes a poor general-purpose trooper Gear, but shines when it is able to take advantage of its speed, maneuverability, and relatively powerful weapons. The most common Cheetah variant loadouts upgrade its weapons and add airdrop capability, allowing it to be used as a raider, scout, or support unit by commando teams. It often serves as a spotter for Gears or Striders with Guided weapons.



GRIZZLY

HACS-02HG-MPS

The Grizzly has been the most common Northern fire-support Gear since the War of the Alliance. Although developed well before then, it did not displace its predecessor, the Bear, until after the CEF was pushed off Terra Nova. The heavy frame needed to support its powerful weapons makes it slow and clumsy, leaving it vulnerable to attack despite thick armor. Its firepower more than compensates for this, and the Grizzly is capable of both long-range fire support and heavy assault, and can be a devastating anti-Gear weapon if screened by lighter units.

While not as simple and easy to work with as the Hunter, the Grizzly is an old, reliable design. It has given rise to a bevy of alternate loadouts and variants, including several engineering models. The standard loadout permits both precision long-range strikes, short-range assaults, and basic anti-armor work. Most alternate loadouts focus on enhancing one of these areas, usually at the expense of the others.





KODIAK

Based on the basic Grizzly chassis, the Kodiak was developed during the War of the Alliance to help Gear columns deal with light CEF hover tanks. With considerably stronger armor and heavier direct-fire weapons than a normal Grizzly, the Kodiak is an excellent assault machine. The high cost of constructing and maintaining them limits their deployment, but the legends surrounding their service against the CEF mean that troops serving with them tend to have exceptional morale.



RAZORBACK

One of the first completely original Gear designs developed after the Hunter, the Razorback was built for short-range anti-armor work. Its heavy armor is still unmatched by anything smaller than a Kodiak, and the massive firepower of its Snub Cannon can make short work of any tank that ventures into range. Made largely obsolete by the Kodiak and variants of the Grizzly and Jaguar, the Razorback is used primarily in second-line UMF and WFP regiments that have not yet been assigned more advanced machines. Some more prestigious regiments, especially in the UMF, still employ Razorbacks to add some punch to their anti-armor squadrons.



MAD DOG-R

Before trade agreements with the UMF gave them access to the Hunter, the WFP attempted to develop their own trooper Gear. Despite carrying heavier weapons and armor than the Hunter, the Mad Dog was a failure. The cockpit was cramped, the sensors were unreliable, and its lack of speed left it vulnerable to enemy armor and infantry. When the CEF invaded Terra Nova, the remaining Mad Dogs were dragged from scrap-yards and museums, overhauled (mostly with parts salvaged from battle-damaged Bears) and pressed into service again as the Mad Dog R. Unlike its fore-bearer, the Mad Dog R was a reasonably effective and cheap fire-support Gear, and still serves the cash-strapped WFP well.



BEAR

The Bear was the North's first true long-range fire support Gear. Previous fire-support models had been built around powerful short-range weapons, intended for both fire support and anti-armor work. The Bear's long-range guided mortar and twin rocket packs allowed it to be used in both fire support and assault roles and inspired the design of the Grizzly. It has mostly been replaced by the Grizzly in modern combat units, but still sees service in local militias and the WFP.



TIGER

In its day, the Tiger was a heavy trooper Gear. It served as the North's heavy general-purpose and elite commando Gear for almost 60 cycles, until it was made largely obsolete by the more advanced Jaguar. The UMFA still fields it as a heavy trooper Gear, and many Tigers still remain in service with regiments that have not yet been able to or are unwilling to upgrade to the Jaguar.



BOBCAT

The first dedicated scout Gear was the Bobcat, which introduced the modern “humanoid head” design to the North. Its unique SMS design requires the Gear to kneel down to engage its wheels, but handles very well. Unfortunately, it also prevents the Bobcat’s legs from being armored properly, leaving them vulnerable to enemy fire. Outside of the WFP, the Bobcat was quickly phased out in favor of the cheaper Ferret and, later, the higher-performance Cheetah. The WFP still makes heavy use of the Bobcat, as its large wheels perform well in the rough terrain the WFP needs to protect.



FERRET

This unique scout Gear design was widely used throughout the North prior to the introduction of the Cheetah, and is still found in spotter and recon roles in many regiments. Its design features short, stubby legs and a prominent “buttwheel”. When switching to its Secondary Movement System (SMS), the Ferret’s legs lock together and it settles back on the buttwheel, converting it into a low-signature oversized motorcycle. Even though it is largely obsolete as a combat Gear, it has been immortalized in Northern pop culture, and civilian models continue to be absurdly popular. Despite their weak armament, Ferrets are not to be underestimated. Reports from the War of the Alliance tell of Ferrets performing many seemingly-impossible stunts, including taking out a hovertank single-handed with a hand grenade.



WEASEL

The newest Northern EW specialist Gear is an upgrade of the venerable Ferret design. It retains the basic torso design of the Ferret, but employs a more standard leg and drive assembly and eliminates the Ferret’s signature buttwheel. The Weasel’s electronic warfare systems are the most powerful of any Northern Gear design. As it is not intended to see combat, the Weasel’s weapons load is extraordinarily weak and its targeting computer substandard.



BLACK CAT

The very existence of the Black Cat was not revealed until well after the War of the Alliance, and the missions performed by these Gears are always classified, even those carried out during the War. Strictly speaking, the Black Cat is a variant of the Cheetah, but the differences are so pronounced that it is practically an entirely new design. The Black Cat is built from the ground up for stealth, and while it is too expensive and lightly-armed to be a primary combat unit, it is an excellent commando and covert operations machine.



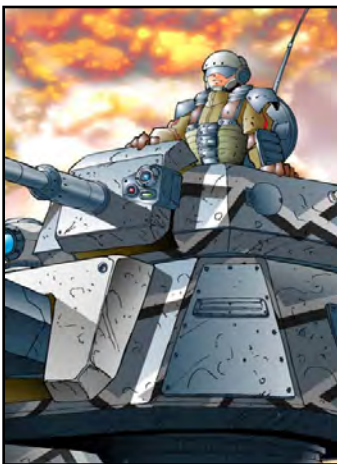


BADGER

A sturdy, reliable APC, the Badger is one of many similar designs used by the North. It is particularly favored by both infantrymen and drivers, as its designers incorporated extra protection into the passenger compartment to ensure the safety of the crew and passengers. A sturdy eight-wheel suspension allows it to cross rough terrain, and a pair of autocannons in a turret provide some protection against light armor. It can carry two squads of infantry, with all their weaponry and equipment.

KLEMM

Predating the Hunter by almost twenty cycles, the Klemm is one of the oldest designs still in use in the Northern military. It was developed by the NLC at the height of the wars between the Northern leagues. A light, fast tank, the Klemm's primary weapon is a bank of six anti-tank missiles, which allow it to directly engage heavier enemy armor or provide fire-support for spotter units equipped with laser designators. The chassis is very modular for a tank, and has been used as a basis for many variants.



ALLER

A modern heavy tank design, the Aller was developed just prior to the Judas Syndrome. It is a typical main battle tank design, intended to excel at combat with other armored units. Its main weapon is a heavy railgun, which is powerful but incapable of indirect fire. This can put it at a slight disadvantage when facing its Southern counterpart, the Visigoth, as the Visigoth can fire over obstructions and attack the Aller without exposing itself to return fire.

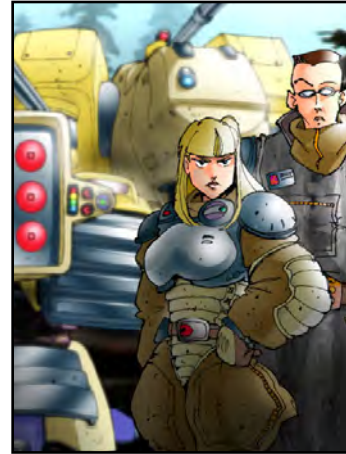


MAMMOTH

The basic Strider design used by the Northern forces, the Mammoth has been in service for almost 100 cycles. It usually provides anti-armor support for Gears with a battery of anti-tank missiles, though assault variants with heavy short-range weapons do exist. Although slow, the Mammoth's wide feet allow it to traverse even very difficult terrain without losing speed. Its overall lack of speed remains its major weakness, and despite heavy armor and an array of support weapons, the Mammoth is very vulnerable to short-range attacks.

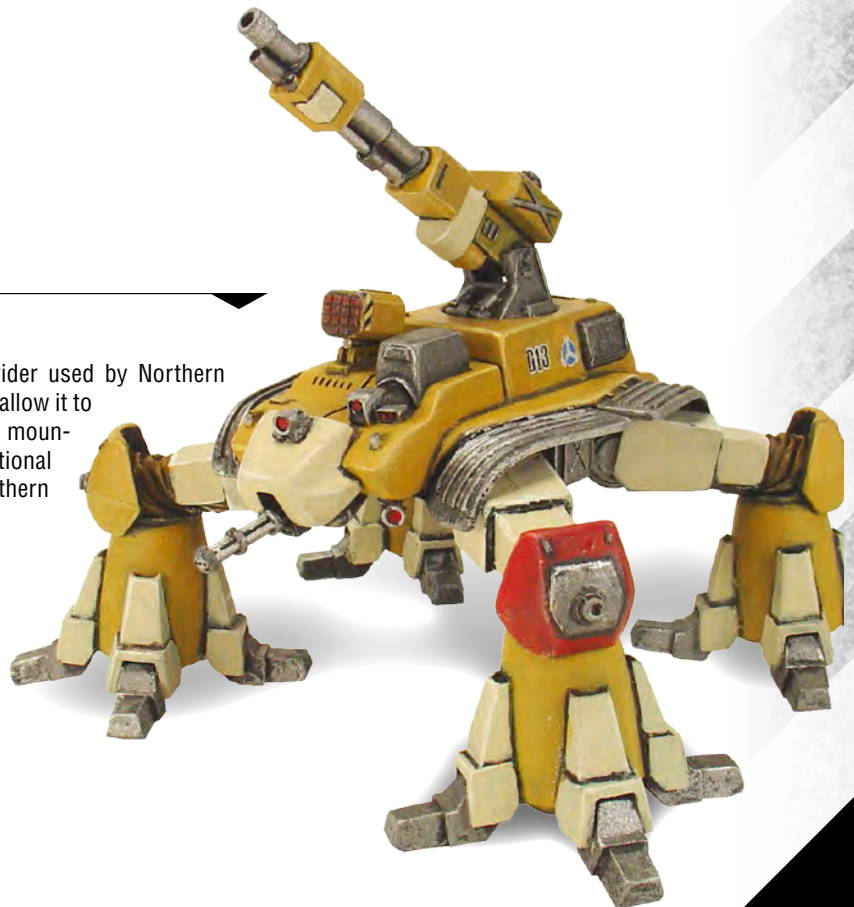
The Mammoth is operated by a two-man crew seated in tandem, similar to the arrangement used in helicopter gunships. The crew cabin is completely sealed, without even the fall-back hatch options available to Gears.

While this does improve the unit's survivability, it also makes the crew very reliant on the Mammoth's sensors.



THUNDERHAMMER

The Thunderhammer is a four-legged field artillery strider used by Northern forces for close support. Its four long legs and large feet allow it to traverse practically any terrain, and it is often deployed in mountainous regions that are totally impassable by conventional vehicles. Thunderhammers often travel behind other Northern forces, providing them with precision fire support.





Ebon Stone Hill Markers

Service Ribbon



Prophet's Blessing



Order of the Griffon



Northern Star



AWARDS & HONORS

Like most militaries, the armies of the North have their own set of official and unofficial awards and honors. Official honors are worn only with the dress uniform, while unofficial markers, such as the "Ebon Stone" kill markers are generally frowned upon at formal events.

The most common honors are service ribbons, awarded to each soldier who has served at least five cycles and to those who participated in a significant battle or campaign. A four-pointed star is awarded for every 5 cycles of service, and individual campaign ribbons are unique to each campaign. For example, a soldier who served in the battle of Baja would have a red lightning bolt on a white background, while a veteran of the Barrington Basin Campaign could wear a blue ribbon with a silver fist. All veterans of the War of the Alliance wear a blue and red ribbon marked by a lightning bolt pip.

Soldiers injured in combat are awarded either the Prophet's Blessing, or if not of the Revisionist faith, the Crimson Brand. Both carry the same "value," although the Crimson Brand has no religious connotations. Soldiers bearing the Crimson Brand are likely to receive a cold shoulder in the NLC. Some regiments celebrate each time a soldier is awarded one of these, and others celebrate if the soldier has survived a certain amount of time without receiving one.

Medals of Valor are, for the most part, unique to each League and none are commonly awarded outside of wartime. There are two recognized throughout the North. The Order of the Griffon is awarded to those who have "displayed the utmost courage," meaning it is often awarded posthumously. The last time it was awarded to a living person was to General Victoria Edden-Smythe for her contributions in the War of the Alliance. It has only once been awarded to a Southerner: Prefect Arland Longchamps, who sacrificed his life to save the life of Grand Marshal von Breslau. The second of these medals is the Northern Star. The Northern Star is more frequently awarded than the Order of the Griffon, and is a reward for courage in the face of the enemy. The most controversial recipient of the Northern Star was the old Hunter Gear "Bowser", which was awarded one on its 100th "birthday." Bowser has been continuously assigned to excellent Gear pilots, and is rumored to be intelligent.

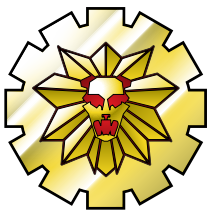
SPECIAL FORCES BADGES

A special kind of honor is granted to those willing and able to undertake special training. This carries with it high prestige, but also the duty to abide by a code of honor, even after a soldier has left the military.

The Lion Head Badge is a stylized lion's head and is granted to those soldiers who have completed the Northern Guard's special forces training. Over 90% of applicants fail the test and Gear pilots must not only undergo Gear-based special forces training, but must pass the infantry course as well. Those that manage such a feat gain a special version of the badge with the lion's head surrounded by the outline of a toothed gear.

The Duelist's emblem is awarded to the soldier chosen to be the Regimental Duelist. This is a heavy burden as the Duelist must be the exemplar of the regiment. Their behavior on and off the field of battle must be above reproach, and they are frequently called on to counsel and guide their fellow soldiers. For all purposes the Duelist is the regiment's honor and very few have what it takes to wear the crossed swords emblem.

Lion Head Badge



Airborne Division Badge



ORGANIZATION

Northern Guard Regiments are normally rather strict in their organization. This typically breaks down after some time in the field, as the regiment will often pick up stragglers, be assigned backup from other divisions or simply be assigned to work with squads or companies from other divisions. The integrated command structure ensures the combined arms work together as a cohesive whole, but in any Regiment, the officers from that Regiment remain in command over all those assigned to the Regiment.

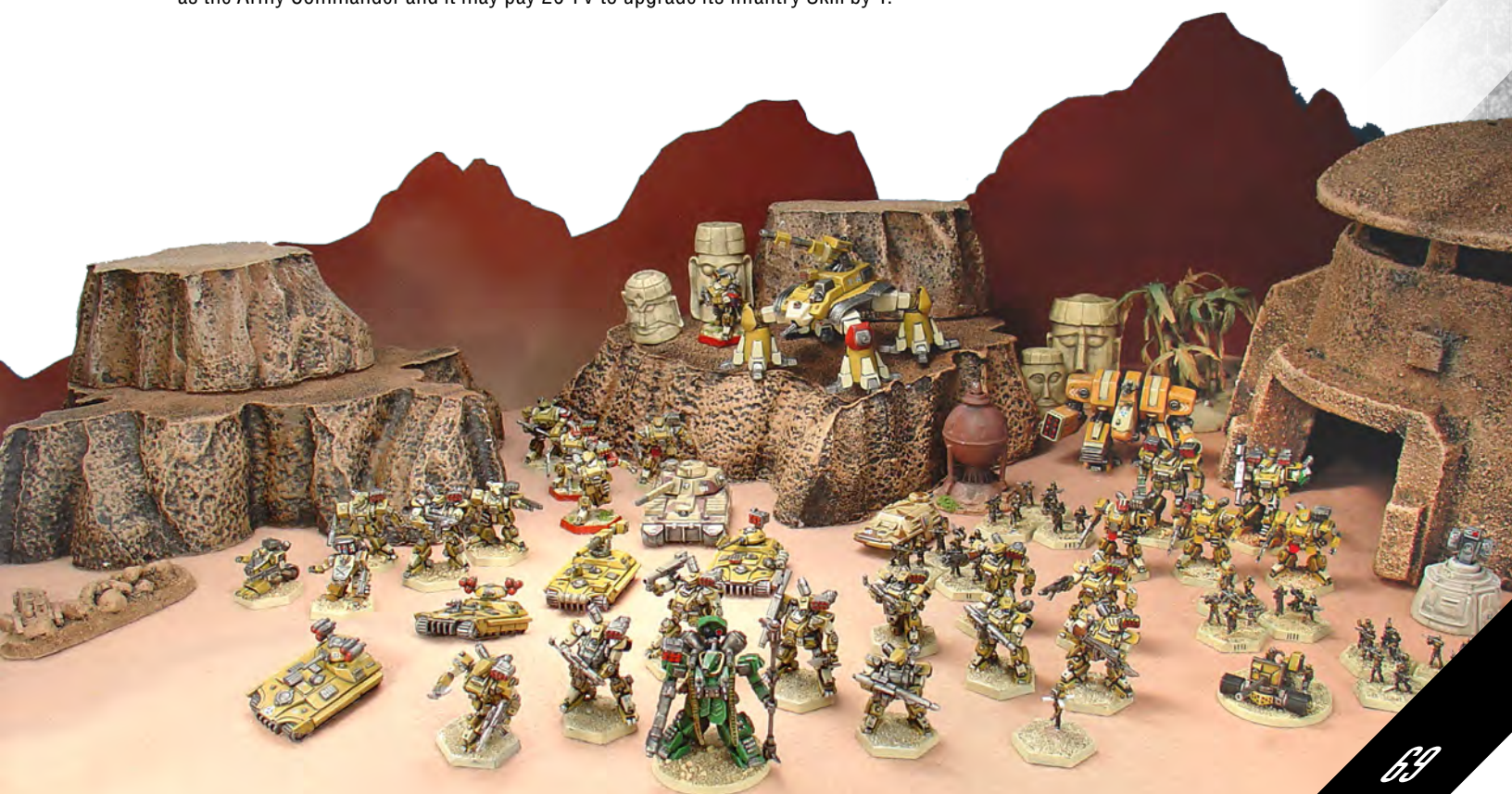
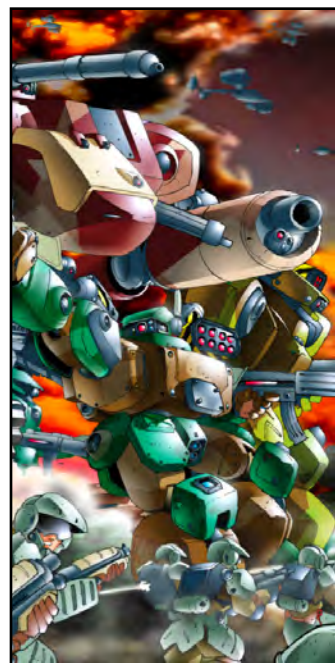
NORTHERN GUARD SPECIAL RULES

Rallying Cry: Whether it's "For the Prophet" or "Remember Rahnguard," the forces of the North have always had a cause or cry to spur them onwards. If you are playing with the Morale rules, you may roll your current Commander's Leadership once per round against a Threshold of 4, 6 if the original Commander has been killed. If you succeed, your Models do not receive morale tokens resulting from friendly Models being Destroyed. This includes Models in their own Combat Group. If you fail, add one to the number of Morale tokens received for friendly deaths, so if you would receive 0, you would gain 1.

Member States: While the Northern Guard has its own regiments, some Regiments are on loan from its member states. As such, one Combat Group per Priority Level may be built using the special rules from the NAF, UMFA or WFFA lists. This may include special Models such as Warrior Monks or Army Commanders, and if multiple squads are taken from member states, they may be from different member states. This rule does not allow you to take Combat Groups in the same "slots" as League armies, only use the special rules! The Northern Guard still must abide by its own organization and restrictions when choosing squads, including Commander assignment.

Army Commander: One Combat Group must be designated as the army Command Squad. The Leader of the Combat Group becomes the Army Commander. The Army Commander may pay 10 TV to gain a +1 to its Leadership or Defense Skills, or may pay 20TV to upgrade both. If an Infantry Platoon is chosen, one squad must be designated as the Army Commander and it may pay 20 TV to upgrade its Infantry Skill by 1.

THE NORTHERN GUARD





THE NORLIGHT ARMED FORCES



NORLIGHT ARMED FORCES SPECIAL RULES

Northern Rivalries: Due to the UMF restricting exports of Jaguars before the War of the Alliance, many regiments only have Jaguars in their elite squads. A NAF player may swap a base Jaguar for a Tiger for no cost and any Thunder Jaguar for a Sabertooth for -5TV. Tigers and Sabertooths pay the same cost as Jaguars if upgraded with Field Armor and may take the same options, except for swaps/upgrades to Jaguar variants.

Local Manufacturing: Shaian Mechanics and Keimuri Gear are both NLC companies, and as such their Gears are more common in the NAF. NAF players may swap any base Hunters to Cheetahs for +25 TV. Hunters upgraded to Cheetahs may have their DPG upgraded to a LAC (F, Reloads) for an additional +5 TV. In addition, the player may upgrade any Ferrets to Ferret MkII's at +5TV, regardless of veteran status.

Chaplains: The prevalence of Revisionism in the NLC is reflected in the makeup of the NAF and many soldiers from the NLC are devout Revisionists. Chaplains or Monks of the Sorrento Revisionist faith often serve as active members of regiments, tending to the souls of their fellow soldiers and, in some cases, joining them in battle.

One Model in your force may be upgraded to a Chaplain. The Chaplain has the same skills as the rest of the Combat Group and may be the Combat Group Leader or even the Army Commander. One Member of the Combat Group the Chaplain is in may re-roll one Die or dice roll once per Round. Rather than a re-roll, you may remove a single Morale token from a Combat Group within the Auto Comm Radius if playing with Morale. This costs 20TV.

The Chaplain's Model should be designated with a small goblet or other such symbol painted on it.

Warrior Monk: If in a Gear, a Chaplain may be upgraded to a Warrior Monk for and additional +5 TV. The Warrior Monk gains a Gear-sized fighting staff (Range 0, DM is Size +2, ACC 0 and is both Melee and Armor Crushing) and may roll an additional die in Melee Combat.

Army Commander: One Combat Group must be designated as the Army Command Squad. The Combat Group Leader becomes the Army Commander. The Army Commander may upgrade any or all of these skills for +10 TV each: EW, Leadership or Defense. If an Infantry Platoon is chosen, one squad must be designated as the Army Commander and it may pay 20 TV to upgrade its Infantry Skill by 1.



THE UNITED MERCANTILE FEDERATION ARMY



UMFA SPECIAL RULES

Northern Rivalries: Due to the NLC restricting exports of Cheetahs in response to the UMF restriction on Jaguars before the War of the Alliance, many regiments only have Cheetahs in their most elite squads. A UMFA player may swap any base Cheetah for a Bobcat at -15TV each. In this case, the Bobcat pays the same as a Cheetah for Field Armor and may take the same options, excepting swaps/upgrades to Cheetah variants.

Local Manufacturing: Northco is the largest Gear manufacturer in the UMF, and as such their Gears are very common in the UMFA. UMFA players may swap any base Hunters to Tigers for +20 TV and they may swap any Headhunters to Sabertooths for +20 TV. In this case, the Tiger or Sabertooth pays the same as a Jaguar for Field Armor and may take the same options, excepting swaps/upgrades to Jaguar variants.

Trade Agreements: The UMF has a great number of trade agreements with various companies. As such, they were able to acquire specialized EW Gears even without access to Cheetahs. Any White Cat can be replaced with a Weasel for -30 TV.

Army Commander: One Combat group out of those allowed must be designated as the Army Command Squad. The Squad Leader becomes the Army Commander. The Army Commander may pay 10 TV to gain a +1 to its Leadership or Defense Skills, or may pay 20TV to upgrade both. If an Infantry Platoon is chosen, one squad must be Designated as the Army Commander and it may pay 20 TV to upgrade its Infantry Skill by 1.



THE WESTERN FRONTIER PROTECTORATE ARMY

WFPA SPECIAL RULES

Western Alienation:

The WFP has a very limited manufacturing base and generally ends up with the short end of the stick when it comes to trade agreements. Combined with lack of funds, this means that the WFPA ends up fielding many older Models or simply Models that hold up better in long term use. Unlike the other League armies, some of these swaps are not optional.

WFPA players must swap base Cheetahs for one of the following in any non-veteran squad. Ferrets at -30 TV each, Stripped Down Hunters for -40 TV each (may not take Field Armor) or Bobcats at -15TV each. These Models may take any options they qualify for.

Any Hunter in a WFPA GP Squad may be swapped for a stripped Down hunter for -15 TV. The SD Hunter may take weapon swaps available to Hunters if it qualifies and may not take Field Armor.

WFPA players may swap all Kodiaks for Razorbacks at -60 TV. Any Razorback may be upgraded to a Peacemaker Razorback for +5 TV.

WFPA players may swap any base Jaguar for a Mad Dog R at -20 TV each. Mad Dogsmay gain Field armor if the Jaguar has access to it for +10 TV, but do not gain access to other upgrades.

WFPA Players may swap any Grizzly to a Bear at -25 TV. Any Rabid Grizzly may be replaced with a Mauler Bear for -5 TV. Any Thunder Grizzly may be replaced by a Den Mother at -20 TV. In this case, any Bear will pay the same as a Grizzly for Field Armor and may take the same options (such as weapon upgrades or linking RPs), excepting swaps/upgrades to Grizzly variants.

Unless Veteran, a Light Tank Squad must only take Bandit Hunter Klemms. Likewise, unless made Veteran, a Heavy Tank Squad must take only Hardy Allers.

Army Commander: One Combat Group out of those allowed must be designated as the Army Command Squad. The Squad Leader becomes the Army Commander. The Army Commander may upgrade any or all of its Leadership, Attack or Defense Skills by +1 for 10 TV per skill. Each skill may only be upgraded once. If an Infantry Platoon is chosen, one squad must be Designated as the Army Commander and it may pay 20 TV to upgrade its Infantry Skill by 1.





CORE

CORE

CORE

CORE

GENERAL PURPOSE SQUAD

THREAT VALUE: 205



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Headhunter

Attack 2

Defense 2

Electronic Warfare 1

Leadership 1

4x Hunter

Attack 2

Defense 2

Electronic Warfare 1

OVERVIEW

General Purpose Squads are the basic troopers of any Northern Gear Regiment, and as such form the backbone of most Northern fighting forces. While not particularly adept at any one task, they do well as generalists and can even perform light assault duties when properly outfitted.

OPTIONS

- ◆ The Squad may add an additional Hunter for +40 TV.
- ◆ Swap the Headhunter for a Jaguar for +15 TV.
- ◆ Swap one Hunter for a Cheetah for +25 TV or a Stripped-Down Hunter for -15 TV. The Stripped-Down Hunter may not take Field Armor.
- ◆ Increase Leadership of the Combat group Leader to Level 2 for +10 TV.

Up to two members of the squad may do one of the following:

- ◆ Swap their Autocannon for a FGC (F, reloads) and their HGs for HHGs for +5 TV.
- ◆ Swap their Autocannon and LRP for a Snub Cannon (F, Limited Ammo 3) for +5 TV.
- ◆ Swap their Autocannon to a MAC (F, Reloads) for +5 TV.

Any Model armed with a MAC, FGC or Snub Cannon may carry HPZFs (F, Limited Ammo 4) for +5 TV

VETERAN OPTIONS

- ◆ Add Field Armor (an additional Sturdy Box) to any member for +10 TV.
- ◆ Upgrade both the Attack and Defense skills of any member to Level 3 for +10 TV.
- ◆ The limitation of two members upgrading to MACs, FGCs or SCs is increased to four members.
- ◆ Any member may swap their LRP for an IRP for +5 TV. Hunters and Cheetahs receive an IRP/20 (F, RoF 2, no Reloads) and Jaguars receive an IRP/30 (F, RoF 3, no Reloads).



THREAT VALUE: 345

RECON SQUAD



AUXILIARY

CORE

AUXILIARY

AUXILIARY

OVERVIEW

In addition to reconnaissance missions, Recon Squads are used in electronic warfare, patrol, scouting, and target acquisition roles in larger battles. Without Recon Squads, most Northern armies would be rendered impotent as they depend on the EW capabilities of their Recon Squads to disable enemy communications. Their Target Designators also prove invaluable, as the North has been moving more towards support machines with heavy guided weapons.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Jaguar

Attack 2

Defense 2

Electronic Warfare 2

Leadership 1

4x Cheetah

Attack 2

Defense 2

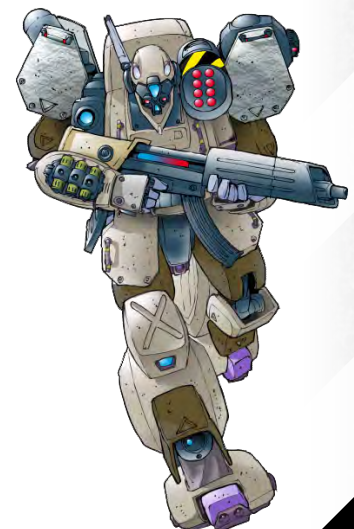
Electronic Warfare 2

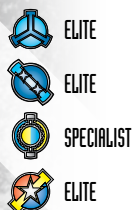
OPTIONS

- ◆ The Squad may add an additional Cheetah for +70 TV.
- ◆ Swap up to two Cheetahs for Jaguars for -5 TV.
- ◆ Swap any Cheetah for a Ferret for -30 TV each.
- ◆ Up to two standard Ferrets may be upgraded to Ferret MkIIs for +5 TV each.
- ◆ Swap any Cheetah for a Stripped-Down Hunter for -40 TV. (If this is done, you may not take White Cats and your maximum number of Weasels or Wild Ferrets is one.)
- ◆ Upgrade up to two Ferrets to either Wild Ferrets for -5 TV or Weasels for +5 TV.
- ◆ Any member may swap their DPG or Autocannon for a rifle of one step higher (F, reloads) for +0 TV. Thus a DPG would become a LRF, LAC would become a MRF and a MAC would become a HRF.
- ◆ Add one Recon drone to any member (max one drone per Model) for +10 TV.
- ◆ Add one Hunter-Killer drone to any member (max one drone per Model) for +5 TV

VETERAN OPTIONS

- ◆ Increase Leadership of the Combat Group Leader to Level 2 for +10 TV.
- ◆ Upgrade the Combat Group Leader's Jaguar to a Thunder Jaguar for +10TV.
- ◆ Increase the Electronic Warfare skill of any member to Level 3 for +5 TV.
- ◆ Increase the Defense Skill of any member to Level 3 for +5 TV.
- ◆ Up to two Cheetahs can be upgraded to White Cats for +5 TV each.
- ◆ Upgrade any standard Ferret to a Ferret MkII for +5 TV.





STRIKE SQUAD

THREAT VALUE: 295



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Jaguar

Attack 2

Defense 2

Electronic Warfare 2

Leadership 2

2x Jaguar

Attack 2

Defense 2

Electronic Warfare 2

2x Hunter

Attack 2

Defense 2

Electronic Warfare 2

OVERVIEW

If an objective needs to be taken and held quickly, the Strike Squad is the best bet. Designed for an all-out assault on objectives and capable of being outfitted for a variety of scenarios, the Strike Squad is quite possibly the most frightening squad in the Northern forces. Strike Squads are always piloted by veterans and a post in a Strike Squad is considered to be almost as prestigious as making it into an Airborne unit or the Rangers. That said, the Strike pilots are the best at what they do and may the Prophet have mercy on those that get in the way.

OPTIONS

- ◆ Add an additional Hunter for +45 TV.
- ◆ Any Hunter may be upgraded to a Jaguar for +20 TV each.
- ◆ Up to two Jaguars may be swapped for Grizzlies for +25 TV each.
- ◆ One Jaguar may drop its LRP for an AGM launcher (FF, Limited Ammo 6) for +10 TV.
- ◆ One Jaguar may be upgraded to a Kodiak for +45 TV.
- ◆ Add Field Armor (an additional Sturdy Box) to any member for +10 TV.
- ◆ Any Model may swap their LAC or MAC and their LRP for a Snub Cannon (F, Limited Ammo 3) for +5 TV.
- ◆ Any member may swap their LAC for a MAC (F, Reloads) for +5 TV.
- ◆ Any member may swap their Autocannon for a Medium Bazooka (F, no Reloads) for +10 TV.
- ◆ Any Cheetah, Hunter or Jaguar that has a Bazooka may swap their LRP for an IRP for +5TV. Hunters and Cheetahs receive an IRP/20 (F, RoF 2, no Reloads) and Jaguars receive an IRP/30 (F, RoF 3, no Reloads).
- ◆ Any Grizzly may swap its MRPs and HGM for 2xIRP/20 (F, RoF 2) for -35 TV.
- ◆ Any member may carry HPZFs (F, Limited Ammo 2) for +5 TV.
- ◆ Any Member may upgrade both their Attack and Defense Skills for +10 TV.
- ◆ Add one Hunter-Killer drone to any member (max one drone per Model) for + 5TV.

VETERAN OPTIONS

- ◆ Increase Leadership of the Combat Group Leader to Level 3 for +10 TV.
- ◆ Turn one Jaguar into a Second in Command (Leadership 1) for +10 TV.
- ◆ One additional Jaguar (maximum of two) may drop its LRP for an AGM launcher (FF, Limited Ammo 6) for +10 TV.
- ◆ One additional Jaguar (to a maximum of three) may be swapped for a Grizzly for +25TV.
- ◆ Two additional Jaguars (to a maximum of three) may be upgraded to Kodiaks for +45 TV each.
- ◆ Any Grizzly may upgrade its Comms to +1, its Auto Comms to 4, and add an Autopilot and Backup Comms for +10 TV.
- ◆ Upgrade any Grizzly's MBZK to a HBZK (F, no Reloads) for +5TV.
- ◆ One Kodiak may upgrade its LPA for a HBZK (F, no Reloads, Sniper system) for +15TV.



THREAT VALUE: 295

FIRE SUPPORT SQUAD



OVERVIEW

When the army needs a tactical strike or simply to saturate an area with firepower, the Fire Support squad is the one they send in. The slower-moving heavier Gears are supported by trooper Gears, resulting in a well-rounded squad. The effectiveness of a Fire Support Squad increases dramatically when combined with spotter units such as those found in Recon Squads.

OPTIONS

- ◆ Increase Leadership of the Combat Group Leader to Level 2 for +10 TV.
- ◆ The Squad may add an additional Hunter for +40 TV.
- ◆ Swap the Headhunter for a Jaguar for +15 TV.
- ◆ Any member may swap their LAC for a MAC (F, Reloads) for +5 TV.
- ◆ Any Grizzly may link its MRPs for an additional +5 TV.
- ◆ Any Model may swap their Autocannon for a Medium Bazooka (F, no Reloads) for +10 TV.
- ◆ Add Field Armor (an additional Sturdy Box) to any member for +10 TV.
- ◆ Add a Demolitions drone to any member (max one drone per Model) for +5 TV.
- ◆ Add a Recon drone to any member (max one Recon drone per squad, max one drone per Model) for +10 TV.

VETERAN OPTIONS

- ◆ Increase both the Attack and Defense Skills of any member to Level 3 for +10 TV.
- ◆ Swap one Hunter for a Cheetah for +25 TV.
- ◆ Swap one Hunter for a Grizzly for +45 TV.
- ◆ Any Grizzly may upgrade its Comms to +1, its Auto Comms to 4, and add an Autopilot and Backup Comms for +10 TV.
- ◆ Any Grizzly may swap its MRPs and HGM for an ATM (FF, Limited Ammo 4) for -15 TV.
- ◆ The Headhunter may be upgraded to a Thunder Grizzly for +50 TV.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Headhunter

Attack 2
Defense 2
Electronic Warfare 1
Leadership 1

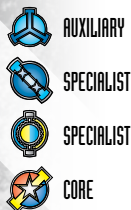
2x Hunter

Attack 2
Defense 2
Electronic Warfare 1

2x Grizzly

Attack 2
Defense 2
Electronic Warfare 1





DRAGOON SQUAD

THREAT VALUE: 305



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Rabid Grizzly

Attack 2

Defense 2

Electronic Warfare 1

Leadership 2

2x Cheetah

Attack 2

Defense 2

Electronic Warfare 1

2x Hunter

Attack 2

Defense 2

Electronic Warfare 1

OVERVIEW

While Strike Squads are designed for all-out assault tasks, the Dragoon Squads are designed for heavy recon, rapid assault and close combat, much like the Highland regiments of old. In fact the WFFA makes it a point of pride that all WFFA Dragoon Squads are known as Highlanders. Dragoons are best used in "blitz" attacks, although some Dragoon Squads are equipped specifically for urban combat.

OPTIONS

- ◆ Any Hunter may be upgraded to a Jaguar for +20 TV.
- ◆ Any Hunter can be upgraded to a Rabid Grizzly for +45TV.
- ◆ Any Rabid Grizzly may upgrade their LGL to a HGL (F, Reloads) for +10TV.
- ◆ Add Field Armor (an additional Sturdy Box) to any member for +10 TV.
- ◆ Turn one Model into a Second in Command (Leadership 1) for +10 TV.
- ◆ Any Cheetah may upgrade their DPG to a LAC (F, Reloads) for +5TV.
- ◆ Any Cheetah may be replaced with a Stripped-Down Hunter for -40 TV. The Stripped-Down Hunter may not take Field Armor.
- ◆ Any Stripped-Down Hunter may be given an LRP/24 (F, RoF 3) for +10 TV.
- ◆ Any Model with a LAC may upgrade it to a MAC (F, Reloads) for +5 TV.
- ◆ Add one Recon drone to any member (max one drone per Model) for +10 TV.
- ◆ Add one Hunter-Killer drone to any member (max one drone per Model) for + 5 TV.
- ◆ Any member may swap its Autocannon and its HGs for a FGC (F, Reloads) and 3 HHGs (F, Limited Ammo 3) for +5TV.
- ◆ Any Model may swap their LAC or MAC and their LRP for a Snub Cannon (F, Limited Ammo 3) for +5 TV.
- ◆ Any Model may swap its LRP for HMG (F, no Reloads), and add HPZFs (F, Limited Ammo 4) for +0 TV. Models without a LRP may take this for +5 TV.

VETERAN OPTIONS

- ◆ Increase the Leadership of the Combat Group Leader to Level 3 for +10 TV.
- ◆ Increase both the Attack and Defense Skills of any member to Level 3 for +10 TV .
- ◆ Any member with an Autocannon may upgrade it to a LGL (F, Reloads) for +10 TV.
- ◆ Up to two members may swap their LRP for an AGM (FF, Limited ammo 3) for +10 TV.
- ◆ Any Cheetah may be swapped for a Strike Cheetah for +0 TV.
- ◆ Any Grizzly, Including the Combat Group Leader's, may be swapped for a Jaguar for -30 TV.
- ◆ Any Jaguar may swap its LRP for 2 MRP/36s (FF, RoF 4, no Reloads) for +25 TV and may Link these for an additional +5 TV.



THREAT VALUE: 345

RANGER SQUAD



OVERVIEW

Ranger squads are highly-trained squads, composed of Rangers and led by Senior Rangers. These squads provide tracking, harassment and sniping support for a standard Gear force. They get some of the best equipment, but their role simply does not garner as much attention as the more media-friendly Airborne Squads. The best of the Ranger squads are assigned stealth Gears to allow them to infiltrate enemy territory better and carry out shady missions. As always, the various Northern League armies still keep their own traditional names for this type of squad, at least informally. The UMFA calls them "Pumas," the NAF "Sentinels," and the WPFA designation is "Pathfinders." All pilots in a Ranger Squad have passed the Lion-Head Course and wear the badge proudly.

OPTIONS

- ◆ Any Jaguar may swap its MAC for an HRF (F, Reloads, Sniper System) for +5 TV each.
- ◆ Any Cheetah may swap its DPG, LRP, and TD for an MRF (F, Reloads, Sniper System) for -5 TV.
- ◆ Any Cheetah may add Airdroppable for +5 TV.
- ◆ Add a Recon drone to any member (max one drone per Model) for +10TV.
- ◆ Upgrade the Combat Group Leader's Jaguar to a Thunder Jaguar for +10TV
- ◆ Upgrade any member's Attack and Defense to Level 3 for +10 TV.
- ◆ Turn one member into a Second in Command (Leadership 1) for +10 TV.
- ◆ Add Stealth (2) to any member that does not currently have Stealth for +5TV.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Jaguar

Attack 2
Defense 2
Electronic Warfare 2
Leadership 2

2x Jaguar

Attack 2
Defense 2
Electronic Warfare 2

2x Cheetah

Attack 2
Defense 2
Electronic Warfare 2

VETERAN OPTIONS

- ◆ Increase the Combat Group Leader's Leadership Skill to Level 3 for +10 TV.
- ◆ Increase the second in Command's Leadership Skill to Level 2 for +10 TV.
- ◆ Add Field Armor (an additional Sturdy Box) to any member for +10 TV.
- ◆ Swap any Cheetah with a Black Cat for +15TV.
- ◆ Up to two Black Cats may swap their LAC and LRP for a HRF (F, Reloads, Stabilizer Mount, Sniper System) and the Exposed FireCon Flaw for -10TV.
- ◆ Swap any Jaguar for a Panther for +55 TV.





AIRBORNE SQUAD

THREAT VALUE: 295



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Jaguar

Attack 2

Defense 2

Electronic Warfare 2

Leadership 2

4x Hunter Paratrooper

Attack 2

Defense 2

Electronic Warfare 2

OVERVIEW

While it is an honor for those who pass the Lion-Head Course to be chosen for the Rangers, it is every applicant's dream to join the most glamorous of the Special Forces, the Airborne. Airborne squads are often called upon to drop into hostile territory with little preparation and even less backup. While all the Northern armies list these squads as "Airborne" on paper, each League has their own nickname. The NAF Airborne squads are the "Blue Berets" because of the special hats of their dress uniforms, while the WFPA, in a typical Westerner in-joke, calls theirs "Drop Bears" and the UMFA simply calls theirs the "Golden Falcons" as befits the richest nation in the CNCS.

OPTIONS

- ◆ Swap up to Two Hunter Paratroopers for Cheetah Paratroopers for +25TV each.
- ◆ Swap any Hunter Paratrooper for a Jaguar for +10TV.
- ◆ Up to two of the Squad's Jaguars may swap their LRP for 2xMRPs (FF, RoF 4, No reloads) for +25TV and may link these for an additional +5 TV.
- ◆ Any Jaguar may swap their LRP for an IRP/30 (F, RoF 3, no Reloads) for +5 TV.
- ◆ Any Jaguar may swap its MAC for a Paratroop Gun (LAC + LGL, both F arc, reloads on LAC only) for +10TV.
- ◆ Up to two members may swap their Paratroop Gun (LAC + LGL) for a MBZK (F, no Reloads) for +0 TV.
- ◆ Add one Recon drone to any member (max one drone per Model) for + 10 TV

SPECIAL RULES

If you use League or member States rules to swap Models, all members in the Airborne Squad must have the Airdroppable Perk.

VETERAN OPTIONS

- ◆ Upgrade any member's Attack and Defense to Level 3 for +10 TV.
- ◆ Increase the Combat Group Leader's Leadership Skill to Level 3 for +10 TV.
- ◆ Any Member may swap their Paratroop Gun (LAC + LGL) for a MBZK (F, no Reloads) for +0 TV.
- ◆ Upgrade the Combat Group Leader's Jaguar to a Thunder Jaguar for +10TV.
- ◆ Upgrade any Hunter Paratrooper to a Hunter Commando for +10 TV.
- ◆ One Hunter Commando may swap its MRP for an EW pod with ECM (3) and ECCM (2) for +5 TV.



THREAT VALUE: 180

STRIDER SQUAD



SPECIALIST

AUXILIARY

SPECIALIST

AUXILIARY

OVERVIEW

Striders are often assigned to support Gear formations as, unlike more conventional combat vehicles, they have similar maintenance requirements and can cross rough terrain in order to keep up with Gears. Originally, Gears were assigned to Strider squads to protect the slow moving machines, but lately the NG has been assigning an entire squad of Gears to cover a Strider Squad and ensure the heavy support gets where it is needed. In fact, this combination has allowed assault Striders to become more useful and survivable, and battles involving them often end up looking like small naval battles on land.

OPTIONS

- ◆ Add up to two additional Mammoths for +170TV each.
- ◆ Swap up to two Mammoths for Thunderhammers for +50 TV each.
- ◆ Any Mammoth may swap its MAC for a HAC (F, no Reloads) for +5 TV.
- ◆ Any Mammoth may swap its MAC for 2x VLRP/128s (F/Rr, ROF6, no Reloads) for +5 TV.
- ◆ Any Mammoth may swap its ATM launcher for a second SC (F, no Reloads) for -45 TV.
- ◆ Any Mammoth may swap a SC for a FGC (F, no Reloads) and MAC (F, AA, no Reloads) for -5 TV.
- ◆ Any Mammoth may swap one or more SCs for HGLs (F, no Reloads) for +0 TV per SC.
- ◆ Any Thunderhammer may swap its LFG for 2xHGM (T, no Reloads) for +35 TV. These may be Linked for an additional +5 TV.
- ◆ Any Thunderhammer may swap its LFG for 2xHAAC (T, no Reloads) for -40 TV. They may be Linked for an additional +5 TV.
- ◆ Add Smoke Launchers (10) to any member for +5 TV.
- ◆ Add a Recon drone to any member (max one per squad) for +10 TV.

SPECIAL RULES

A Strider squad must have at least two Striders before an additional Strider Squad may be taken.

VETERAN OPTIONS

- ◆ Any Model may have their Attack Skill upgraded to Level 3 for + 10 TV per Mammoth or +15 TV per Thunderhammer.
- ◆ Any Model may upgrade their Electronic Warfare Skill to Level 3 for +10 TV per Mammoth, +15 TV per Thunderhammer.
- ◆ Any Mammoth may be given a "Mastadon refit." add 1 to all of its Defense Modifiers for +15 TV.
- ◆ Any Mammoth may swap a SC for an additional ATM (F, Limited ammo 8) for +55 TV.
- ◆ The Combat Group Leader may upgrade its Leadership Skill to Level 3 for +10 TV.
- ◆ The Combat Group Leader's Mammoth may be upgraded to a Command Mammoth for +10 TV.
- ◆ Any member can have the Leadership Skill at 1 for +10 TV.
- ◆ Add one Hunter-Killer drone to any member (max one drone per Model) +5 TV.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Mammoth

Attack 2

Defense 3

Electronic Warfare 2

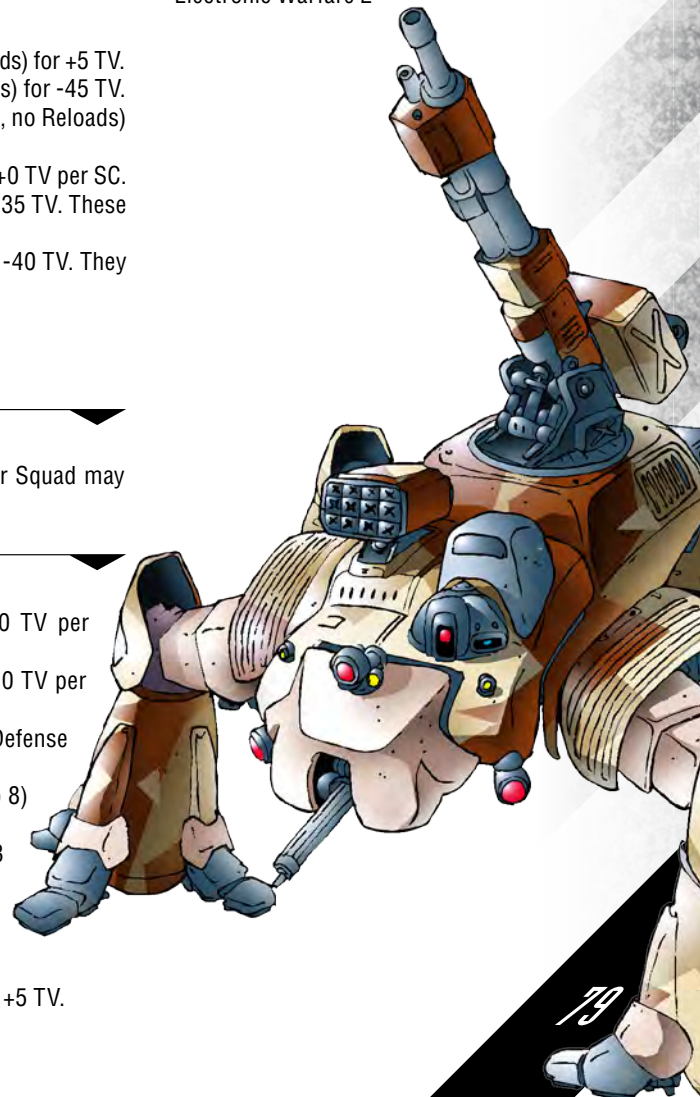
Leadership 2

Additional Striders

Attack 2

Defense 3

Electronic Warfare 2





SPECIALIST

SPECIALIST

ELITE

SPECIALIST

HEAVY TANK SQUAD

THREAT VALUE: 285



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Aller Tank

Attack 2

Defense 2

Electronic Warfare 1

Leadership 1

Additional Heavy Tanks

Attack 2

Defense 2

Electronic Warfare 1

OVERVIEW

Northern Heavy Tank squads are the kings of the open battlefield. Simply put, if they can see it, they can kill it. Outside of areas with open fire lanes and clear ground, however, their size, limited mobility and armament often prove much less useful as, unlike their Southern counterparts, the Northern armies prefer to put direct fire weapons, such as the Aller's mighty Thor Railgun, on their tanks.

OPTIONS

- ◆ Add up to two additional Allers for +285 TV each.
- ◆ Any Aller may be swapped for a Hardy Aller for -5 TV.
- ◆ Add one Recon drone to any member (max one drone per Squad) for + 10 TV.
- ◆ Add one Hunter-Killer drone to any member (max one drone per Squad) for + 5 TV.

SPECIAL RULES

Each Heavy Tank squad must have at least two Tanks before an additional Heavy Tank Squad may be taken.

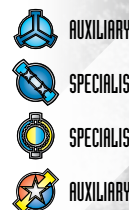
VETERAN OPTIONS

- ◆ Any Aller may be upgraded to the Naval Support Aller for +165 TV.
- ◆ Any Model may have their Attack and Defense Skill upgraded to Level 3 for +30 TV.
- ◆ Any Model may have their Electronic Warfare skill upgraded to Level 2 for +15 TV.
- ◆ The Combat group Leader may upgrade its Leadership Skill to Level 2 for +10 TV.



THREAT VALUE: 160

LIGHT TANK SQUAD



OVERVIEW

Light Tank Squads fill many roles depending on composition. Light artillery, light assault, spearheading attacks and even simply shoring up flanks, light tanks still have a very definite purpose on Terra Nova. While they cannot compete with Gears in built up or rough terrain, light tanks do very well in areas with open fire lanes and clear ground. Surprisingly, this means they often do well supporting urban assaults, particularly when teamed with infantry and Gears.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Klemm Tank

Attack 2

Defense 2

Electronic Warfare 1

Leadership 1

Additional Light Tanks

Attack 2

Defense 2

Electronic Warfare 1

OPTIONS

- ◆ Add up to two more Klemms for +160 TV each.
- ◆ Any Klemm may be swapped for a Bandit Hunter Klemm for -80 TV.
- ◆ Any Klemm may be replaced with a Jaxon Support tank for -50 TV.
- ◆ Up to two Klemms may be replaced with Tyburr Self-propelled Guns for -75TV each.
- ◆ Add one Recon drone to any member (max one drone per Squad) for + 10 TV.
- ◆ Add one Hunter-Killer drone to any member (max one drone per Squad) for + 5 TV.
- ◆ If the squad leader is chosen as the Army Commander and is a base model Klemm, you may upgrade it to a Master Klemm for +0 TV.

SPECIAL RULES

Each Light Tank Squad must have three tanks before an additional Light Tank Squad may be taken.

VETERAN OPTIONS

- ◆ Any Model may have their Attack and Defense Skills upgraded to Level 3 for +25 TV.
- ◆ Any Model may have their Electronic Warfare skill upgraded to Level 2 for +15 TV.
- ◆ The Combat Group Leader may upgrade its Leadership skill to Level 2 for +10 TV.
- ◆ One additional Klemm may be replaced by a Tyburr for -75 TV.
- ◆ Up to two Tyburrs may swap their HMG and LFG for an APGL (T, Limited Ammo 6), and HFM (T, no reloads) for +35TV.





INFANTRY PLATOON

COMPOSITION

An Infantry Platoon consists of two Infantry Sections. While each section and/or squad may buy equipment separately, the entire Platoon counts as a single combat group. An Infantry Section consists of two squads, and each squad consists of three bases and has one action. All bases are armed with 7mm Assault Rifles.

SKILLS

All Squads have the Infantry Perk, Level 2 Infantry Skill and Armor 8. Choose one squad to be the Combat Group Leader, this squad gains +1 Comms.

SPECIAL RULES

Up to 4 Infantry Platoons (including attached Sniper Squads) may be upgraded to Veteran Status as a single Veteran choice.



THREAT VALUE: 60

OVERVIEW

Infantry are a vital but unexciting part of any force. Slow and poorly-armored compared to vehicles, they are very vulnerable and seemingly useless in the face of Gears and Tanks. That said, infantry sections have access to a wide variety of specialized equipment, can hold ground better than any other unit and are a nightmare to deal with in built up areas like urban centers. This makes them practically a necessity to deal with other infantry or to hold ground once you've taken it.

OPTIONS

- ◆ An entire Section may be granted Medium Armor (+1 Armor) for +5 TV or Heavy Armor (+2 armor) for +10 TV.
- ◆ Any Squad may carry one type of heavy weapon at the costs listed (all have the Stabilizer Trait): Light Machine Gun +5 TV, Chaingun +5 TV, Anti-Gear Rifle +5 TV, Grenade Rifle +10 TV, Rocket Launcher +10 TV, Light Mortar +15 TV, Target Designator (2) +10 TV.
- ◆ Any Squad with a rocket launcher may take three Anti-Gear Missiles for this Launcher for +10 TV. This allows the squad to make up to 3 AGM attacks (use AGM stats with the Rocket launcher ranges).
- ◆ Any Squad may be upgraded to Paratroopers (Airdroppable Perk) +5TV.
- ◆ Add a drone to any Squad (max one per squad): Hunter-Killer +5 TV, Demolition +5 TV each, Recon +10 TV each.

INFANTRY VEHICLE OPTIONS

- ◆ A Section may be mounted in a Badger APC (may not be Paratroopers, mounted on ATVs, ORVs or riding beasts) for +25 TV. The Badger crew has Attack and Defense 2, EW1, Ld1. The Badger LACs may be linked at an additional +5 TV.
- ◆ Any Squad (including Paratroopers) may be given ATVs (Ground 8/16) at a cost of +10 TV per Squad.
- ◆ Off-Road Vehicles: Any Infantry squad may take Off-Road Vehicles for +10 TV. ORVs function like ATVs, but add 2 to any existing Infantry Armor rating and Infantry mounted in them do not count as having the Stabilizer Trait on their heavy Weapons. ORVs lose the +1 Defense modifier unless at Top Speed.
- ◆ Riding Beasts: Any Squad may take Riding Beasts for +10 TV. Riding Beasts function exactly like ATVs, but have a movement of Walk 6/12 and a Size of 4 per base, however they may not be made into paratroopers (ie may not gain the Airdroppable perk in any way).
- ◆ A Section may be given a Cavalry Badger as support as long as it does not contain paratroopers for +80TV. Both MRPs can be linked for +5TV. This does not replace the Badger Option, but is a supplemental vehicle for close support. The Cavalry Badger has the same skill values as the standard Badger and may have these upgraded for the same cost.
- ◆ If any Squad in the Platoon is chosen as the Army Commander, you may upgrade its Badger to a Command Badger for +5TV. The Command Badger now counts as the Army Commander and may be upgraded as normal for a non-infantry Army Commander. In addition, the Command Badger may pay 10 TV to increase its Leadership by one level. This can stack with the upgrade for Veteran Badgers. If all other Badgers have Stealth, the Command Badger may be given Stealth (2) for an additional +5 TV.

VETERAN STATUS

- ◆ Any Infantry Squad may be upgraded to level 3 Infantry Skill for +10 TV
- ◆ Any Infantry Squad may swap their Anti-Gear Rifle for a Riley M221 Anti-Gear Rifle. Drop ACC to 0, Increase DM to x8. This costs no TV.
- ◆ Any Squad may be given Stealth (2) for +5 TV
- ◆ Any Badger Crew may be upgraded to level 3 Attack and Defense for +20 TV.
- ◆ Any Badger may have its Leadership increased to Level 2 for +10 TV.
- ◆ Any Badger may swap its LACs for an AGM (T, no reloads) for +40TV.
- ◆ Any Badger may add Stealth (2) and ECM (2) for +5 TV.



THREAT VALUE: 15

OVERVIEW

Sniper squads consist of two to three soldiers, one with the sniper rifle and the others with assault rifles to provide some protection for the sniper. Their role is simple: take out vital targets without being seen and without being near the enemy.

SPECIAL RULES

For each Platoon of Infantry taken, you may buy a single Sniper Squad. This squad acts as its own Combat Group.

OPTIONS

- ◆ The Squad may upgrade to Heavy Armor (+1 armor) for +5 TV.
- ◆ The Squad may also take a single Recon drone for +10 TV.
- ◆ The Squad may be upgraded to Paratroopers (Airdroppable Perk) for +5TV.
- ◆ The Squad has access to ATVs, Riding beasts and ORVs from the vehicle options on the previous page.

VETERAN OPTIONS

- ◆ The Sniper Rifle may be upgraded to a Laser Sniper Rifle for +5 TV. The Stabilizer mount will transfer to the new weapon.

INFANTRY SNIPER SQUAD

BASIC UNITS + SKILLS

1x base of Infantry

Skill 3, Actions 1

Armor 9

Infantry Perk

Stealth 2

Armed with a Sniper Rifle with Stabilizer Trait and an Assault Rifle.





SPECIALIST

SPECIALIST

ELITE

AUXILIARY

FIELD GUN SECTION

THREAT VALUE: 35



BASIC UNITS + SKILLS

1x Field Gun

Attack 2

Defense 2

EW 1

Ld 1

Additional Field Guns

Attack 2

Defense 2

Electronic Warfare 1

OVERVIEW

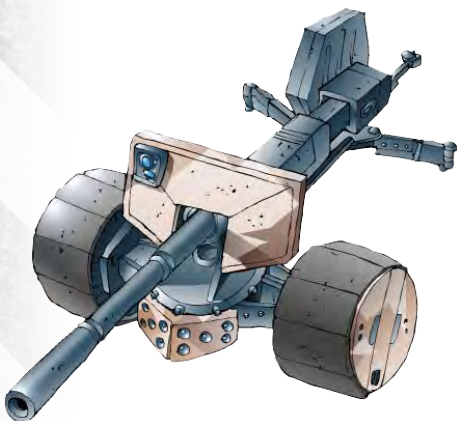
Field guns are cheap infantry-manned indirect fire support for combat units. They are for the most part immobile and vulnerable to enemy fire but, if used right, they can deal substantial damage without ever coming under attack.

OPTIONS

- ◆ Add up to two additional Field Guns for +35 TV each.

SPECIAL RULES

Each Field Gun Section must have three Field Guns before an additional Field Gun Section may be taken.



VETERAN OPTIONS

- ◆ Any Field Gun may upgrade its Attack skill to Level 3 for +5 TV.
- ◆ The Combat Group Leader may upgrade its Leadership Skill to Level 2 for +10 TV.

THREAT VALUE: 50

CAVALRY SQUAD



OVERVIEW

Cavalry Patrols provide the North with high-speed, lightly-armored patrol assets. Unlike recon Gears, they have a harder time in rough terrain and when pressed into direct combat. That said, Cavalry patrols perform admirably in flanking or support roles and make up in speed what they lack in flexibility.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Badger

Attack 2

Defense 2

Electronic Warfare 1

Leadership 1

1x Badger

Attack 2

Defense 2

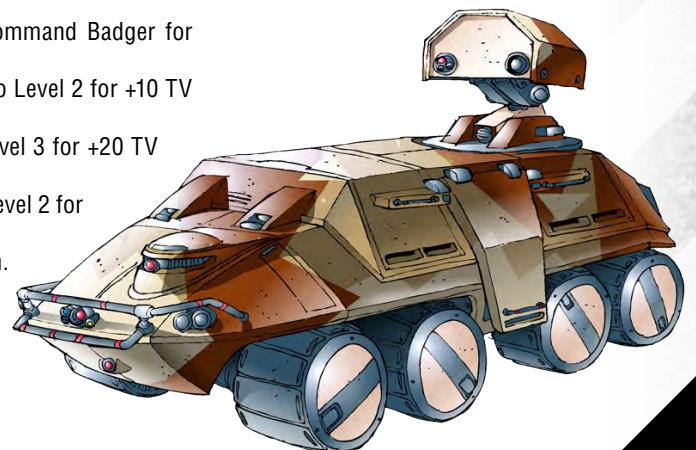
Electronic Warfare 1

OPTIONS

- ◆ Add one additional Badger for +25 TV.
- ◆ Any Badger may swap its LACs for an AGM (T, no reloads) for +40TV.
- ◆ Any Badger may be upgraded to a Cavalry Badger for +55TV.
- ◆ Add one Recon drone to any member (max one drone per Squad) for + 10 TV.
- ◆ Add one Hunter-Killer drone to any member (max one drone per Squad) for + 5 TV.

VETERAN OPTIONS

- ◆ The Combat Group Leader's Badger may be upgraded to a Command Badger for +5TV.
- ◆ Any member may have their Electronic Warfare skill upgraded to Level 2 for +10 TV each.
- ◆ Any member may upgrade their Attack and Defense Skills to Level 3 for +20 TV each.
- ◆ The Combat Group Leader may upgrade its Leadership Skill to Level 2 for +10 TV.
- ◆ Link both MRPs or LACs on any Badger or variant for +5 TV each.
- ◆ Any Badger may add Stealth (2) and ECM (2) for +5 TV.





NORTHERN REGIMENTS OF NOTE

The following are significant regiments found throughout the CNCS. Players should feel free to use the following regiments in friendly play, base new regiments on the ones presented or come up with their own for playing with friends. However, these lists are designed to emulate the background and flavor of the regiments they depict, and tournament or league organizers should feel free to restrict their use if they feel it unbalances the event.

GOLD DAWN



Like many older Regiments, the Gold Dawn has a checkered past. Most of its soldiers are quite young, having been recently recruited to fill voids created by heavy casualties during the War of the Alliance. The 48th was deployed in the Badlands during the opening weeks of the war, and their base camp was an early target of the CEF invasion force. Rather than fight a hopeless battle, the 48th abandoned their base and withdrew overland. They managed to reach friendly lines in early TN 1914, but had suffered heavy losses, and were assigned to light garrison duty far from the front lines.

In TN 1915, Grand Marshall von Breslau needed every available unit to hold the line against the CEF, and the partially-rebuilt 48th was pushed into service once more, defending an area near the Serpentine Range known simply as Sector 801. In the middle of the night, an unexpected pincer attack by the CEF left them stranded behind enemy lines. Surrounded by CEF forces, they held their positions until friendly artillery forced the CEF back. This tenacity cost the regiment more than half its men. It is said the survivors looked upon the bright sunrise and swore to one another that never again would any of their brethren fail to see the light of a new dawn, a promise they have kept to this day.

Color Scheme:

The Gold Dawn uses the same non-reflective camouflage patterns as the rest of the Northern Guard, but is allowed the special privilege of slogans and personalization of their field units, including crudely painted variations of the Regiment's Sunburst symbol on their vehicles. In full dress situations, the Gold Dawn all have a shining yellow-gold right shoulder plate on their armor.

Regimental Organization:

The Gold Dawn is built as a normal Northern Guard army, without the member states rules. They may count a Platoon of Dirty ones as an Auxiliary choice, but may not take any Model with an armor rating higher than 20.

DIRTY ONES PLATOON

THREAT VALUE: 100

After the destruction of their base camp by the CEF, the 48th was forced to make their way through the Badlands to reach friendly territory. The regiment split up into sections to better evade detection. Since most of their supplies had been destroyed with their base camp and they had no reliable intelligence on the positions of the CEF forces, they relied on their elite commando units to lead the way and secure resupplies. The commandos kept the regiment fed and armed by raiding enemy fire bases and supply caches and kept their pursuers at bay by setting traps and laying false trails. They suffered horrendous losses, but got the job done. The 48th's commando units came to be known as the "Dirty Ones", for they would pull off any job, no matter how dirty, for the good of the regiment.

SKILLS

All Squads are considered to have Level 3 Infantry skill and Armor 8. Choose one squad to be the Combat Group Leader.

COMPOSITION

A Dirty Ones Platoon consist of 2 Infantry sections. While each section and/or squad may buy equipment separately, the entire platoon counts as a single combat group. Each Section consists of 2 squads, each squad consisting of 3 bases and having 1 action. All bases are armed with LMGs. These LMGs gain a RoF Bonus equal to the Number of bases.

OPTIONS

- ◆ The Section may be granted Medium Armor (+1 Armor) at +5 TV or Heavy Armor (+2 armor) at +10 TV.
- ◆ Any Squad may be upgraded to Paratroopers (Airdroppable Perk) +5TV.
- ◆ Any Squad may be given Stealth (2) for +5 TV per Squad.
- ◆ Add a drone to any squad (max one per squad): Hunter-Killer or Demolition for + 5 TV and Recon for +10 TV.
- ◆ The Section may be upgraded to level 4 Infantry Skill for +20 TV.
- ◆ Dirty Ones may carry Self-Destruct Grenades and place them as per the placing rules, although they may not Throw the grenade. These are bought in a pack of three and are carried one per base for a cost of +5TV. If any base is removed before deploying the grenade, the grenade carried is considered lost. Grenades may not be transferred between bases.

NOVA REDRIDERS



The Nova Redriders started out as the Nova Gear Company, a combined arms regiment formed only two cycles before the St. Vincent's War. The post-war reorganization of the Northern military reassigned the company to the 341st Storm Riders Gear Regiment. The Storm Riders, and Nova Company in particular, performed well beyond expectations. Technicians kept their out of date machines running even through the post-war budget cuts and general lack of parts. In TN1745, high command was finally convinced that Nova Company could be better utilized if they were given more resources and autonomy. The 74th Gear Regiment, the Nova Riders, was born.

The Nova Riders met high command's expectations and performed their duties exceptionally well during the TN1800s. During the War of the Alliance, they were assigned to protect supply lines and rarely saw front-line action until TN1916. They were called to the front when the severely depleted resources of the Northern Guard required every possible regiment be fielded against the invaders. The Nova Riders suffered heavy losses throughout the final stages of the war and on 32 Spring 1917, they took part in their last encounter with the CEF, a battle to contain the infamous CEF Death Watch armored company. The battle going badly until Alpha Company, their new Grizzlies still sporting red primer, took the initiative and threw themselves in the way of the oncoming assault. Their unexpected counterattack crippled the Death Watch and allowed the remainder of the Nova Riders to escape and call in reinforcements to drive the CEF back. After the war, the regiment was renamed the Nova Redriders in honor of those who fell during the Last Stand of the Bears.

Color Scheme:

The Nova Redriders generally use a "wavy sand" camouflage scheme while operating in the Badlands, but have been known to use others when on necessary. Their Gears always have one armor plate painted a flat blood red, and an entire Squad will usually have the same plate painted. Grizzlies always paint their left forearm this color. Grizzlies also bear a modified logo, with a blood drop in the center of the regiment's yellow starburst. The logo is always on the right shoulder panel and the CNCS logo is always on the left greave.

Regimental Organization:

The Nova Redriders are built as a Northern Guard army, but may not use the "Member States" rule. The Redriders Regiment is known for its Fire Support, as such it may count its special HMA squads as Auxiliary choices. The Redriders may not take Light or Heavy Tank Squads. The Regiment is one of the last to have switched from the old standard of six Gears per squad to the new standard of five, and as such any squad that allows the inclusion of an extra Gear must include one.



HMA SQUAD

The Nova Redriders feature the largest concentration of Heavy and Fire Support Gears in the Northern Guard. They tend to favor Fire Support Squads and have their own heavy support variant called the Highly Mobile Artillery (HMA) Squad. The basic variation of the squad includes older vehicles, while the most elite variations have more Kodiaks than some Regiments have in total.

THREAT VALUE: 320

OPTIONS

- ◆ Any Model may upgrade both Attack and Defense skills to 3 for +10 TV
- ◆ Any Razorback may be upgraded to a Peacemaker Razorback for +5 TV.
- ◆ Any Bear may be upgraded to a Grizzly for +30 TV.
- ◆ Any Razorback may be upgraded to a Grizzly for +35 TV.
- ◆ Any Grizzly or Bear may pay an additional +5 TV to link their Rocket Pods.
- ◆ Any member may swap their Autocannon for a Medium Bazooka (F, no Reloads) for +10 TV.
- ◆ Any MBZKs may be upgraded to HBZKs (F, no Reloads) for +5TV.
- ◆ Add a Demolitions drone to any Model (max one drone per Model) + 5 TV.
- ◆ Add a Recon drone to any Model (max of one per squad, max of one drone per Model) for +10 TV.

VETERAN OPTIONS

- ◆ The Combat Group Leader may upgrade their Leadership Skill to Level 3 for +10 TV.
- ◆ Up to 3 Grizzlies may be upgraded to Kodiaks for +25TV.
- ◆ Up to two Kodiaks may upgrade their LPAs for HBZKs (F, no Reloads, Sniper system) for +15TV.
- ◆ The Den Mother may be upgraded to a Thunder Grizzly for +10 TV.

SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Den Mother

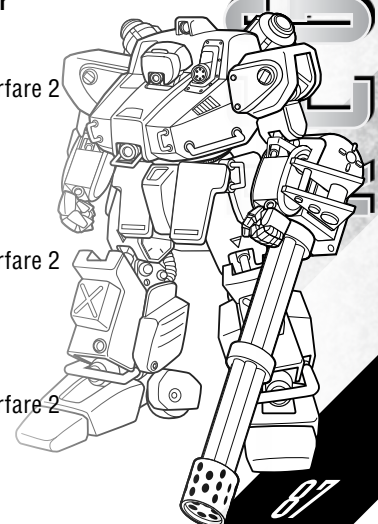
Attack 2
Defense 2
Electronic Warfare 2
Leadership 2

2x Bear

Attack 2
Defense 2
Electronic Warfare 2

2x Razorback

Attack 2
Defense 2
Electronic Warfare 2



REGIMENTS OF NOTE



THE BLUE ANGELS



The 18th Heavy Gear Regiment of the NAF, known as the Blue Angels, are the ideal Norlight military regiment. Only the best of the NAF are considered for service in the Blue Angels, and even they have to make it through a grueling admission process that tests their skills and their faith. Each section has an attached Revisionist chaplain, responsible for the spiritual health and well-being of the men they serve with. The regiment holds daily services, and the chaplains take an active role in the discipline and promotions process.

During the War of the Alliance, the Blue Angels were assigned to defend a key pass leading into the heartland of the NLC. Early in the war, they were nearly wiped out repelling a powerful CEF assault. The remains of the regiment still went on to participate in many of the major late-war assaults, bearing the flag of the NLC alongside other NAF regiments. Colonel Neel Garner Fulan was one of the survivors of the fighting and, with the patronage of Second Follower Thor Hutchinson, was promoted to command the regiment after the war.

The Blue Angels are currently attached to the Northern Guard as the 99th Heavy Gear Regiment (Auxiliary), and have been assigned to defend the Revisionist holy city of Massada in the Badlands. Many of the regiment's soldiers are uncertain about their assignment. While they may be fine with the use of force for righteous ends in general, sullyng the sanctity of the holy city with violence seems heretical. Close exposure to the Massadan Revisionist tradition of absolute pacifism is proving particularly troublesome for the regiment, as are the frequent peaceful protests by a Massadan hard-liner minority. The soldiers are torn between viewing the pacifism of the Massadans as weak and idealistic or more true to the Prophet's teachings than their own beliefs. Colonel Fulan, in particular, is extremely troubled. Second Follower Hutchinson and his regimental chaplains have reassured him that the Blue Angels' presence is entirely righteous, as only the most dishonorable of opponents would dare attack the holy city.

Color Scheme:

The ceremonial paint scheme for the Blue Angels is a sky blue on the hull, with the raised plates and details painted a deep royal blue. Highlights are yellow and many pilots have painted or engraved stylized angel wings

on the Shoulder plates of the vehicles in yellow or white. The Blue Angels use this scheme at all times while guarding Massada, but have used standard Northern Guard schemes in the past, although they prefer blue and white variants. When in the field, the Blue Angels will often leave the Angels Wing motif on their vehicles and proudly display the regimental and League logos on their vehicles in prominent places.

Regimental Organization:

The Blue Angels are built as a NAF army, but may only take Combat Groups consisting entirely of Gears or Striders. The Blue Angels must take a single Honor Guard Squad, counting it as Core. All Combat Groups in the Blue Angels may be upgraded to Veteran Status, regardless of the normal limitations. In addition, they may take one Chaplain or Warrior Monk per 750 TV of their army. If playing with Morale, the Blue Angels may become Demoralized, but will never Break. This adds 5 TV to the cost of every Model in the Army. The Blue Angels are the Elite of the Elite and always count as Priority Level 4.

HONOR GUARD

The Blue Angels Honor Guard are given the duty of guarding the gates of Massada and in battle, normally protect the Chaplain or his squad.

THREAT VALUE: 300

COMPOSITION

An Honor Guard Squad consists of 5 Jaguars. The Squad has the same skills and options as a Veteran General Purpose Squad, except it may only take Jaguars and does not count as a veteran choice.

THE ROVING GUNS



In over one hundred cycles of service, the 33rd Northern Guard Gear regiment, The Roving Guns, has accumulated over one hundred and fifty victories by themselves and has participated in more than three hundred joint operations, a third of which involved surveillance or sentry duty. They are mostly known for their amazing use of terrain and daring, unorthodox tactics. During the War of the Alliance, the Roving Guns were often assigned to raid CEF convoys bringing supplies and troops to the front lines. Their support company (Zulu Company) was specially trained to be divided into autonomous sections that could operate independently for extended periods, allowing them to continually harass CEF supply lines and support structures.

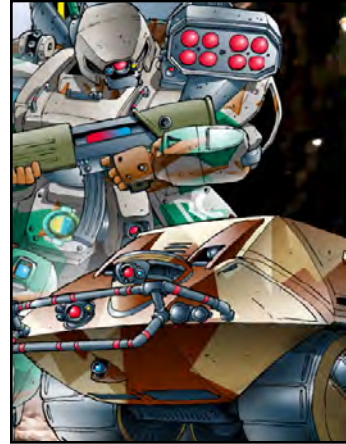
The general public, and many within the Northern Guard, believe that the Roving Guns have been relegated to Reserve Status, but this could not be further from the truth. The Roving Guns are still very active today, taking part in many discreet, covert or even black ops missions within the Badlands. Most of these missions pit them against large Rover gangs and smugglers, but some involve raids on Southerners or suspected CEF sympathizers. The 33rd's experience with guerrilla warfare makes them more than qualified for these kinds of missions. The misdirection regarding the Regiment's status allows the Northern Guard a layer of "plausible deniability" while performing unsavory operations.

Color Scheme:

The Roving guns currently favor a Beige broken ground camouflage scheme with rust-colored shoulder blocks. They put no regimental or League markings on their vehicles.

Regimental Organization:

The Roving Guns are particularly adept at reconnaissance duty and blitz attacks. As such, the Roving Guns are built as a standard Northern Guard army, may not use the Member States rule, but count Dragoon as Core. In addition, Dragoon and Recon Squads are the only Combat Groups that may be upgraded to Veteran. Because they are not functional for high speed recon, the Roving Guns may not take Striders, Light Tanks, Heavy Tanks or Field Guns. All infantry must be mounted on ATVs, ORVs or in APCs.



THUNDERBOLTS



Part of the 7th Border patrol Division of the Northern Guard, the 336th Light Armored Regiment Thunderbolts are stationed near Zagazig and routinely patrol the southwestern border of the NLC. The Thunderbolts were originally formed from the remains of one NLC armored company and one UMF armored company to serve as border defense during the economic depression following the St. Vincent's War. The regiment's first duty was to deal with Badlands states who were ruthlessly carving out their own territories along the CNCS border in the wake of the war. One strike even involved the regiment being carried into the battle zone on any V/STOL vehicle they were able to round up. The "Ride of the Valkyries" soon got the regiment the reputation of striking the enemies "like Irridian Plain thunder and lightning, right out of nowhere." It wasn't long after that the technicians started painting lightning bolts onto the vehicles.

The 336th was sent in to deal with many border skirmishes during the Cold War, Sandstorm Strikes and the Judas Syndrome, relying on their fast strike capabilities. During the War of the Alliance, the Thunderbolts found themselves fighting an enemy that used similar tactics and whose vehicles and soldiers were specifically designed for those tactics. Seeing they were outclassed, the Thunderbolts went about devising new strategy using whatever they had access to. While many attempts failed, the newly dubbed "Chaser Squads" succeeded admirably. While the CEF's hover tanks could take ground with astonishing speed, they couldn't hold it. The CEF relied on their GREL Infantry to secure and defend their territory. GREIs and their lighter hover vehicles were vulnerable to massed fire from the anti-aircraft guns that the Chaser Squads were built around. These new squads were instrumental in the Thunderbolts' successes later in the war. These victories convinced the NG high command to allow the Thunderbolts to keep their Chaser Squads after the war despite the nonstandard field modifications they relied on.

Color Scheme:

While the Thunderbolts always use standard Northern Guard approved paint schemes, their technicians almost always paint white and black checkerboard stripes along the armored vehicles in order to evoke the idea of speed. They also paint highly stylized versions of the Thunderbolt on the vehicles with great attention to detail. Each section's sigil is applied to the turret or the front deck, while the CNCS logo is applied to an armored plate and an ID number is painted on the top of the turret.

Regimental Organization:

The Thunderbolts are built as a Northern Guard army, but may not take any Gear or Strider Combat Groups unless there is no other options available for the PL of the army. Thunderbolts count Chaser Squads as Core. Chaser Squads are built as a normal Light Tank Squad, but all tanks in the squad must be Klemm Chasers – As Klemm, but remove all ATMs, add a MAAC (T, no reloads) and change Ground Speed to 6/12 for -95 TV each.



CAT'S PAWS



The 7th Northern Guard Gear Regiment, the Cat's Paws, are an integral part of the 9th Gear Brigade of the 7th Border Division. One of two regiments assigned to the Brigade, they are stationed in Zagazig and are responsible for protecting the southwestern border of the NLC. During the Sandstorm Strikes, their ambitious commander frequently sought dangerous and difficult assignments. Morale and discipline plummeted and their commander repeatedly called in the Military Police to keep order. This did nothing to improve the troops' outlook and the further decline of morale nearly destroyed the Regiment.

One of the pilots drafted during the Strikes was a young woman named Stacy Diggs. Originally trained as an artist, she learned after the Strikes that she simply could not leave her comrades behind and stayed with the regiment. She was a favorite of the troops and rose through the ranks quickly, becoming the Regiment's unofficial commander. She was given a field promotion in TN 1916, when the old commander died during a battle with the CEF. Brevet-Colonel Diggs proved to be an excellent commander and tactical thinker.

The biggest test of her command was during the Von Breslau's assault on the dune sea of the Barrington Basin. The CEF had converted many Oasis Towers into heavily fortified Bunkers. A frontal assault would be suicide and a traditional commando raid was impossible. The CEF's use of Oasis Towers did give the young commander one opportunity, however. Using a team of geologists and small Cheetah Gears, she infiltrated the tunnels of the McAllen Network. These water-filled tunnels are the primary source of drinking water for most large Badlands communities and many Oasis Towers are linked into them. It was a long and arduous process, but thanks to plans provided by Paxton Arms, the Cat's Paws were able to plant explosives on critical points of entire bunker complexes. When Von Breslau was ready for the assault, the Cat's Paws detonated the explosives and what was known as Black Bunker Beach went up in flames, allowing the Terra Novan assault force to successfully advance into the Basin. Today, the Paws are regarded as one of the most elite Units in the Northern Guard and have amongst them one of the few GREL pilots who defected from the CEF. Minerva Jane is not only an integral member of the Cat's Paws, but a highly decorated soldier with a solid track record.

Color Scheme:

The Cat's Paws generally sport a mist gray covering with a dark gray over-spray and trim, normally in patterns found on Old Earth hunting cats. In the field, they will use any camo pattern that lets them blend into the landscape better and accomplish their duties easier. They generally paint the section sigil on a shoulder and the CNCS logo on one or both greaves. Some pilots have been known to paint wildcat features onto the heads of their Gears.

Regimental Organization:

While technically a Northern Guard Regiment, the Cat's Paws are highly regarded and as such get access to higher-end units and leeway in their organization. They are built as a NAF army, but any non-veteran Combat Group that may take Cheetah, Tiger or Jaguar variants either in squad listing or according to the NAF "Northern Rivalries" and "Local Manufacturing" rules must swap as many Gears to these types as possible. Veteran Combat Groups need only swap Gears that would otherwise remain as basic Hunter chassis with standard loadouts. Additionally, the Cat's Paws may never take Light or Heavy Tanks Squads.



FORT WILLIAM ROUGHRIDERS



The 89th WFPA Combined Arms Regiment, the Roughriders, are based out of Fort William. Unlike many other WFPA Regiments, the Roughriders do not take care to avoid aligning themselves with one of the WFP's powerful clans, but since most clans simply want nothing to do with them, it works out well. The Roughriders generally get the leftovers of recruiting drives, but they manage to do well with this and often after a few cycles with the 'Riders, young soldiers can be traded to other Regiments with higher prestige and greater chance of advancement. Many do stay out of loyalty to the city and the Regiment. The biggest detriment to the regiment is a distinct lack of air transport, but the Riders more than make up for this with enthusiasm.



Like many WFPA Regiments, the Roughriders were formed shortly after the League itself was formed, but unlike others, it has remained a dedicated combined arms regiment with emphasis on integration. This has not stopped the Regiment from fielding a team in the WFPA Gear Ball league, although their integrated nature means they have fewer Gears and pilots to choose from. While they have a reputation for "snatching defeat from the hands of victory," the team has managed to make it to the "General Grey's Championship" 15 times in the team's history, although they have only won thrice, in TN 1866, TN 1889 and TN 1907. The Team and Regiment both have a fanatical loyal fan base in Fort William and the surrounding agricultural areas and T-shirts with slogans such as "Real Warriors Eat Wheat" and "Our Guns are Bigger!" are quite popular, even if they don't quite make sense.

Thankfully, the regiment's performance in battle is much better than on the Gear Ball field, and the Roughriders have performed admirably in many missions under Colonel Lankastor Ron's command. During the War of the Alliance, the 'Riders repeatedly came back from near crushing defeats to push the CEF back and advance the Terra Novan front line.

Color Scheme:

The official colors of the Regiment are a green with black and white trim along body panels and silver highlights. These colors are switched to black with green and white trim when the Gear Ball Team is on away games. In the field they generally use standard camo schemes, including flat olive drab, but one armor plate on every vehicle or infantry suit is painted the official 'Rider green. The Regimental Logo is often placed on this panel and the WFP logo is placed on a greave or opposite armor plate. Unit identification numbers and section notation are placed on the top of vehicles in visible areas.

Regimental Organization:

The Roughriders are built as a WFPA army with the following changes. Cavalry Patrol and Light Tank CGs count as Core. Heavy Tank CGs count as Aux. Airborne Squads and Rangers may not be taken, and no Reserves may enter by air.

DJAKARTA POINT ROCK DRAGONS



Not all Northern military regiments have long and proud traditions. The 103rd UMFA Gear Regiment was born during the tense cycles of the Judas syndrome in the early TN1900s. UMF military planners saw a need for airborne assault units to supplement sieges of Southern fortresses and cities in the inevitable interplanar war. Since there would be little work for such a regiment outside of a full-blown war, the UMF high command decided that this new unit would double as a "poster regiment" for the airborne. Each cycle, the Rock Dragons release a calendar with a picture of a different soldier for every week. Soldiers from the Rock Dragons often appear in TV programs or movies, or sponsor or endorse other merchandise, particularly clothing lines. Applicants must demonstrate their combat skills and be sufficiently photogenic.

The anticipated interplanar war never materialized and the Rock Dragons are now seen as something of a joke by the rest of the UMFA, but the NG still found plenty of work for them during the War of the Alliance. They managed to avoid the devastating casualties suffered by the regiments that saw the heaviest action, but still lost many soldiers and participated in a number of successful high-priority missions. Their duelists, despite being chosen mainly to serve as centerfolds in the regimental calendar and media spokespersons for the regiment, are very serious about the regiment's honor.

Color Scheme:

When serving in the field, the Rock Dragons use the standard Northern camo patterns. When on parade or on display, each Gear's shoulders are repainted with a special brightly-colored pattern. Each Rock Dragon has their own pattern, which is also used in their swimsuits for the calendar, any merchandise they sponsor, and worn on an armband when they are in uniform. The patterns are carefully designed by the soldier in question and the regiment's marketing consultants to evoke the soldier's image, and almost always incorporate the regiment's logo.

Regimental Organization:

The Rock Dragons are built as UMFA army, but may take Airborne Squads as Core and may not take any Cavalry Patrols, Light or Heavy Tank Squads, or Strider Squads. At least one half of the Combat Groups in the army must be Airdroppable Gear squads and any Combat Groups that are not Airdroppable may not be given Veteran Upgrades.

PRIDE
OF
SWORDS

THE ALLIED SOUTHERN TERRITORIES [AST]



The Southern hemisphere of Terra Nova is dominated by the Allied Southern Territories. Far from a confederation of equals, the AST is a puppet used by the Southern Republic to maintain control of its conquered vassal-states. The AST is nominally governed by the Curia, but since all twenty-five members of the Curia are appointed by the Estates-General of the Southern Republic, it is far from independent. The most important members of the Curia are the three Lord Chancellors, each assigned to supervise one of the three vassal Leagues and the Lord Protector, who supposedly controls the entire AST.

The Curia's influence over day-to-day life is minimal. Most affairs are handled by the AST's massive bureaucracy, which advises and assists the governments of the vassal Leagues. The bureaucracy is widely regarded as corrupt and useless, but the political climate of the South makes change difficult.

Jacques Molay, the current Lord Protector, has broken with tradition by ruling largely independently of the Estates-General. Under Molay, the Curia has become increasingly authoritarian and the MILICIA has frequently been deployed into Southern cities to maintain order, quell rebellions and suppress dissent. Those who publicly oppose Molay frequently disappear and he has gone as far as to have members of the Curia who vote against him executed for treason.

THE SOUTHERN REPUBLIC



The most populous League on Terra Nova, the Southern Republic is the true master of the Allied Southern Territories. The Republic was built through violent conquest, with a handful of city-states on the border of Lake Esperance (Terra Nova's largest body of water) taking control of their neighbors. Most Republicans celebrate their superior culture, which embraces diversity and personal freedom. From the shores of Ashanti, where clothing is not just optional but unusual, to the sophisticated arts and entertainment of Port Oasis, to the simple rural farmers that feed the Republic's 53 million mouths, a multitude of diverse peoples live in harmony.

The Republic's relations with the rest of Terra Nova have never been quite as harmonious and the Southern Republic has many enemies. The Northern Lights Confederacy's evangelistic Sorrento Revisionism and antagonism towards Southern culture particularly worries most Republicans. Despite a short period of fellowship after the War of the Alliance, fears of the North have again become widespread. The Estates-General has responded to popular demand and ordered the MILICIA to operate more aggressively in the Badlands to defend against the Northern threat and help Badlands communities rebuff Northern attempts to manipulate their affairs.

While the Republic's culture may be free, its government is not. Dissent and criticism are not tolerated. The Republic's secret police, Les Témoins, are ever-vigilant and those who challenge the powerful have a way of disappearing. Many political parties exist, but all have largely identical platforms and those that break the mold rarely capture more than a handful of seats. Most Republicans accept these things without question as aspects of the Republic's cultural superiority.

THE MEKONG DOMINION



The Mekong Dominion is the economic stronghold of the South. While many of the AST's factories are located in the Emirates or the Republic, most are owned wholly or partly by Mekong corporations and are dependent on raw materials from Mekong's rich Yung An basin and lowlands. Mekong itself is ruled by the CEOs of those same corporations, called Taipans and only those who own stock in a Taipan's corporation are considered citizens. Regular stock gifts to loyal employees keep most of the population in line, but the Dominion's large underclass has few rights.

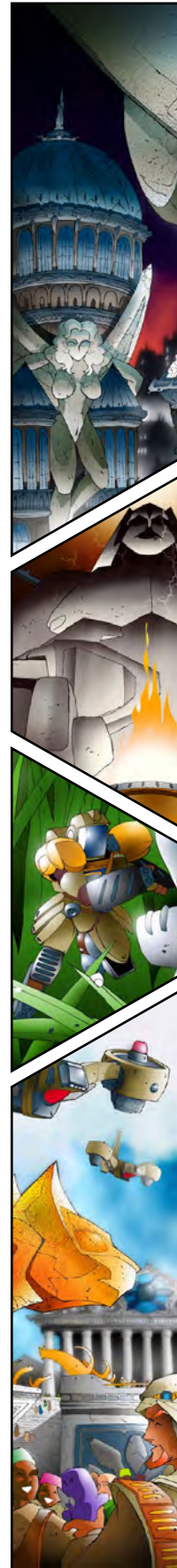
The Dominion is minimally armed. The Mekongese prefer canny economical and social manipulation to gross force and people who exercise good business sense, especially at the expense of the less clever, are widely well-regarded. This attitude has given the Dominion considerable behind-the-scenes influence over the AST. Taipan Aaron Logan has been using this power to push for a more aggressive foreign policy, demanding more direct authority over the MILICIA to protect Dominion business interests. Speaker Miyako Sogabe, his chief opponent, has taken a less confrontational route, advocating greater justice in internal policies and benevolence in foreign relations. She seeks to use the MILICIA and the Peacekeepers – the Dominion's dual-purpose law enforcement and security organization – to protect others from their enemies without directly controlling them, placing them in the Dominion's debt.

THE HUMANIST ALLIANCE



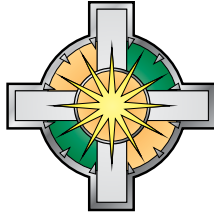
Founded based on the principles espoused by Yuri Gropius, the Humanist Alliance has held fast to its devotion to his vision of a utopia for almost 400 cycles. Even being conquered by the Southern Republic during the Southern War of TN1680 did not dislodge Gropius' philosophy, though the Republic put a great many restrictions on the Alliance's development. Under the AST, mild social reforms have been put in place, but the Republic is not so much concerned with social justice as ensuring that it retains control of the products of the Alliance's advanced research labs and that the Alliance's culture does not eclipse its own. The Alliance's leaders blame this external meddling for growing internal instability and deviation from Gropius' plan and have become desperate to eliminate it.

Humanists pride themselves in their devotion to Gropius' vision and his philosophy has almost attained the status of a religion. At the age of 16, Humanists go through a rigorous testing procedure and are assigned to one of three castes. Preceptors are the scholars, politicians and leaders; Protectors are the soldiers and police; and Commoners handle matters of business and menial jobs. All Humanist policy is dictated at a very high level and the average citizen has little freedom. Dissenters that attempt to buck the system are taken away for reeducation with drugs and hypnotic techniques. This fundamental lack of self-determination is commonly cited as the cause of the Alliance's unusually high suicide rate.





THE EASTERN SUN EMIRATES



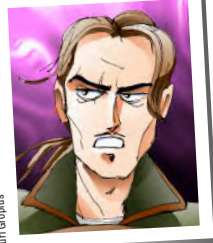
The once-proud Eastern Sun Emirates have become more of an ongoing civil war than a functioning League. The Emirates are governed by a feudal aristocracy. Each city-state is ruled by one or more Emirs, descendants of the officers of the HCS Eastern Sun. The Emirs have traditionally been bound together by their loyalty to each other and to the Patriarch or Matriarch, a descendant of the Eastern Sun's captain. Since the Southern Republic conquered the Emirates, they have installed a succession of weak, disinterested, abusive or hedonistic Emirs, Patriarchs and Matriarchs, who have strained these bonds to the breaking point. The current Patriarch, Oliver Masao, is widely seen as the worst of the lot. Several Emirs, led by Nigel Shirow of Basal, are in open rebellion and the MILICIA has been deployed to help the Patriarch's Guard keep the revolt from spreading further.

The Emirates' aristocratic government is coupled with a strict caste system. Like the bonds between Emirs, the bonds between the lower classes and their Emirs have deteriorated under the Southern Republic's rule. While the Emirates' culture is still splendid, it leans more towards decadence than elegance and the lives of the lower classes are frequently squalid, miserable and short. The Emirs have kept the population in line with ready access to blood sports and other visceral entertainment. Popular uprisings have still been frequent, but before Shirow, none had the support of any Emir.

MILITARY HISTORY OF THE SOUTH



STABILITY AND CHAOS



Yuri Gropius

The concept of a League of city-states was born TN 1479 in the Southern city-state of Tanalom. Inspired by the history of Greater Samarkand during Earth's Ice Age and pre-historic philosophers like Plato, Yuri Gropius developed the philosophy of Humanism. During an era when city-states eyed their neighbors with distrust, Rover bands terrorized rural communities and wars between city-states were commonplace, Gropius' vision of peace, prosperity and cooperation was novel and revolutionary. Over the next 30 cycles, seven city-states joined into a single League under the banner of the Humanist Alliance, united by Gropius' ideals. Countless others across the planet were inspired by his vision and began creating alliances of their own.



The Eastern Sun Emirates were founded near the fledgling Alliance in TN1492. This collection of city-states was welded together not by a shared vision, but by the power of the officers of a crashed Concordat gateghip and their monopoly over advanced technology. The rest of the South took much longer to achieve stability and wars between city-states were fierce and frequent. One such extended war of conflict, instigated by Marabou, united all the city-states on the shores of Lake Esperance into the Southern Republic in TN1545. The Republic continued to expand through wars of conquest until its borders butted up against the Mekong Dominion and Humanist Alliance, when it found itself unable to overpower the armed forces of either League.



ALLIANCE OF THE SEPARATE AND UNEQUAL

The balance of power between the four Leagues of the South remained relatively even for much of the TN1600s. The difficult terrain and frequent internal troubles, such as civil wars, revolts and banditry, precluded the widespread inter-League warfare that characterized the Northern hemisphere. The Southern Leagues were far from friendly and a palpable atmosphere of hostility remained, but none had the power to do anything about it. This changed in TN1679, when Southern Republic spies obtained a prototype of the Hunter from the WFP. The Republic's own walker combat vehicle program scientists were given the prototype to reverse-engineer and copy and the Jäger was quickly put into mass production.

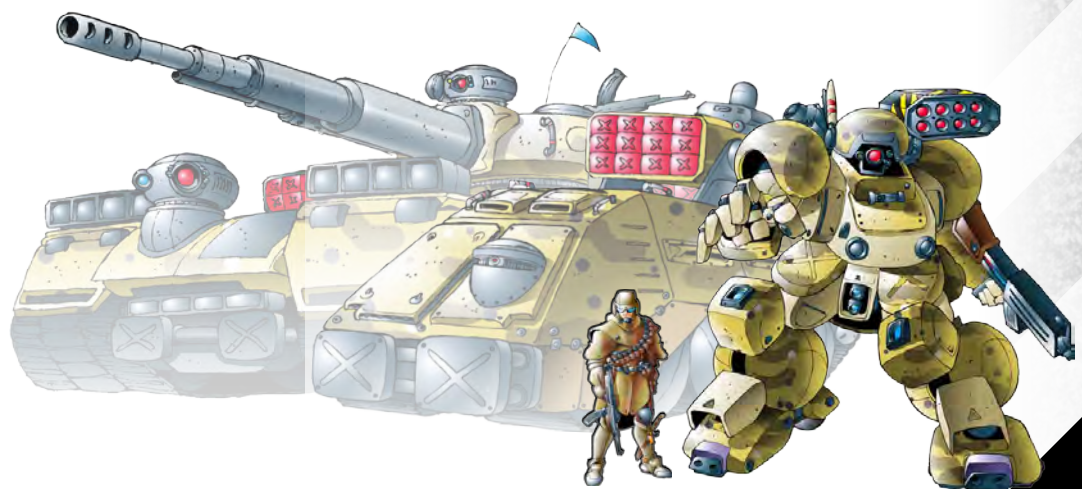
Armed with this new weapon, the Southern Republican Army (SRA) was able to quickly and easily traverse terrain that had formerly posed an impassible barrier to invasion. The stable, advanced Humanist Alliance and the rich Mekong Dominion were the Republic's first targets. After a few tentative battles, the Mekong Dominion's Taipans decided that a war with the Republic would be unprofitable and willingly submitted to the invaders. This freed up SRA resources for assaults on the Humanist Alliance and Eastern Sun Emirates. By TN1681, the entire Southern hemisphere had – one way or another – acknowledged the superiority of the Republic and formed the Allied Southern Territories.



THE MILICIA

Initially, each of the Leagues of the Allied Southern Territories was responsible for maintaining a standing army for self-defense. The Republic, being larger and more prosperous than its neighbors, voluntarily chose to maintain its larger, better-trained Republican Army to keep order in the AST and help the other Leagues defend themselves against foreign threats. This worked well enough before the formation of the Confederated Northern City-States (CNCS) and the Dominion Peacekeepers, with some help from the SRA, were able to solidly defeat the United Mercantile Federation Army in the Merchant War of TN1688. The formation of the CNCS changed this and concern over the defensive readiness of the South abounded. It was clearly unfair to expect the Southern Republic to shoulder the burden of building an army big enough to protect the South against the CNCS alone.

At one of the regular summits held to allow the local rulers of the South's member-cities and Leagues to consult with the Curia, a solution for this inequality was proposed. Rather than requiring the individual Leagues to increase the size of their armies to match the Republican Army – an impossible task – a subordinate force would be created to support the Republican Army. The MILitary Intervention and Counter-Insurgency Army (MILICIA) would protect Southern interests in the Badlands and help keep order in the AST itself. Rather than requiring any one League to support it, the MILICIA would be funded by tax money and made up of conscripts from throughout the AST. The distinctly Anglic name was a compromise, as the other Leagues of the South had not yet adopted the Republic's Universal French.





THE ST. VINCENT'S WAR

The first real test of the newly-formed MILICIA was the St. Vincent's War. In TN1723, a sandstorm uncovered the remains of a cargo ship that had crashed and been lost in the Badlands during the Concordat era. MILICIA units in the region quickly responded and claimed the wreck for the AST, only to be challenged for possession by a Northern Guard unit that arrived mere hours later. Dishonorable conduct on the part of both commanders lead to a battle and the release of an airborne plague. All but a tiny minority of adults were immune to the disease, but it had killed five percent of Terra Nova's children and crippled another five percent by the time it was cured.

The CNCS and AST were outraged at the release of the virus and, seeking a way to restore their honor, accused each other of culpability in the release of the virus. When both proved unwilling to admit wrongdoing, a full-scale war broke out between the two superpowers. The devastating, six-cycle war was mostly fought on the part of the South by the MILICIA. Since they had been involved in the incident which caused the conflict, they were honor-bound to resolve it. The Southern League armies aided the MILICIA when they could, but were mostly occupied with keeping order in the wake of the plague and, as the war dragged on, economic and political disruption.

Even though it should never have happened, the St. Vincent's War demonstrated the value of the MILICIA and the power of the AST. The St. Vincent's War also proved the viability of the Gear concept, but highlighted the flaws in relying on the Jäger alone. Heavy Gears were used more frequently and in new ways over the course of the war and Southern military planners began designing additional Gears to fill more specialized roles. The "Serpent Series" (composed of the Rattlesnake light trooper/recon Gear, the Copperhead heavy trooper and the Anaconda fire-support Gear) was a great success and served the South with distinction through the mid TN1800s.

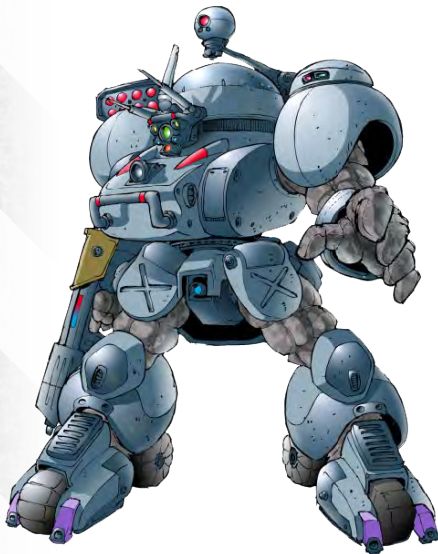


THE BARRINGTON CAMPAIGN

The South lost many of its most experienced soldiers in the St. Vincent's War and the period of economic depression and civil unrest that followed had left the Southern armed forces in a very sad state indeed. Fortunately, a series of skirmishes with the North over trade routes and natural resources in the Barrington Basin gave the South, particularly the MILICIA, the conflict it needed to retrain and rebuild its armed forces. Although the Barrington Campaign cost many lives, it re-asserted Southern supremacy and proved invaluable as a combat trial for the new Gear designs developed after the St. Vincent's War.

THE VEHICLE MODERNIZATION PROGRAM

By the middle of the 19th century TN, the Serpent Series and the venerable Jäger were showing their age. While still superior to most Northern Gears, Southern intelligence analysts predicted that Northern technological developments would soon completely overshadow their capabilities. In TN1843, the Republican Army initiated the Vehicle Modernization Program (VModProg). Many of the Gear designs created by VModProg or their modern descendants are still in service with the armies of the South, including the Basilisk, Sidewinder, Desert Viper and the "Alpha" revision of the Jäger.



THE WAR OF THE ALLIANCE

The arrival of the New Earth Commonwealth's Colonial Expeditionary Force in TN1913 caused a great deal of disruption in the South. Across the hemisphere, long-laid plans were forcibly set aside as dozens of heavily-armed spaceships appeared in Terra Nova's skies and frightening, powerful weapons of war were disgorged onto the planet's surface. Using rivers and railway clearings to travel quickly through the jungle, the CEF's Southern Expeditionary Force cut deep into the Mekong Dominion before the Mekong Peacekeepers or the MILICIA could organize an effective response. Only at the gates of Mekong City itself were the invaders turned back.

The initial Southern victories were marred by the loss of much of the South's powerful industrial machine. Orbital bombardment and the CEF's advance through the Dominion destroyed the mass-production infrastructure the Southern armies relied on to feed their demands for war machines. The lines dedicated to the new Black Mamba and Spitting Cobra designs were particularly hard-hit, depriving the South of the advanced Gears its military planners had come to rely on. The CEF fleet was quickly driven out of orbit by a combined drone assault launched by both confederations, preventing further devastation and a hastily-formed alliance with the CNCS allowed the AST to purchase Jaguars to fill their need for advanced Gears. This allowed the South's remaining production lines to be dedicated to the mass-production of Jägers and Iguanas, which could be used to drive back the CEF with sheer weight of numbers.

The CEF advance into the Dominion and the neighboring Emirates had stalled completely by the end of TN1914. Heavy fighting continued in the deep jungles, but neither side made much headway. The thick vegetation prevented the CEF from making good offensive use of their hovertanks, but greatly increased the power of their GREL infantry. Likewise, the South could not use their heavy landships or armor to dislodge the CEF, but found their Gears incredibly effective. Many Southern Gear designs acquitted themselves well in the intense jungle fighting, but casualties were high.

In Winter TN1916, the CEF Fleet returned to Terra Nova and landed 80,000 troops on the Badlands city-state of Baja before being driven from orbit once more. The city's defenders were quickly overwhelmed and the new CEF force attempted to open a new front in the war. They were quickly defeated by a combined offensive by the Terra Nova Alliance composed of fresh troops from the both sides, notable due to the direct leadership of Lang Regina and Kenichi Tanaka, who became good friends during this time. A Season-long siege led to the destruction of the CEF Baja detachment by mid-Summer. This was the incentive needed for Paxton Arms to enter the conflict on the side of the Terra Novan Alliance in Autumn TN1916. Paxton's participation proved the last straw for the CEF invaders and the main CEF base in the Barrington Basin surrendered in Spring TN1917.

Despite the valiant efforts of the soldiers that formed an unyielding wall between the South and its enemies, the War of the Alliance left the AST in a sorry state. Its industries and armed forces had been crippled by the intense, prolonged warfare. Even as reconstruction efforts caused the Southern economy to enter a post-war boom period, the inability of the MILICIA and SRA to effectively maintain order prompted another boom – this one in terrorist activity, uprisings and civil unrest.





Order of Charon 1



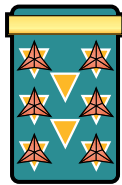
Order of Charon 2



Order of Charon 3



Service Ribbon



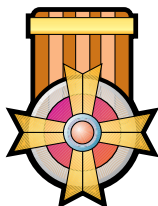
Crimson Sun



Ruby Tear



Légion d'Honneur



Légion Noire



AWARDS AND HONORS

Like most militaries, the armies of the South have their own set of official and unofficial awards and honors. Official honors are worn only with the dress uniform, and the “Death’s Head” kill markers, while lusted after by most MILICIA members, are officially discouraged by the MILICIA. In fact, the first solo kill grants a MILICIAMAN induction into “The Order of Charon.” The mock ceremony starts with solemn dark rituals as the awardee is brought before his superiors and promptly degenerates into a night of drunken debauchery. The event is mostly ignored by high command as necessary for morale, but even so, the revelry can and has become a problem in the past.

The most common honors are service ribbons, awarded to each soldier who has served at least five cycles and to those who participated in a significant battle or campaign. A service ribbon is granted for five cycles of service, to which a triangular device is added for every 5 additional cycles of service. Veterans in the MILICIA are regarded as veterans or cowards, depending on how they managed to survive that long. Other Militaries tend to treat service ribbons with more respect.

Campaign ribbons are unique to each campaign. All veterans of the War of the Alliance wear a blue and red ribbon marked by a lightning bolt pip and the blue/green “expert marksman” ribbon is a common sight among veterans.

Soldiers injured in combat are awarded the Ruby Tear, a triangular gold insignia inlaid with a small ruby. Soldiers who receive this ribbon are revered for their stamina, pitied for their luck, or both. The Ruby Tear is required to be worn on the dress uniform if awarded, but most do not since few soldiers feel like being reminded of their injuries.

Medals of Valor are, for the most part, unique to each League. Unbeknownst to most MILICIA Soldiers, the MILICIA Awards of Valor were created as something of an inside joke amongst Republican Administrators. None of the administrators thought MILICIAMEN were capable of rising from the dregs, but they instituted the awards as a matter of formality. Much to their surprise, many MILICIA members managed to meet the requirements, even with the odds stacked against them.

The “Légion d’Honneur” (Legion of Honor) is the closest a MILICIAMAN may ever get to being awarded one of the prestigious Republican equivalents. It is presented only to exceptionally brave individuals, for the feats that can make Republican overseers actually take enough notice to grant this medal are Herculean. The “Crimson Sun” is the MILICIA’s standard award for Valor, distributed mainly while the MILICIA is at war. It was created as a propaganda tool and is used very dramatically and with obvious favoritism. Units and Regiments favored by high command tend to amass great numbers of these, while backwater units get virtually none no matter their accomplishments.

SPECIAL FORCES BADGES

An exceptional kind of soldier is needed for the special forces. One that is rarely found in the MILICIA. The few MILICIA members who do join the Special Forces command much respect. Special forces members are allowed to wear their membership badges even after they leave the military.

The Black Armband is issued to past and present members of the Légion Noire Auxiliary. The members of the Auxiliary are assigned dangerous, unglamorous jobs the Légion feels are beneath them. Members of the Auxiliary are among the most dangerous and unhinged people on Terra Nova.

The elite frogmen of Camp Blackwater wear the Blackwater Ring, a gold ring engraved with a set of swamp shark jaws. Members tend to keep to themselves and regard those who do not possess such a ring as inferior.

The Duelist’s badge was standardized during the War of the Alliance, allows any Duelist from across the globe to be recognized and accorded appropriate respect. Across Terra Nova, the Duellist represents and defends the honor of the Regiment. Northerners, however, consider the Southern concept of honor to be more about saving face than truly acting honorably, and are likely to treat Southern duellists with a mixture of contempt and respect.

ALLIED SOUTHERN TERRITORIES MILICIA RANKING STRUCTURE

AST MILICIA NCO's & ENLISTED MEN	AST MILICIA OFFICERS
Soldat	Sous-Lieutenant
Sous-Caporal	Lieutenant
Caporal	Sous-Commandant
Sous-Sergent	Commandant
Sergent	Sous-Prefect
Sous-Adjudant	Prefect
Adjudant	Consul
Adjudant-Chef	
Major	



SOUTHERN DOCTRINE

Southern armies are highly varied in doctrine and style. Most of the League armies are very limited in scope and function, while the MILICIA and SRA follow similar, although divergent, philosophies regarding tactics and deployment. One thing does remain constant throughout the Southern forces. In stark contrast to the North, Southern units are not just capable of performing multiple roles, but have been expressly designed to do so. Even when outfitted for a specific task, each cadre can fill in where it is needed and can operate fairly well on its own, although working in concert always produces the best results. In fact, a cadre may be used for different roles within a campaign and sometimes within the a single battle.

The largest single outside factor affecting doctrine in all Southern forces is social stratification. The HAPF is affected by their caste system, the Emirate forces by their feudal oath and the SRA by their internal patronage. Indeed, the Mekong Peacekeepers stand out simply because social rank has no correspondence with military rank. Unfortunately, the MILICIA is very much affected by social interweaving. A force of conscripts from four Leagues, League military rejects and the occasional volunteer, disciplinary problems abound throughout the MILICIA.

Ordinary soldiers are generally treated as being “underlings” and the resulting gap between officers and the ranks is very reminiscent of the French army of the Napoleonic era. While this gap is present in the SRA and other League armies, the MILICIA takes it to the extreme. On base, soldiers are given lighter meals early in the day and a larger meal at night. While in the field, they are given only one (poor) meal and the unit is expected to forage, steal or otherwise find its own food. This has a very profound impact on strategies and tactics for the South. When in the field in friendly territory, an extra “meal tax” is levied on nearby urban areas. In hostile territory, standard operating procedure is very much “rape and burn” if only so the common soldier can steal enough food and water to survive.

On mission, soldiers also sleep in or beneath their vehicles for warmth and base accommodation is very spartan. Denial of meals and the accompanying soft drug rations (similar to rum or cigarette rations in older armies) is used as a primary discipline measure. Officers always at least have a tent or trailer to sleep in and often have their own accompanying mess tent with chefs.





SOUTHERN ARMS AND EQUIPMENT

Southern equipment quality varies wildly from one league to the next and even one regiment to the next. The SRA and the HAPF tend to have the best and most well-maintained equipment. The MILICIA is getting more funding and making a concerted effort to upgrade, but the diversity of its troops, the sheer numbers of older vehicles it needs to replace and its frequent lack of funds make this task near impossible.



JÄGER

OACS-01M/SU

Developed from a stolen Northern Hunter prototype, the Jäger was the chief reason for the South's rapid, decisive victory in the Southern War of TN1680. Despite being created by the United Mercantile Federation, only in the hands of the Southern Republic was the Heavy Gear's full potential realized. Its mobility allowed it to cross impenetrable terrain and strike at enemy forces from unexpected directions and its simplicity allowed the Republic's industrial base to mass produce it. The production contract for the Jäger was granted to Territorial Arms, which has had a near-monopoly on the Southern military Gear market ever since.

Since its early development, the Jäger has gone through many revisions. The most significant was the "Alpha" upgrade in TN1843, which added desert-proofing and modernized the Jäger's electronics. The Beta followed soon after, adding a sophisticated holographic display system based on the Hunter MkII. Subsequent minor upgrades have resulted in the current "Epsilon" model. A sturdy, reliable general-purpose trooper Gear, the Jäger is capable of performing practically any battlefield role with the right equipment. Its role in the Southern military has changed little and it is still the staple of most regiments.



BLACK MAMBA

OACS-05M/SU

The Black Mamba showcases many of the recent advances in Southern Gear design. Lightweight materials and sophisticated construction have created a combination of mobility, firepower and armor that makes for a potent combat vehicle. Its airdrop capability makes it very well-suited for the rapid strikes and commando operations favored by the South. This superiority is not without cost. The Mamba is expensive to produce and only the SRA has a plentiful supply of these advanced machines. In order to keep the Gear's weight down, its rear is very lightly armored, leaving it very vulnerable to surprise attacks and flanking maneuvers.

The Mamba's high-performance chassis is a natural base for many heavy weapons and the popularity of close support Mamba load-outs has resulted in profiles for many standard and not-so-standard weapons being loaded at the factory. A number of more specialized factory variants also exist, including the feared "Snakeye" stealth/sniper Gear. Difficult to detect and equipped with a precise long-range laser, the Snakeye is a favorite of the Republic's intelligence services and covert ops regiments.

INFANTRY EQUIPMENT

MILICIA equipment is invariably built by the lowest bidder, however the care they take in the design specification phase normally mean their weaponry is highly reliable and capable of performing in very adverse conditions found throughout the Southern Hemisphere. The other Leagues tend to build their own equipment and while there are differences in the technology, all Southern infantry equipment shares this reliability for practical reasons. Southerners take great pride in pointing out that a gun dropped in the mud will still fire while a Northern one would not, carefully ignoring any similar statements from Northerners regarding cold weather operation.



IGUANA

OACS-01L/SC

The Iguana was created in the late 19th century TN. The failure of the overly-ambitious Anolis had left the South without a proper recon Gear, forcing most regiments to once again rely on Basilisks and stripped-down Jägers for recon duty. Rather than attempt to create another ultra-miniaturized, high-speed dedicated recon unit, the designers of the Iguana sought to produce a vehicle that could also serve as a light trooper Gear, replacing both the Basilisk and the Anolis in one fell swoop.

The Iguana is an impressive design. While not as fast or agile as some dedicated scout Gears, its armor is only slightly thinner than the Jäger's. The basic Iguana is well-balanced between electronics and firepower, sporting an ECM array, a target designator and a light but serviceable complement of weapons. Alternate load-outs and popular field variants typically enhance one of these areas at the expense of the other.



SPITTING COBRA

OACS-01H/SU

The Spitting Cobra is a uniquely Southern fire-support Gear. Territorial Arms based the design on the unpopular but effective "Constrictor" series of Gears by Mandeers Heavy Industries. Like most Southern specialist Gears, the Cobra actually covers a wide variety of roles. Its heavy armor and ample protection for the pilot makes it well-suited for heavy assault roles. The Cobra's main fire support weapon is a massive heavy rocket pod, which allows it to make powerful, mostly precise strikes or cover a large area of the battlefield with a wave of rockets. A light guided mortar provides pin-point long-range firepower, while a smaller rocket pack serves as a supplemental assault/support weapon. Even when acting in a pure fire support role, its armor and payload means that Cobras tend to operate closer to the enemy than other fire support Gears and they will frequently switch between roles as needed.

Like the Iguana, alternate Cobra load-outs focus on enhancing one aspect of the machine at the expense of the others. Anti-armor or long-range support load-outs are the most common, but dedicated assault models are not unknown. The flexibility of its standard equipment makes most Cobra variants rare, since commanders are disinclined to risk tinkering with a proven, popular formula.





KING COBRA

During the War of the Alliance, the AST found that their older assault Gears lacked the fire-power necessary to assault heavily-entrenched CEF positions. The Territorial Arms Skunk Works was given the task of addressing this, within the industrial constraints imposed by the damage to the South's factories in the initial CEF strike. The result was the King Cobra. The Cobra's basic weapon load was nearly identical to that of the Spitting Cobra, modified slightly for an assault role, but its armor was much heavier and its speed was higher. While the King Cobra proved effective in the very late stages of the War, it has seen little use since then due to its extreme expense and is widely criticized as being more useful on recruiting posters than on the battlefield.



BLACK ADDER

An older assault and heavy weapons Gear, the Black Adder was a further development of the Sidewinder heavy trooper Gear. It is designed to handle one of the most hazardous battlefield roles for a Gear: tank-hunting. While its armor is only marginally heavier than that of the Jäger, the pilot is very well-protected, making it very popular with pilots assigned to tank-hunting duty. Accessible and readily-intelligible systems have made it similarly popular with technicians, but its specialized mission profile, high price tag and the ongoing legal rivalry between Black Adder manufacturer Dynamic Systems and Territorial Arms mean that it is uncommon at best.



PYTHON

The Python was the first long-range support Gear introduced for the Southern military. Its predecessors, the Boa and Anaconda, had been fatally flawed and had never entered active service. The Python, based very loosely on the Northern Razorback, provided medium-range fire support for general purpose trooper Gears. It was never very popular, despite good performance and was quickly replaced by Territorial Arms' very similar Spitting Cobra Gear at the end of the 19th century TN. It still sees service in the MILICIA, Mekong Peacekeepers and, much to the chagrin of the Peacekeepers, Mekong jungle bandit bands.



DESERT VIPER

One of the many Southern designs inspired by the Northern Razorback was the Desert Viper. The Viper was among the first designs produced by VModProg to enter service. Issues with the transmission led to the removal of the secondary movement system (SMS) and the sensor cluster in the head still does not work properly, but the design was and is still very popular. The success of its "close support" weaponry may have inspired later Southern fire support designs, which focus on similarly short-range solutions. The lack of an SMS badly impairs the Viper in the open but makes it exceptionally stable in rough terrain. It is still used by most Southern militaries, particularly in mountainous, forested or swampy regions.



SIDEWINDER

A short-lived precursor to the Black Mamba, the Sidewinder was the result of VModProg's attempt to resurrect the concept of a fast assault/heavy trooper Gear. A collaboration between Territorial Arms and Dynamic Systems, the Sidewinder follows the same basic design as the Jäger, but possesses much heavier armor and weapons. The pilot's compartment is particularly well-protected, making the design a favorite of Gear pilots. The long-term success of the project was a casualty of the legal conflict between Territorial Arms and Dynamic Systems at the end of the 19th century TN and it was soon replaced by the Black Mamba in the SRA. Most Sidewinders were transferred to the MILICIA, other League armies or sold to Badlanders.



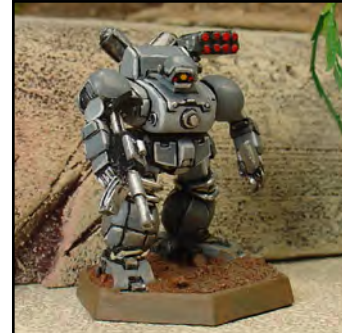
BASILISK

Another creation of VModProg in the mid 19th century TN, the Basilisk was intended to serve as a light trooper Gear, a cheap, quick model that could supplement proper trooper Gears. Basically a simple version of the Jäger, the Basilisk never succeeded in its intended role. Instead, the failure of the Anolis caused it to be pressed into service as a recon Gear and it was often equipped with target designators and electronic warfare suites. After the introduction of the Iguana, most Basilisks were shuffled off to League militaries or MILICIA units that had fallen from favor.



ANOLIS

Developed at the end of the 18th century TN, the Anolis was an overly ambitious project aimed at producing a dedicated scout Gear. Initial trials were promising, but the compact "sensor head" design proved unworkable in practice. The efficient, miniaturized engine also had a bad tendency to shut down in the middle of combat. The Anolis was retired from active service soon after it was introduced and most vehicles were sold off to local militias or Badlanders. In the early TN1930s, a group of technicians finally used modern technology to solve the Anolis' problems and sold the refit plans to Territorial Arms for a sum of money later reported to be "obscene". Territorial Arms immediately began producing the "Anolis R" as a cheap light scout Gear.



RATTLESNAKE

The first Gear to be developed to fight alongside the Jäger, the Rattlesnake is a slight variation on the pattern established by its parent. Intended to work alongside and supplement the Jäger, the Rattlesnake's armor is lighter but a heavier rocket pack gives it a bigger punch. The Rattlesnake never received the upgrades the Jäger did and it was made obsolete by the introduction of the Basilisk and the Sidewinder during VModProg in the mid-19th century TN. It is still used in militias, particularly in the Badlands and by the Mekong Peacekeepers and some disfavored MILICIA units.



MP GEARS

The nature of the MILICIA and the frequent civil unrest throughout the South have spurred the development of Military Police Gear variants. The CNCS and Paxton also make use of MP Gears, but only in the South are they ubiquitous. Even in the most orderly of cities, a few can still be regularly seen protecting important buildings or just as a reminder of the Republic's power. In order to keep the unruly troops of the MILICIA in-line, at least one MP Cadre is stationed on most bases and they frequently take to the field beside the other troops, to bolster the regiment's firepower and ensure that discipline is maintained during battle.



CHAMELEON

Based on the Iguana chassis, the Chameleon is the South's main stealth operations Gear. It is most frequently found on covert ops beside the various stealth models of the Black Mamba. Some Southern forces have taken to using the Chameleon as an advance scout, employing its stealth capabilities to determine the enemy's disposition without alerting them to an impending attack. This policy is somewhat contentious, but has proven very effective against many bandit gangs, subversive elements and Northern aggressors.





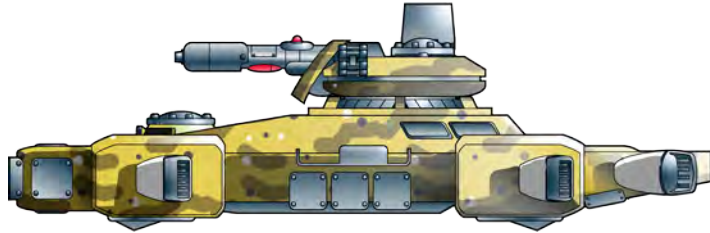
CAIMAN

The Caiman is more like a miniature tank than a normal APC. Small, tough and reliable, Caimans are used by every Southern military to support their infantry in the field. Through a bureaucratic mix-up during the initial contract bidding, the Caiman only carries a single squad of infantry instead of the more usual two. The SRA offset the additional cost imposed by this blunder by having most Caimans bought by the MILICIA (and, thus, financed by taxes on the other Southern Leagues) and then lent to the SRA. The Caiman's performance has proven exemplary, particularly its ability to weather heavy fire and, with slight modifications, easily traverse the South's swamps. All efforts to replace it with a "proper" APC have bogged down.

HETAROI

Since the first engagements with the CEF, Terra Novan research labs have been trying to reproduce the awesome power of their sophisticated hovern tanks. Duplicating the advanced technology of Earth has proved a significant challenge and only the Humanist Alliance has managed to develop a mass-production hovern tank model. Thanks to Humanist engineering proficiency (and some help from the CEF expatriates of Port Arthur), the Hetairoi can match CEF hovern tanks for speed and armor, but must make do with much weaker armament. While the Humanists are quite adept at particle and Laser weaponry, the heavy particle accelerators of the CEF remain too unreliable and require too much maintenance currently.

A few Hetairoi have been equipped with lasers, but most employ the massive "Junglemower" autocannon in concert with a medium rocket pack and a machine gun.



HUN

The Hun is a simple, no-frills light tank design. This allows it to be produced and deployed in large numbers, an advantage the South made good use of during the War of the Alliance. The Hun's weapons are light but adequate, optimized for direct assault rather than indirect fire support. A twin caterpillar drive system allows the Hun to move through water with relative ease, making it an excellent amphibious assault vehicle. The Hun's chassis has given rise to a wide variety of light combat vehicles, including the terrifying Hittite infantry support tank.

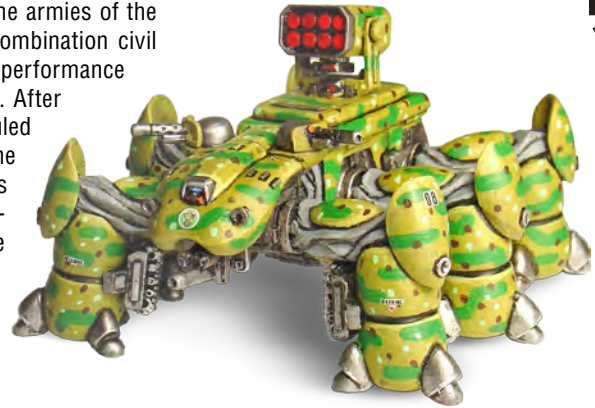
VISIGOTH

For over a century and a half, the South's main battle tank has been the reliable, powerful Visigoth. Thanks to heavy automation, the Visigoth only requires two live crew members to make full use of its powerful weapons. A 140mm field gun, suitable for both direct and indirect fire, is the centerpiece of the Visigoth's armament, while a range of smaller weapons provide close defense and anti-aircraft support. The two chief limitations of the Visigoth are its expense and, related, the political intrigues that swirl about its production contracts. The South invests billions of dinars every cycle to manufacture, upgrade and maintain its Visigoths and every arms manufacturer in the South wants a piece of that pie.



FIRE DRAGON

The Fire Dragon is actually the oldest design still in service with the armies of the AST. The original was developed by the Humanist Alliance as a combination civil police/military assault vehicle before the Southern War. Its military performance was lacking and so it was employed as a pure riot control vehicle. After the Republic conquered the Alliance, the Fire Dragon was overhauled into a military assault strider, using ONNet technology to resolve the engineering hurdles that had stumped Humanist engineers. It has been updated several times since then, but remains the AST's premier heavy assault strider, with a good mix of long and short-range weapons.



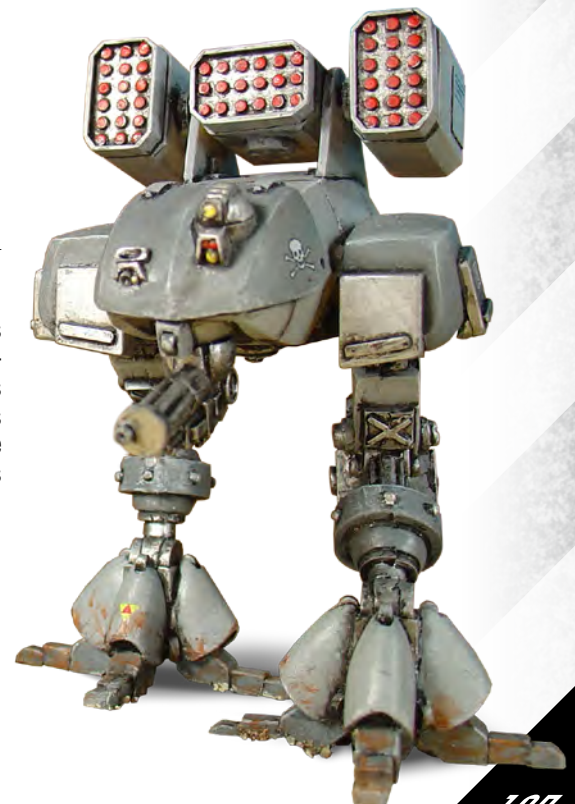
NAGA

The main strider used by the SRA and MILICIA, the Naga, has a strange mission profile. Rather than serve as pure heavy assault or long-range fire support, like most striders, it is a high-powered rapid intervention/strike unit. Quick and mobile, the Naga's Gear-like dual walker/wheeled drive system allows it to cross most terrain rapidly and a pair of guided missile launchers give it impressive firepower. Its main weakness is the lack of any real backup weapon, leaving it more vulnerable than most striders to being swarmed and brought down by lighter units.



SAGITTARIUS

The Sagittarius is a new strider developed by the Humanist Alliance. Although it was originally created for long-range fire support duties, the Sagittarius has been successfully adapted for a wide range of fire support missions. The strider's long legs and large feet allow it to move quickly through rough terrain and heavy armor allows it to survive the enemy attention it will inevitably draw. The Sagittarius' weapons are mounted in a modular rack on the top of the main body, while a chin turret provides limited close-defense firepower.





SOUTHERN FIELD GUIDE

The following Field Guides allow you to build an army from the MILICIA or any of the armies from the AST member Leagues.



THE SOUTHERN REPUBLICAN ARMY

Well Funded: The SRA is funded far better than any other Southern League, and as such, any Veteran Upgrade marked with a  may be taken in a base Cadre of that type and does not count as a Veteran Upgrade. Additionally, a SRA army may never be built at Priority Level 1.

Assault Troops: The SRA prides itself on being cross-trained in hand to hand as well as ranged combat and outfits its troops appropriately. One Gear Cadre or Infantry Platoon (not Snipers) per 750 TV may be upgraded to Assault Troops for free. Gear Cadre Assault Troops swap their VBs for Vibromachetes, Chainswords or Bayonets (F, all count as CS). Infantry Escouade Assault Troops may add 1 die to their Infantry Skill when attacking or Defending at Point Blank or Base-to Base.

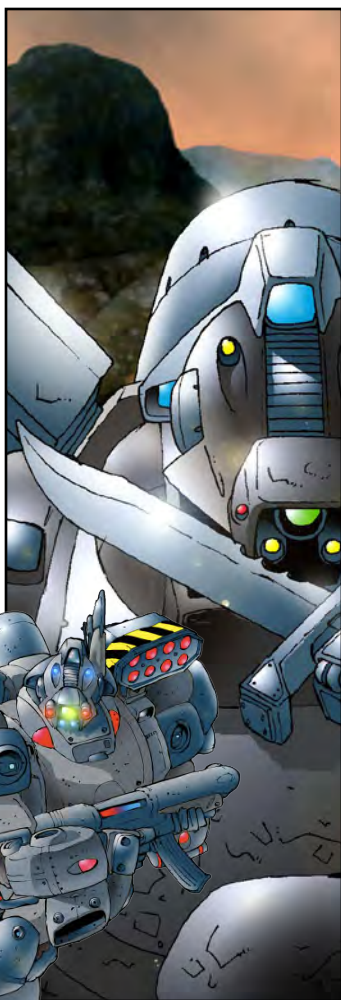
Pride of the South: The SRA is very proud and is secure in the knowledge that they are the best troops on Terra Nova. While this confidence normally makes them quite effective, it can also lead to severe problems if the troops are being beaten by “inferior” armies. If using Morale, increase the Demoralised Threshold by 1 and lower the Breakpoint by 1.

Combined Operations: The SRA may take an allied contingent of MILICIA forces. When doing this, you are effectively building two armies that act as one. The SRA must have at least 50% of the Total TV. The MILICIA contingent is always considered Priority Level 1. Command Points and scenario objectives are generated with the SRA Commander's Leadership and the SRA PL.

Command and Special Models

The leader of the Command Group becomes the Army Commander. At any TV over 750, the commander must spend +40 TV to gain +1 to its Attack, Defense, Electronic Warfare and Leadership skills. At 750 TV or less, this expenditure is optional. The most expensive SRA Combat Group with a Black Mamba or Iguana must be designated as the Command Group. If there are no Black Mambas or Iguanas, the Most expensive Combat Group becomes the Command Group. If in a Gear, the Commander may carry a VibroRapier (F) as a sign of station for +5 TV.

Political Officer: One Model in your Army Command Squad other than your Army Commander may be a Political Officer sent to “observe” the battle. Once per Round, one Model within 10” of the Political Officer may reroll any dice roll as they are acutely aware that their actions are being monitored. The Political Officer costs +20 TV.



THE MILICIA

Variable Morale: The bulk of the troops in the MILICIA are conscripted and the MILICIA is seen as an expendable force by the Southern Republic. If playing with the Morale rules, roll 1 die for each Command Group other than the Commander's Group. Roll 1d6 for each Combat group in the army. On a 1, the Combat group feels it will be sacrificed and it has affected their morale, lower their Demoralized Threshold and Breakpoints by 1. On a 6, the knowledge has made them determined to show Command a thing or two, Add 1 to both the Demoralized Threshold and Breakpoint.

Convicts: Any GP Cadres or Infantry Platoons may be designated as Convicts (Cadre/Platoon de Bagnard). Infantry Platoon are discounted by 10 TV when designated. The entire Infantry Platoon is considered a single Combined Model with one Action for Activation (and RoF) purposes. Convict Infantry Platoons may never take Heavy Weapons, Caimans, or Paratrooper upgrades and do not count toward Sniper Cadre requirements. Convict infantry may not embark upon any Model with the Transport perk, but may take ATVs, ORVs or Riding Beasts.

Convict GP Cadres receive no discount unless playing with Morale, at which point they are discounted 10 TV per Cadre. Convict GP Cadres may only be composed of Stripped Down Jägers or Asps and may not take any weapon swaps, unless Veteran, at which point the Asp may upgrade its HMG to a LAC (F, no reloads) for +5 TV. Asps are -10 TV from a Stripped-down Jäger.

Convict Combat Groups must have all members within Auto Comms range of the Squad Leader (or his Infantry Squad) at all times. If Any Model is outside of this range at the end of the Miscellaneous Phase, it is assumed they flee and are counted as destroyed. If the Combat Group Leader is killed, the Model or Combined Model in the Combat Group with the most members of the Combat Group within its Auto Comms Range will become the new Squad leader, using their own Ld skill. You may measure to any base with a combined Model when determining the new Combat group Leader.

If a Gear from an MP Cadre is not within 10 inches of a Convict Gear or Escouade, the Convict Model may not receive Command Points. A Convict Cadre may never be the Army Command Cadre. If using Morale, Convicts do not count as friendly Models for non-Convict Models for Morale. Convicts are often used for ispecial recon and Convict Groups are often referred to as îles condemnÉ (the condemned).

Fresh Meat: Any member of a GP or Recon Cadre who is in a Jäger or variant, Basilisk or Anolis may be "Fresh Meat," an inexperienced pilot often grouped with other rookies or handed to experienced pilots to train. Lower the Gear's Defense and Electronic Warfare Skills by 1 for -5 TV. If a Cadre has any Fresh Meat, it may not take Veteran options.

Any Infantry Escouade (not including Snipers) or Caiman crew may be "Fresh Meat." Escouades designated as Fresh Meat may not take Veteran Upgrades and may not gain the Airdroppable perk. Fresh Meat infantry swap their Assault Rifle for an Infantry Rifle and count as level 1 for Leadership purposes only (including Command Points and Morale). Caimans which are "Fresh Meat" lower their Attack and Defense by 1 each. This costs -5 TV per Caiman or Escouade.

Fresh Meat are frequently victims of Limited Resources and may only be Convicts if they are Infantry.

Limited Resources: Due to a lack of field resources, the MILICIA sometimes replaces vehicles with old stock or simply strips down existing vehicles due to lack of available armor or parts. Any number of the following Gears may be replaced with the following gears at price listed.

Jäger: Stripped-Down Jäger for -15 TV, DartJäger for 0TV or Rattlesnake for -10 TV. May not take Field Armor, but otherwise count as Jägers for upgrades.

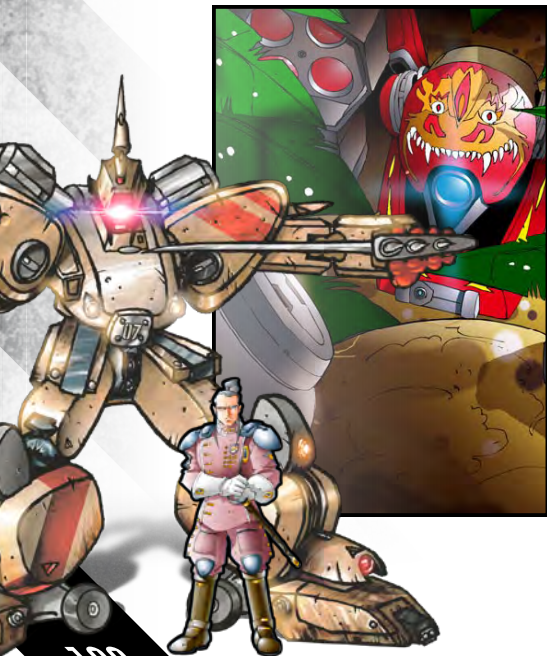
Iguana: Stripped Down Jäger for -35 TV, Basilisk for -30 TV, Anolis R for -20 TV. Veteran Cadres may upgrade Basilisks to Silverscales for +15 TV. Basilisks and Silverscales may not take any other upgrades, SD Jagers may not take Field Armor, but otherwise count as Jägers for upgrades.

Spitting Cobra: Python for -10 TV. May not take any upgrades, including Field Armor.

Command and Special Models

The leader of the Command Group becomes the Army Commander. At any TV over 750, the commander must spend +40 TV to gain +1 to its Attack, Defense, Electronic Warfare and Leadership skills. At 750 TV or less, this expenditure is optional. If you have any Gears, the Army Commander must be in an Iguana, Black Mamba or Command Naga if the army contains one of the above. MP Cadres may only be Army Commanders if Convict Groups are at least one third of the Models in your force. The MILICIA may also be given a Political Officer as per the SRA rules (see previous page).





THE HUMANIST ALLIANCE PROTECTION FORCE

Indoctrination: The Humanist Alliance is no stranger to hypnotraining and mind control. Their troops tend to be much harder to break or confuse but cannot handle shocks that slip past their conditioning. If playing with Morale, Humanist Alliance Combat Groups never become Demoralized, but if one becomes Broken, they receive an additional 2 Morale tokens.

Strider Central: The Humanist Alliance is the foremost producer of striders in the South. Many of its designs are classified and hidden, even from the Southern Republic. Any Fire Dragon may swap its MFL for a LPA (F, no Reloads) at +15 TV each and any Veteran Fire Dragon may swap its HRP and Sniper System for a HPLC (T, no Reloads, AA) for -5 TV. Additionally, any Veteran Sagittarius may swap its VLRPs for 2x LPLC (FF, Linked, no Reloads) at +30 TV.

High Technology: Humanist technological development is some of the most advanced on Terra Nova. As such, any HAPF Tank squad may swap any Base Hun for Hetairoi at -20 TV. The Tank squad may not contain any Gears or Visigoths. Any Veteran Hetairoi may upgrade its VHAC to a HPLC (FF, no Reloads) for +20 TV.

Command and Special Models

The leader of the group you designate as the Command Group becomes the Army Commander. If your Army includes Striders, the Command Group must be a Strider Group, otherwise you may Choose any Combat Group you wish. The Army Commander may pay +10 TV to gain a +1 to its Leadership or Defense Skills or may pay +20 TV to upgrade both. If an Infantry Section is chosen, one escouade is Designated as the Army Commander and it may pay +20 TV to upgrade its Infantry Skill by 1.

THE MEKONG DOMINION PEACEKEEPERS

Integrity: The Peacekeepers are a blend of Police Officer and Samurai Warrior, valuing personal and professional integrity far more than the average Southerner, even more than the average Mekong citizen. If playing with morale, they may never make ranged attacks against Broken enemies.

Duty: Peacekeepers put the mission first. Losing comrades is regrettable, but they can mourn once they win. They make Ld tests for Morale Tokens caused by friendly deaths at a -1 modifier.

Sign of Station: Those Peacekeepers who have shown great devotion often wear a specially crafted Vibrokatana as a sign of station. One Squad per full 750 TV may have their Gears carry one for +5 TV per Gear. The Vibrokatana counts as a Vibroblade with the AP quality and any Gear with both a Vibrokatana and a Vibroblade gains a +1 modifier when Defending against non-Ram Melee Attacks.

SWAT: MP Cadres may swap any FGCs for a LAC (F, Reloads) and HHGs (F, Limited Ammo 3) for 0 TV each. In addition, the Peacekeepers may swap any LAAC to a MRF (F, no Reloads, Sniper System) for 0 TV.

Older Stock: Due to their policies regarding warfare, the Dominion does not actively purchase newer stock for non-MP Cadres. Indeed, its largest supplier of military hardware is a refurbisher rather than a producer. As such, Peacekeeper forces may use the Limited Resources rules from the MILICIA list (see Page 107).

Command and Special Models

You may choose any Combat Group as the Command Group. The leader of the Command Group becomes the Army Commander. The Army Commander may pay 10 TV to gain a +1 to its Leadership or Defense Skills or may pay 20TV to upgrade both. If an Infantry Section is chosen, one squad must be Designated as the Army Commander and it may pay 20 TV to upgrade its Infantry Skill by 1.

THE EASTERN SUN EMIRATES GUARD

Feudal Fealty: Emirate forces are built around feudal oaths. Each force has a core Cadre, called the Honor Guard, sworn directly to the Emir that the rest of the force is built around. Choose one Cadre from the table below to serve as your Honor Guard. You may always take at least one Cadre of this type and your Army Commander must be this type of Cadre. Each type of Honor Guard has a corresponding type of Combat group which then becomes Core for the army. Honor Guard and the accompanying Core Combat Group are the only Combat Groups in your army that may be upgraded to Veteran.

Honor Guard	Core
GP	GP
Recon	GP
Strike	GP
Fire Support	Recon
MP	MP
Paratroop	Recon
Strider	Tank
Cavalry	Infantry
Infantry	Infantry

Emirate Ties: Each Emirate has ties to some ideal or group. When building your army, you must choose one of the following options for your force to represent these ties. Some support may come in sales of vehicles, others will come in the form of actual troops from the allied nation.

AST: May use Fresh Meat and Convicts as per MILICIA Rules.

SRA: May use Well-funded, Assault Troops and take Political Officers as per SRA rules.

CNCS: Instead of a veteran upgrade, you may replace a Cadre with a Squad of the same type from the Northern Army list. Paratroop Cadres may be replaced with Airborne Squads. This Squad may not be upgraded to veteran status itself and may not use any special rules from Hammers of Faith.

Humanist Alliance: May take Strider Cadres as Core choices. Additionally, they may take advantage of "Strider Central" and "High Technology" for one Tank or Strider Cadre per 1000 TV.

Independent: May use Mercenary Badlander Forces within their army. See page 151.

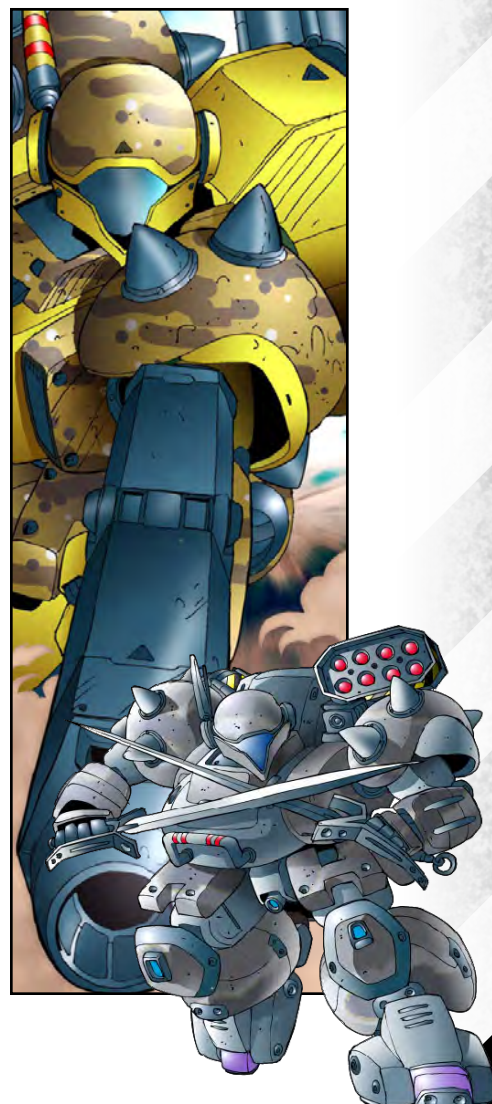
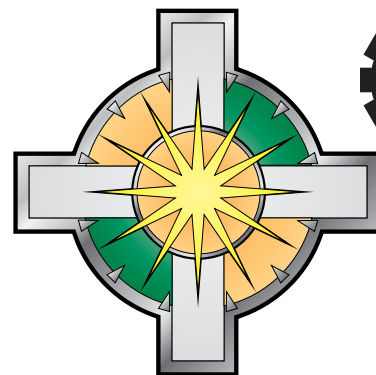
Mekong Dominion: Your Honor Guard may use Integrity, Duty and Sign of Station from the Mekong list. Any MP Cadre may use the SWAT special rule.

PRDF: Instead of a veteran upgrade, you may replace a Cadre with a Squad of the same type (identical names, except patrol which counts as recon) from the PRDF list. Tank Cadres may be replaced with Tankstrider Squads. This Squad may not be upgraded to veteran status itself and may not use any special rules from the PRDF list.

Local Manufacturing: As most Iguana Gears are produced in the ESE, any ESE Guard force may swap any Jäger for an Iguana for +20 TV and may swap any Iguana for a Basilisk for -30TV. If the Basilisk replaces an Iguana that would normally be allowed in the squad listing (not purchased with ESE rules), it may be upgraded to a Silverscale for +15 TV in a Veteran cadre. Any Iguana or Basilisk may be given an LMG (F, no Reloads) for +5 TV.

Command and Special Models

Honor Guard: The Cadre chosen as your Honor Guard is always the Command Cadre. The commander of the Honor Guard Cadre becomes the Army Commander and gains +1 to its Attack, Defense, Electronic Warfare and Leadership skills. This costs 40 TV. Unlike with the MILICIA, you must spend this at all TV levels.





GENERAL PURPOSE CADRE

THREAT VALUE: 160



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Jäger

Attack 2

Defense 2

Electronic Warfare 1

Leadership 1

3x Jäger

Attack 2

Defense 2

Electronic Warfare 1

OVERVIEW

General Purpose Cadres are adaptable and efficient. They are able to fill a wide variety of battlefield roles, though are not as effective at any particular role as more specialized units. The bulk of most Southern forces is composed of General Purpose Cadres.

OPTIONS

- ◆ The Cadre may add an additional Jäger for +40 TV.
- ◆ The Combat Group Leader's Jäger may be turned into a Command Jäger for +5 TV.
- ◆ Swap the Combat Group Leader's Jäger for a Black Mamba for +25 TV.
- ◆ Swap the Combat Group Leader's Jäger for an Iguana for +20 TV. You may swap the Iguana's DPG for an LAC (F, Reloads) for an additional +5 TV.
- ◆ One Jäger may be replaced with a Sidewinder for +5 TV.
- ◆ Increase Leadership of the Combat Group Leader to Level 2 for +10 TV.

Up to two members of the Cadre may do one of the following:

- ◆ Swap their Autocannon for a Paratrooper rifle (F, LAC+ LGL, Reloads for LAC only) for +10 TV.
- ◆ Swap their Autocannon for a LBZK (F, no Reloads) for + 5 TV.
- ◆ Swap their LAC for a MAC (F, with Reloads) for +5 TV.



VETERAN OPTIONS

- ◆ Up to two Jägers may be upgraded to Black Mambas for +25 TV each or Iguanas for +20 TV each. 🦎
- ◆ Up to two Jägers may swap their LAC and LRP for a MFL (F, no Reloads), IRP/20 (F, RoF2, no Reloads) and the Fire Resistant Perk for +10TV.
- ◆ Increase both the Attack and Defense Skills of any member to Level 3 for +10 TV.
- ◆ The limit of two members of the Cadre upgrading to LBZK or MACs is increased to three. The limit for Paratrooper rifles remains at two and still counts toward your LBZK and MAC limit.
- ◆ Add Field Armor (an additional Sturdy Box) to any member for +10 TV.

THREAT VALUE: 260

RECON CADRE



OVERVIEW

Composed of light, fast Gears, Recon Cadres are a regiment's eyes and ears. They are frequently used as spotters for heavier fire support units, but can also fill a variety of other roles when necessary, including light assault or fast deployment.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Iguana

Attack 2

Defense 2

Electronic Warfare 2

Leadership 1

3x Iguana

Attack 2

Defense 2

Electronic Warfare 2

OPTIONS

- ◆ The Cadre may add an additional Iguana for +65 TV.
- ◆ Swap up to 2 Iguanas for Black Mambas for +5 TV each.
- ◆ One Iguana may swap their Target Designator and LRP for an enhanced EW suite. Upgrade ECM to 3, add ECCM (3) for -10 TV.
- ◆ The Combat Group Leader, if in an Iguana, may add a Satellite Uplink and Exposed Auxiliaries for +5 TV.
- ◆ Swap any DPG for a LAC (F, Reloads) or a LRF (F, Reloads, Sniper System) for +5 TV.
- ◆ Swap any Iguana's TD, ECM and LRP/24 for a LRP/32 (F, RoF 4, no Reloads) for -15TV.
- ◆ Increase Leadership Skill of the Combat Group Leader to Level 2 for +10 TV.
- ◆ Add one Recon drone to any member (max one drone per member) for + 10 TV.

VETERAN OPTIONS

- ◆ Add Field Armor (an additional Sturdy Box) to any member for +10 TV.
- ◆ One additional Iguana (max of two) may swap their Target Designator and LRP for an enhanced Electronics suite. Upgrade ECM to 3, add ECCM (3) for -10 TV.
- ◆ Up to two Iguanas may upgrade their Sensors to +2 and Auto Comms to 7 for +10 TV.
- ◆ The Combat Group leader, if in a Black Mamba, may be upgraded to a Razor Fang Black Mamba for +5 TV. 🐍
- ◆ Increase the Electronic Warfare Skill of any member to Level 3 for +5 TV.
- ◆ Increase Leadership Skill of the Combat Group Leader to Level 3 for +10 TV.
- ◆ Increase the Defense Skill of any member to Level 3 for +5 TV.





STRIKE CADRE

THREAT VALUE: 240



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Black Mamba

Attack 2

Defense 2

Electronic Warfare 2

Leadership 2

1x Black Mamba

Attack 2

Defense 2

Electronic Warfare 2

2x Jäger

Attack 2

Defense 2

Electronic Warfare 2

OVERVIEW

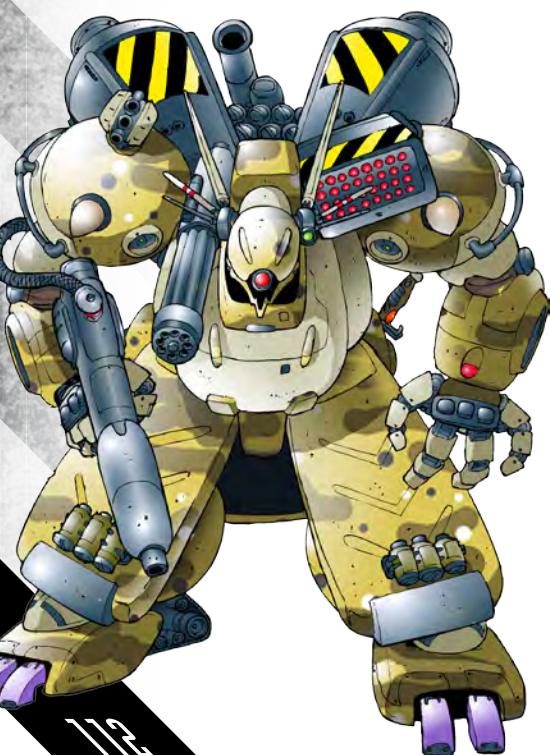
One of the most prestigious assignments for a Gear pilot, a Strike Cadre is also one of the most dangerous. Strike Cadres provide close support with short-ranged heavy weapons and provide the “force de frappe” for an assault or anti-tank operation. Since this inevitably draws considerable attention from the enemy, Strike Cadres are assigned veteran pilots and tough Gears.

OPTIONS

- ◆ Add an additional Jäger for +45 TV.
- ◆ Swap any Jäger for a Black Mamba for +25 TV
- ◆ Up to two Jägers may be replaced with Sidewinders for +5 TV each.
- ◆ Up to two Jägers may be swapped for Black Adders for +15 TV each or Desert Vipers for +15 TV each.
- ◆ Any member may increase both their Attack and Defense Skills to Level 3 for +10 TV.
- ◆ Any Gear may swap their LAC for a MAC (F, Reloads) for +5 TV.
- ◆ One Jäger may swap its LRP for an ATM (F, Limited Ammo 2) for +55 TV.
- ◆ Up to two Jägers may swap their APGL for an APM (F, no reloads) for +5 TV each.
- ◆ One Black Mamba may swap its MAC for a HGL (F, no Reloads) for +15 TV.
- ◆ Up to two members may swap their Autocannon and LRP for a MFL (F, no Reloads), IRP/20 (F, RoF2, no Reloads) and the Fire Resistant Perk for +10TV.
- ◆ Up to two Black Mambas may swap their LRP for a VLRP/32 (F, RoF4, no Reloads) for -5 TV each.
- ◆ Any Black Adder may swap its SC for a LAC (F, reloads) and an additional MRP/36 (F, RoF 4, no Reloads, Linked) for +5 TV.
- ◆ Add Field Armor (an additional Sturdy Box) to any member for +10 TV per Jäger, Spitting Cobra, Black Mamba, or Iguana. King Cobras and other Gears may not take Field Armor.
- ◆ Any Black Mamba or Jäger may swap their Autocannon for a LBZK (F, no Reloads) for +5 TV.
- ◆ Add one Hunter-Killer drone to any member (max one drone per member) for + 5TV.

VETERAN OPTIONS

- ◆ One additional Black Mamba (max of two) may swap its MAC for a HGL (F, no Reloads) for +15 TV.
- ◆ Increase the Leadership the commanding Black Mamba to Level 3 for +10 TV.
- ◆ Make one Black Mamba a Second in Command (Leadership 1) for +10 TV.
- ◆ The Combat Group Leader's Black Mamba may be upgraded to a Razor Fang Black Mamba for +5TV. 🦁
- ◆ One Black Mamba may be upgraded to a King Cobra for +50 TV, The King Cobra may swap its LPA for a LLC (F, no reloads) for +10 TV or for a VHAC (F, Reloads) for +5 TV.
- ◆ Up to two Black Mambas may swap their APGLs and LRP for 2x MRP/36 (F, RoF4, no reloads) for +45 TV. These may be linked for an additional +5 TV.
- ◆ Up to two Black Mambas may swap their MAC and LRP for a HGLC (F, no Reloads, AA) and the Exposed Fire Control Flaw for -5 TV each. 🦁



THREAT VALUE: 280

FIRE SUPPORT CADRE



AUXILIARY

AUXILIARY

SPECIALIST

SPECIALIST

AUXILIARY

OVERVIEW

The South's Fire Support Cadres are among the more unique expressions of Southern doctrine. Built around the variable capabilities of the formidable Spitting Cobra, Fire Support Cadres are half heavy strike, half long-range support and entirely dedicated to burying the enemy under a barrage of fire. As such, the Cadre has a variety of weapon options available to improve its intended role. Fire Support Cadres work best when paired with Recon Cadres, but in smaller forces, they are often forced to employ their own recon elements.

OPTIONS

- ◆ The Cadre may add an additional Jäger for +40 TV.
- ◆ Any Jäger may be upgraded to a Sidewinder for +5 TV.
- ◆ Swap the Combat Group leader's Jäger for a Command Jäger for +5 TV.
- ◆ Swap one Jäger for an Iguana for +20 TV.
- ◆ Any Jäger may swap its APGL for an APM (F, no reloads) for +5 TV.
- ◆ Add Field Armor (an additional Sturdy Box) to any member (except King Cobras) for +10 TV.
- ◆ Add a Demolitions drone to any member (max one per Model) for +5 TV.
- ◆ One Spitting Cobra may be upgraded to a King Cobra for +30 TV.
- ◆ Any Spitting Cobra may swap its HAC and LGM for an MBZK (F, no reloads) for -5 TV.
- ◆ Any Spitting Cobra may swap its HRP and LGM for a VLFG (FF, no reloads) for -25 TV.
- ◆ Any Spitting Cobra may swap its HAC and MRP for a VHAC (F, reloads) for -10 TV.

VETERAN OPTIONS

- ◆ Up to two Jägers may be swapped for Black Mambas for +25 TV each. ★
- ◆ Up to two members may swap their LRP and Autocannon for a MRF (F, Reloads, Sniper System) for -5 TV.
- ◆ Up to two Jägers may swap their Autocannon for a HAC (F, no Reloads, Sniper System) for +5 TV.
- ◆ Any Black Mamba may swap its APGLs and LRP for 2x MRP/36 (F, RoF4, no Reloads) for +45 TV. These may be linked for an additional +5 TV.
- ◆ Swap one Jäger for a Spitting Cobra for +40 TV.
- ◆ One additional Spitting Cobra (max of two) may be upgraded to a King Cobra for +30 TV.
- ◆ Any Spitting Cobra may swap its MRP, HRP, LGM and LMG for an ATM (FF, Limited Ammo 6) for +10 TV.
- ◆ If the Combat Group Leader is in a Spitting Cobra, it may be swapped for a Razor Fang Cobra for -5 TV.
- ◆ Any King Cobra may swap its LPA to a LLC (F, no Reloads) for +10 TV or to a VHAC (F, Reloads) for +5 TV.
- ◆ Increase Leadership of the Combat Group Leader to Level 2 for +10 TV.
- ◆ Increase the Attack and Defense Skills of any member to Level 3 for +10 TV.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

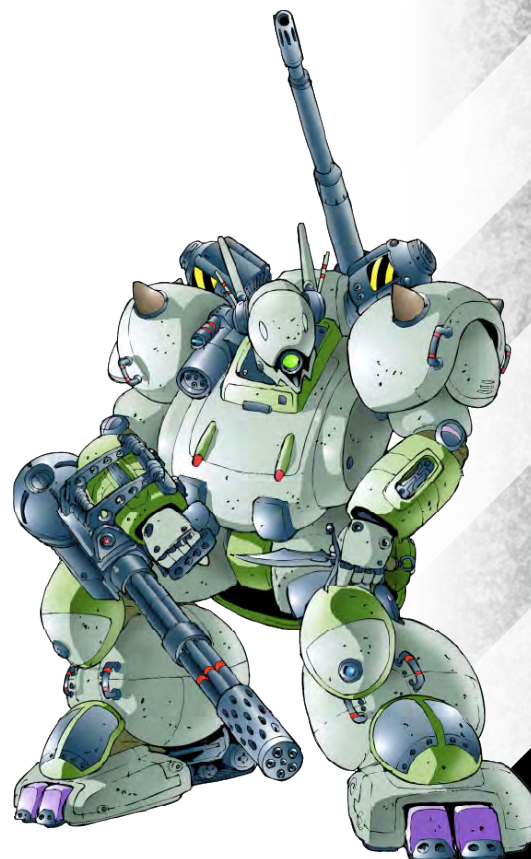
Combat Group Leader

1x Jäger

Attack 2
Defense 2
Electronic Warfare 1
Leadership 1

3x Spitting Cobra

Attack 2
Defense 2
Electronic Warfare 1





MP CADRE

THREAT VALUE: 205



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Black Mamba MP

Attack 2

Defense 2

Electronic Warfare 1

Leadership 2

3x Iguana MP

Attack 2

Defense 2

Electronic Warfare 1

OVERVIEW

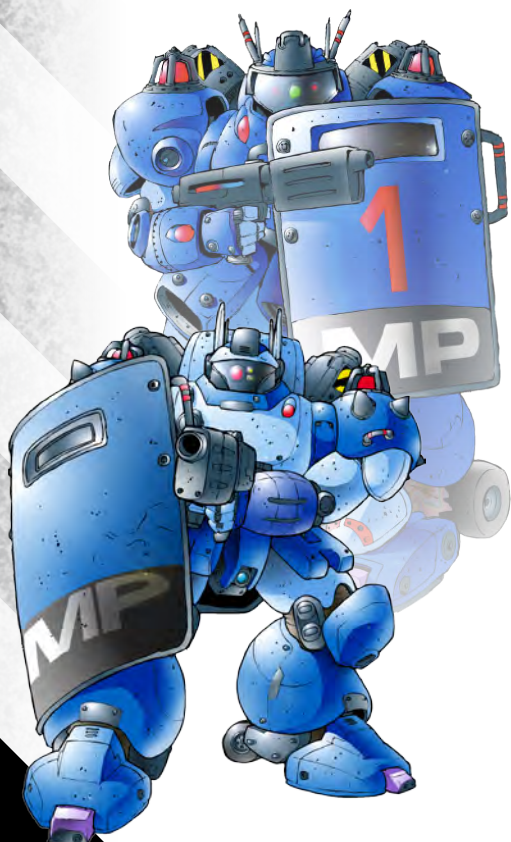
MP Cadres excel in tight jungle fighting, house-to-house urban combat and anti-infantry operations. They are equipped with powerful close-range weapons, typically the shotgun-like Frag Cannons and grenade launchers. The MILICIA relies on its highly-trained and loyal MP Cadres to keep its often-unruly conscripts and convicts in line. MILICIA MP Cadres are responsible for retrieving or neutralizing deserters by any means necessary. While the other Southern militaries do not have this problem to the same degree, but they still keep MP Cadres on hand for both combat and civil police duties, including crowd control and defending vital civic structures.

OPTIONS

- ◆ Add an additional Iguana MP for +40 TV.
- ◆ Up to two Iguana MPs can be upgraded to Black Adders or Desert Vipers for +10 TV each.
- ◆ Up to two Iguana MPs can be upgraded to Black Mamba MPs for +15 TV each.
- ◆ One Black Mamba MP, other than the Combat Group Leader, can be swapped to a Cobra MP for -30 TV.
- ◆ Up to two members may swap their FGC for a LAC (F, Reloads) and HHGs (F, limited ammo 3) for +0 TV.
- ◆ One member may become a Second in Command (Leadership 1) for +10 TV.
- ◆ Any member that does not have a LMG may add one (FF, no reloads) in a torso mount for +5 TV.
- ◆ Add one Hunter-Killer drone to any member (max of one drone per unit) for +5 TV.
- ◆ Add one Recon drone to any member (max of one drone per unit) for +10 TV.

VETERAN OPTIONS

- ◆ Upgrade any Iguana MP to a Black Mamba MP for +15 TV. 🦅
- ◆ The Combat Group leader's Black Mamba MP may be upgraded to a Razor Fang Black Mamba MP for +5 TV. 🦅
- ◆ Swap an additional two Black Mamba MPs to Cobra MPs for -30TV per member.
- ◆ Up to two members may swap their FGC for a LAAC (F, no Reloads) for +5 TV.
- ◆ Any member may replace their Shield (Sturdy box) with an APM (FF, no Reloads) for 0 TV.
- ◆ Upgrade both Attack and Defense Skills of any member to Level 3 for +10 TV per member.
- ◆ Increase the Combat Group Leader's Leadership Skill to 3 for +10 TV.
- ◆ Add Field Armor (an additional Sturdy Box) to any member (except Black Adders or Desert Vipers) for +10 TV.



THREAT VALUE: 245

PARATROOP CADRE



OVERVIEW

While the Black Mamba's standard airdrop capability allows many Southern Cadres to take advantage of aerial insertion, only Paratroop Cadres are dedicated to airborne operations. Equipped with Gears specifically designed for long operations behind enemy lines, Paratroop Cadres are employed as commandos or infiltrators. They often work in combination with more conventional forces, which move in to provide support and resupply after the initial landing.

OPTIONS

- ◆ Add an additional Jäger Paratrooper for +55 TV.
- ◆ Up to two Jäger Paratroopers may be upgraded to Black Mambas for +10 TV or Iguana Paratroopers for +5 TV.
- ◆ Any Black Mamba may swap its MAC for a Paratroop Rifle (LAC+ LGL, both F Arc, Reloads for LAC only) for +10 TV.
- ◆ Any member may swap Combat Reinforcement for a DPG (F, no Reloads) for +5 TV each.
- ◆ Any member without Hand Grenades can add Hand Grenades (F, limited ammo 3) for +5 TV.
- ◆ Add one Recon drone to any member (max one per member) for +10 TV.

SPECIAL RULES

If you use League rules to swap Models, all members in this Cadre must have the Airdroppable Perk.

VETERAN OPTIONS

- ◆ Increase the Leadership the Combat Group Leader to Level 3 for +10 TV.
- ◆ Make one member into a Second in Command (Leadership 1) +10 TV.
- ◆ Increase the Attack and Defense Skills of any member to Level 3 for +10 TV.
- ◆ The Combat Group Leader, if in a Black Mamba, may be upgraded to a Razorfang Black Mamba for +5 TV. 🐉
- ◆ Any number of Jäger Paratroopers may be upgraded to Black Mambas for +10 TV or Iguana Paratroopers for +5 TV.
- ◆ Up to two Black Mambas may swap their APGLs and LRP for 2x MRP/36 (F, RoF4, no Reloads) for + 45 TV each. These may be linked for an additional +5 TV.
- ◆ Up to three Iguana Paratroopers may be swapped for Iguana Commandos for +0 TV each.
- ◆ Any Iguana Paratrooper may swap its Paratrooper Rifle (LAC + LGL) for a MAC (F, Reloads) for -5 TV.
- ◆ Any member may swap its Paratrooper Rifle (LAC + LGL) for a LRF (F, no reloads, Sniper) for -5 TV.
- ◆ Up to two Jäger Paratroopers may swap both APGLs for a LGM (F, no reloads) for +10 TV each.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

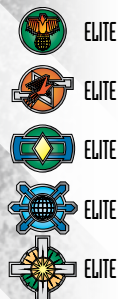
1x Black Mamba

Attack 2
Defense 2
Electronic Warfare 2
Leadership 2

3x Jäger Paratrooper

Attack 2
Defense 2
Electronic Warfare 2





OPSEC CADRE

THREAT VALUE: 325



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Chameleon

Attack 2

Defense 2

Electronic Warfare 2

Leadership 3

3x Green Mamba

Attack 2

Defense 2

Electronic Warfare 2

OVERVIEW

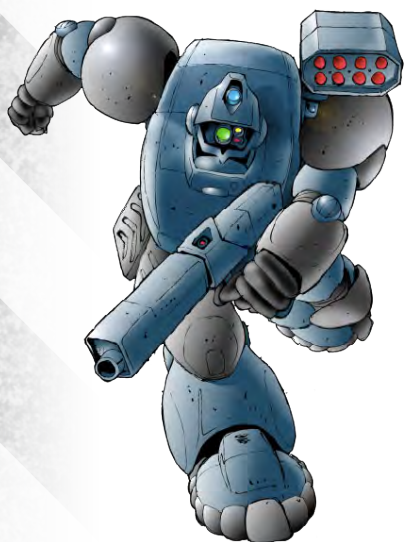
The official status of OpSec Cadres in the Southern militaries is quite vague. They do appear in budgets and organization charts but their equipment, precise personnel assignments and missions are usually classified or officially disavowed. Different OpSec Cadres fill a wide variety of roles, including snipers, assassins, infiltrators and terror units. Airborne OpSec units tasked with scouting ahead of a force and eliminating pivotal enemy "assets" are common in favoured SRA regiments.

OPTIONS

- ◆ Add one Demolition drone to any member (max one drone per unit) for + 5 TV.
- ◆ Add one Hunter-Killer drone to any member (max one drone per unit) for + 5 TV.
- ◆ Increase the Attack and Defense Skills of any member to Level 3 for +10 TV.
- ◆ Increase the Electronic Warfare Skill of any member to Level 3 +5 TV each.
- ◆ Up to two Green Mambas may be swapped for Chameleons for -15 TV each.
- ◆ Up to two Green Mambas may be swapped for Snakeye Black Mambas for +10TV each.
- ◆ Any Chameleon may be swapped for a Green Mamba for +15 TV.
- ◆ Any Chameleon may replace their DPG with a LAC (F, Reloads) for +5 TV.
- ◆ Up to two Chameleons may replace their DPG with a MRF (F, Reloads, Sniper System) for +5 TV.
- ◆ Any Chameleon may replace their LRP with an APGL (F, limited ammo 6) for -5 TV.
- ◆ Any Chameleon may replace their Target Designator with HPZFs (F, limited Ammo 2) for -10 TV.
- ◆ Any member may replace their Autocannon with a LBZK (F, no Reloads) for +5 TV.

SPECIAL RULES

OpSec Cadres always count as Veteran Cadres and as such count towards the maximum number of Veteran Cadres allowed in your army.



THREAT VALUE: 180

STRIDER CADRE



SPECIALIST

SPECIALIST

SPECIALIST

CORE

AUXILIARY

OVERVIEW

Striders provide all-terrain support for Southern armies. Thanks to the research labs of the Humanist Alliance, Southern striders cover a wide variety of battlefield roles. Southern doctrine calls for these units to be mixed freely as necessary, so tough close-assault units will sometimes be placed in the same Cadre as long-range support or shoot-and-scoot members. Striders are the South's primary guided weapons platform and these members are used in conjunction with TD-equipped Iguanas.

OPTIONS

- ◆ Add up to two additional Nagas for +170 TV each.
- ◆ Any Naga may remove both its ATMs for 2xLFG (FF, no Reloads) and Stabilizer Mounts for the LFGs for -100 TV.
- ◆ Swap up to two Nagas for Sagittarii for -100 TV.
- ◆ Swap up to two Nagas for Fire Dragons for +20 TV each.
- ◆ Any Naga may swap an ATM for an AGM (F, Limited Ammo 8) for -40 TV per. This may be done twice per Naga.
- ◆ Any Fire Dragon can swap its MFL for a SC (F, no Reloads) for +0 TV.
- ◆ Add a Recon drone to any member (max one per Cadre) for +10 TV.
- ◆ Any member may swap their Ground Movement for the Amphibious Perk for +0 TV.

VETERAN OPTIONS

- ◆ Any member may have their Attack Skill upgraded to Level 3 for +15 TV for Fire Dragons and +10 TV for any other member.
- ◆ Any member may have their Electronic Warfare Skill upgraded to Level 3: +15 TV for Fire Dragons or +10 TV for any other member.
- ◆ The Leader may upgrade its Leadership Skill to Level 3 for +10 TV.
- ◆ Any member in the Cadre can have the Leadership Skill at 1 for +10 TV each.
- ◆ The Combat Group Leader's Naga may be exchanged for a Command Naga for -40 TV. 🚀
- ◆ Up to two Nagas may remove their LFGs and replace them with a 2x HATM (FF, Limited Ammo 2, stabilizer mount for both) for +145 TV.
- ◆ One Naga may swap its ATMs and MAC for 2x LLC (F, no Reloads, Sniper System) and Vulnerable to Haywire for -90 TV.
- ◆ Any Naga may swap its MAC for a HFL (F, No Reloads) for +0 TV. 🚀
- ◆ Swap any number of Nagas for Fire Dragons for +20 TV.
- ◆ Any Fire Dragon can swap its HRP and Sniper System for 2x MFM (T, no Reloads, Linked) for +165 TV.
- ◆ Any Fire Dragon can exchange their AMS for Sensors +2 and Detect 3 for -10 TV.
- ◆ Any Sagittarius may swap all of its VLRP for an ABM Launcher (F, Limited ammo 8) for +0 TV

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Naga

Attack 2

Defense 3

Electronic Warfare 2

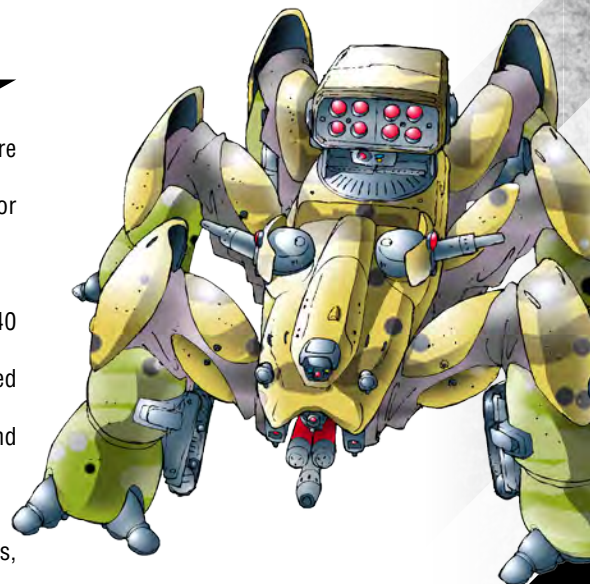
Leadership 2

Additional Striders

Attack 2

Defense 3

Electronic Warfare 2





TANK CADRE

THREAT VALUE: 180



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Hun

Attack 2

Defense 2

Electronic Warfare 1

Leadership 1

1x Hun

Attack 2

Defense 2

Electronic Warfare 1

OVERVIEW

Tanks are the ultimate expression of the Southern love of power. Large, heavily armored, capable of mounting massive weapons and moving fast over open ground, tanks project power like nothing else on the battlefield. Southern tanks cover a wide variety of roles and while their indirect fire options allow them to perform acceptably in broken terrain, they work best with clear lines of fire. Still, tanks are often high-priority targets and Gears are frequently assigned to tank Cadres to serve as spotters and escorts.

OPTIONS

- ◆ Add up to two additional Huns for +90 TV each.
- ◆ Any Hun may swap all weapons for a VLRP/128 (T, RoF6, Reloads, Sniper System) for -35 TV.
- ◆ Upgrade any Hun for a Visigoth for +135 TV.
- ◆ One Visigoth may remove all turret arc weapons in exchange for 2xLPLC (T, no Reloads, AA) for -80TV. It may link the LPLCs for +5 TV.
- ◆ Add one Recon drone to any member (max one drone per Squad) for + 10 TV.
- ◆ Add one Hunter-Killer drone to any member (max one drone per Squad) for + 5 TV.
- ◆ The Combat Group Leader may upgrade its Leadership to Level 2 for +10 TV.

A Tank Cadre may replace up to two non-Leader Huns with Gears as long as no Visigoths are taken and there remains at least one tank in the Cadre: -50 TV per Jäger, -30 TV per Iguana, -25 TV per Black Mamba.

SPECIAL RULES

Each Cadre must have at least three members, two of which must be non-Gear members before an additional Cadre may be taken.

VETERAN OPTIONS

- ◆ Any member may have their Attack and Defense Skills upgraded to Level 3 for +20 TV or +30 per Visigoth.
- ◆ Any member may have their Electronic Warfare Skill upgraded to Level 2 for +10 TV or +15 per Visigoth.
- ◆ Any Hun may be Airdroppable for +10 TV.
- ◆ The Combat Group Leader's Visigoth may be upgraded to a Visigoth Khan for +20 TV. 🗡️
- ◆ Any Visigoth can swap its HAC to a VHAC (T, no Reloads) for +5 TV.
- ◆ Any Visigoth may swap its HFG for 2x SC (T, no Reloads) and AP Charges (R2) for -90 TV. The Snub Cannons may be linked for +10 TV.
- ◆ Make one of the Gears the Combat Group Leader for +10 TV. 🗡️
- ◆ Increase Leadership Skill of the Combat Group Leader by an additional +1 (to a maximum of 3) for +10 TV.



THREAT VALUE: 40

CAVALRY PATROL



AUXILIARY



AUXILIARY



AUXILIARY



AUXILIARY



AUXILIARY

OVERVIEW

In addition to their roles as infantry transports, light armored vehicles can serve as combat units. Their speed advantage makes them particularly well-suited for flanking maneuvers or quick assaults and they can carry surprisingly powerful weapons. The Caiman is particularly popular in this role and even looks like a miniature tank. The primary weakness of Cavalry Cadres is their light armor. They must maneuver carefully to employ their weapons while avoiding heavily-armed enemies, particularly tank-hunters.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Caiman

Attack 2

Defense 2

Electronic Warfare 1

Leadership 1

1x Caiman

Attack 2

Defense 2

Electronic Warfare 1

OPTIONS

- ◆ Add an additional Caiman for +20 TV.
- ◆ Any Caiman may replace its MAC and LMG with a HRP/48 (T, RoF 4, No Reloads) for +10 TV.
- ◆ The Combat Group Leader's Caiman may be upgraded to a Caiman Command member for +5 TV.

SPECIAL RULES

Each Cadre must have three members allowed before another cadre of this type may be taken.

VETERAN OPTIONS

- ◆ Up to one Caiman may be replaced with a Recon Hun for +55 TV. The Recon Hun may buy up to three Drones for the following costs: Hunter-Killer +5 TV each, Recon +10 TV each. 🍀
- ◆ Add the Amphibious Perk to any Caiman, Lower Ground Speed to 6/12 and change Ground Defense Modifiers to -6/-3/-1 for +5 TV. 🍀
- ◆ Any APC may be Airdroppable for +10 TV.
- ◆ Any member may have their Attack and Defense Skills upgraded to Level 3 for +20 TV.
- ◆ Any member may have their Electronic Warfare Skill upgraded to Level 2 for +10 TV.
- ◆ Increase the Leadership the Combat Group Leader to Level 2 for +10 TV.





INFANTRY PLATOON

COMPOSITION

Each Platoon consists of 2 Sections comprised of 2 Escouades, each Escouade consisting of 3 bases and having 1 action. All bases are armed with 7mm Assault Rifles.

SKILLS

All Escouades have the infantry Perk, Level 2 Infantry Skill and Armor 8. Choose one Escouade to be the Combat Group Leader. The Combat Group Leader gains +1 Comm

SPECIAL RULES

Up to 4 Infantry Platoons (including attached Sniper Escouades) may be upgraded to Veteran Status as a single Veteran choice.

Infantry Backup: Asps are “heavy infantry gears” used to bulk out occupying forces inexpensively. One Asp may be taken per Infantry Escouade for +10 TV. The number of bases in the Escouade “upgraded” drops to 2, and the Asp counts as a separate Model in the Combat Group. If Veteran, the Asp may swap its HMG for a LAC (F, Reloads) for +5 TV and/or take MPZFs (F, limited ammo 3) for +5 TV. Asps may not be included in Convict Infantry Escouades, as all Asps used for convicts are used with other Gears. Infantry squads may buy ORVs, ATVs and similar for Squads with Asps for the normal cost.



THREAT VALUE: 60

OVERVIEW

Infantry are a vital but unexciting part of any force. Slow and poorly-armored compared to vehicles, they are very vulnerable and seemingly useless in the face of Gears and Tanks. That said, infantry sections have access to a wide variety of specialized equipment, can hold ground better than any other unit and are a nightmare to deal with in built up areas like urban centers. This makes them practically a necessity to deal with other infantry or to hold ground once you’ve taken it.

OPTIONS

- ◆ An entire Section may be equipped with Medium Armor (+1 Armor) for +5 TV or Heavy Armor (+2 armor) for +10 TV.
- ◆ Any Escouade may carry one type of heavy weapon at the costs listed (all include a Stabilizer mount): Light Machine Gun +5 TV, Chaingun +5 TV, Anti-Gear Rifle +5 TV, Grenade Rifle +10 TV, Rocket Launcher +10 TV, Light Mortar +15 TV, Target Designator (2) +10 TV.
- ◆ Any Escouade with a rocket launcher may take three Anti-Gear Missiles for this Launcher for +10 TV. This allows the squad to make up to 3 AGM attacks (use AGM stats, but with the Rocket Launcher ranges).
- ◆ Add a drone to any Escouade (max one per Escouade): Hunter-Killer or Demolition + 5 TV each, Recon +10 TV each.

INFANTRY VEHICLE OPTIONS

- ◆ One Caiman may be upgraded to a Hittite Tank for +30 TV.
- ◆ Any Escouade may be mounted in a Caiman APC (may not be mounted on ATVs, ORVs or riding beasts) for +20TV. The Caiman crew has Attack and Defense 2, Electronic Warfare 1 and Leadership 1. If the Escouade is Upgraded to be Airdroppable, the Caiman must also be upgraded for +10TV.
- ◆ Any Escouade except Convicts, but including Paratroopers, may be given ATVs (Ground 8/16) at a cost of +10 TV per Escouade.
- ◆ Any Infantry Escouade except convicts or Fresh Meat may take Off-Road Vehicles for +10 TV. ORVs function like ATVs, but add 2 to any existing Infantry Armor rating and Infantry mounted in them do not count as having the Stabilizer Trait on their Heavy Weapons. ORVs lose the +1 Defense modifier unless at Top Speed.
- ◆ Any Escouade may take Riding Beasts for +10 TV. Riding Beasts function exactly like ATVs, but have a movement of Walk 6/12 and a Size of 4 per base, however they may not be made into paratroopers (ie may not gain the Airdroppable perk in any way).
- ◆ If any Escouade in the Platoon is chosen as the Army Commander, you may upgrade its Caiman to a Caiman Command for +5 TV. The Caiman Command may pay +10 TV to increase it’s Leadership by one Level.

VETERAN STATUS

- ◆ Any Infantry Escouade may be upgraded to Level 3 Infantry Skill for +10 TV
- ◆ Any Escouade may be given the Amphibious Perk for +5 TV. 🦎
- ◆ Any Escouade may be given Stealth (2) for +5 TV
- ◆ Any Caiman may be upgraded to Level 3 Attack and Defense for +20 TV.
- ◆ Any Caiman may have it’s Leadership Skill increased by one Level for +15 TV.
- ◆ Any Caiman may replace its MAC and LMG with a HRP/48 (T, RoF 4, no Reloads) for +10 TV.
- ◆ A second Caiman may be upgraded to a Hittite Tank for +30 TV.
- ◆ Any Escouade may be upgraded to Paratroopers (Airdroppable Perk) for +5TV.
- ◆ Add the Amphibious Perk to any Caiman, lower Ground Speed to 6/12 and change Ground Defense Modifiers to -6/-3/-1 for +5 TV. 🦎

THREAT VALUE: 15

OVERVIEW

Sniper squads consist of two to three soldiers, one with the sniper rifle and the others with assault rifles to provide some protection for the sniper. Their role is simple: take out vital targets without being seen and without being near the enemy.

SPECIAL RULES

For each Platoon of Infantry taken, you may buy a single Sniper Squad. This squad acts as its own combat group.

OPTIONS

- ◆ The Squad may upgrade to Heavy Armor (+1 armor) for +5 TV.
- ◆ The Squad may take a single Recon drone for + 10 TV.
- ◆ The Squad may be upgraded to Paratroopers (Airdroppable Perk) for +5TV.
- ◆ The Squad (even if Paratroopers) may be given ATVs at a cost of +10 TV.

VETERAN OPTIONS

- ◆ The Sniper Rifle may be upgraded to a Laser Sniper Rifle for +5 TV.

INFANTRY SNIPER ESCOUADE



BASIC UNITS + SKILLS

1x base of Infantry
Skill 3, Actions 1
Armor 9
Infantry Perk
Stealth 2
Armed with a Sniper Rifle and an Assault Rifle.



THREAT VALUE: 35

OVERVIEW

Field guns are cheap infantry-manned indirect fire support for combat units. They are for the most part immobile and vulnerable to enemy fire but, if used right, they can deal substantial damage without ever coming under attack.

SPECIAL RULES

Each Field Gun Section must have three Field Guns before an additional Field Gun Section may be taken.

OPTIONS

- ◆ Add up to two additional Field Guns for +35 TV each.

VETERAN OPTIONS

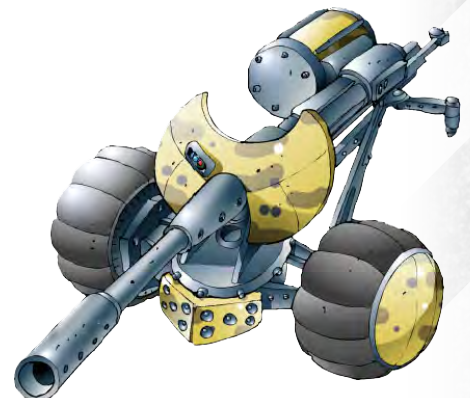
- ◆ Any Field Gun may upgrade its Attack Skill to 3 for +5 TV.
- ◆ The Combat Group Leader may upgrade its Leadership to 2 for +10 TV.

FIELD GUN SECTION

BASIC UNITS + SKILLS

1x Field Gun
Attack 2
Defense 2
EW 1

The lead gun Crew has Ld 1





SOUTHERN REGIMENTS OF NOTE

The following are noted regiments found throughout the AST. Some are not actual regiments, but instead odd or unique organizations within the Southern Leagues. They are presented in the regimental fashion as it is the most suitable way to describe their special functionality. Because these lists are designed to emulate the flavor and feel of the organizations they depict, tournament organizers should feel free to restrict their use if they feel it unbalances their tournament.

LÉGION NOIRE / LÉGION NOIRE AUXILIARY



The Légion Noire is not a regiment, but rather an entire Special Operations Légion within the SRA. In an army full of glory hounds and braggarts, the Légion stand out as being the loudest and most brash. The entirety of the Légion is devoted to strike and covert operations and has access to more stealth technology and high-end commando gears than any other group within the South. This puts them in the enviable position of being the best trained, best armed group on Terra Nova, something they will let other army members know... repeatedly. In a dangerous display of internal one-upmanship, Légion Regiments often “defend their honor” by picking fights with renowned Northern Regiments that have “wronged” them or otherwise wounded their pride. SR command has not yet cracked down on this as it reinforces the behavioral traits they want their most lethal of tools to display. In fact, wholesale slaughter of enemies and bystanders is given a blind eye as it reinforces the Légion’s reputation as ruthless and dangerous.



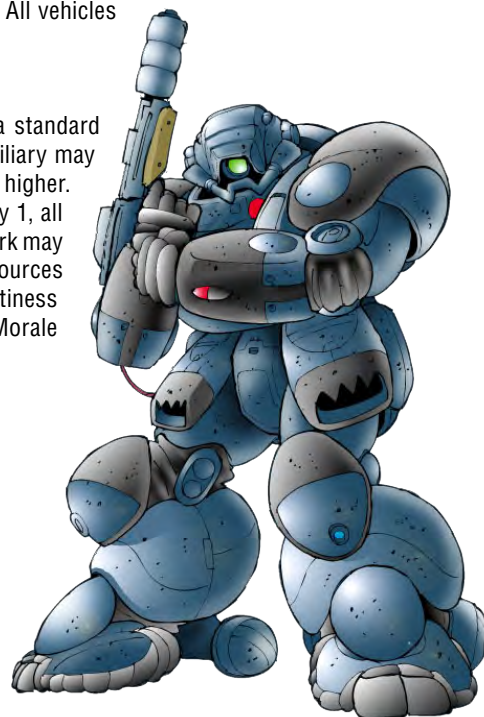
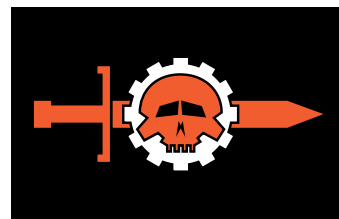
The Auxilliary is a group of MILICIA members trained in the Légion’s methodology and patterns. Members of both the Auxilliary and the Légion itself wear black armbands with a red and white knife and skull pattern to distinguish themselves. The Auxilliary is generally given jobs deemed distasteful, dishonorable or simply “below” the Légions standards. They are generally looked down upon by the MILICIA for being SRA “wannabes” and doing dirty jobs for others, thus bringing down the MILICIA’s already poor reputation. The Auxilliary and the Légion will operate together and in fact, some Légion regiments consist of both full Légion members and Auxilliary troops-in-training.

Color Scheme:

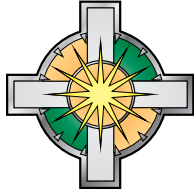
The Légion itself has no particular color scheme other than the parade dress of black with red trim, which nicely complements their tailored black dress uniforms with silver trim. The Auxilliary wears their MILICIA uniforms with the black armband. All vehicles are painted according to the mission at hand.

Regimental Organization:

The Légion Noire is built as a standard SRA army and the Auxilliary as a standard MILICIA army. In all cases the following special conditions apply: The Auxilliary may only be played at PL 2 or higher and the Légion itself at Priority Level 3 or higher. The number of OpSec Cadres available at any Priority Level is increased by 1, all Combat Groups may be made Veterans and any Model without the Stealth Perk may add it at level 2 for +5 TV. They may never use the MILICIA’s Limited Resources rule. Both the Légion Noire and the Auxilliary are known for their bloodthirstiness and If playing with Morale, a Légion Noire Combat Group may remove a Morale Token each turn they do at least one box of damage to an enemy Model.



ETHEREAL GUARD



Of all the Emirate Guards, the Patriarch's retinue is the largest, best-trained and best-equipped. Of the Patriarch's Guard, the Ethereal Guard are a cut above the rest. The men and women of the Ethereal Guard are fanatically devoted to the Patriarch himself. Soldiers in the Guard often engage in rituals to demonstrate their devotion to the Patriarch, including self-torture and self-mutilation. Members of the Ethereal Guard are taken from

their families at birth, almost always from the lowest of the low, and raised in isolated, Spartan accommodations. They are trained to fight practically from the moment they are old enough to walk.

Normally, the Ethereal Guard is permanently assigned to protect the capital, Strathclyde and the Ethereal Palace in particular. Most Patriarchs, Oliver Masao included, have had many enemies and they trust few to defend them. Every soldier in the Ethereal Guard is willing to sacrifice anything to protect their Patriarch, so they are the ideal choice.

The Ethereal Guard's devotion has made them particularly feared in battle. While the Légion Noire has a reputation for being merciless and destructive, when the Ethereal Guard takes to the field against an enemy of the Patriarch, they are merciless and destructive. They have absolutely no compunction about slaughtering innocents to root out and destroy threats to their master and many bear multiple scars from the dangerous situations they gladly threw themselves into to demonstrate their loyalty.

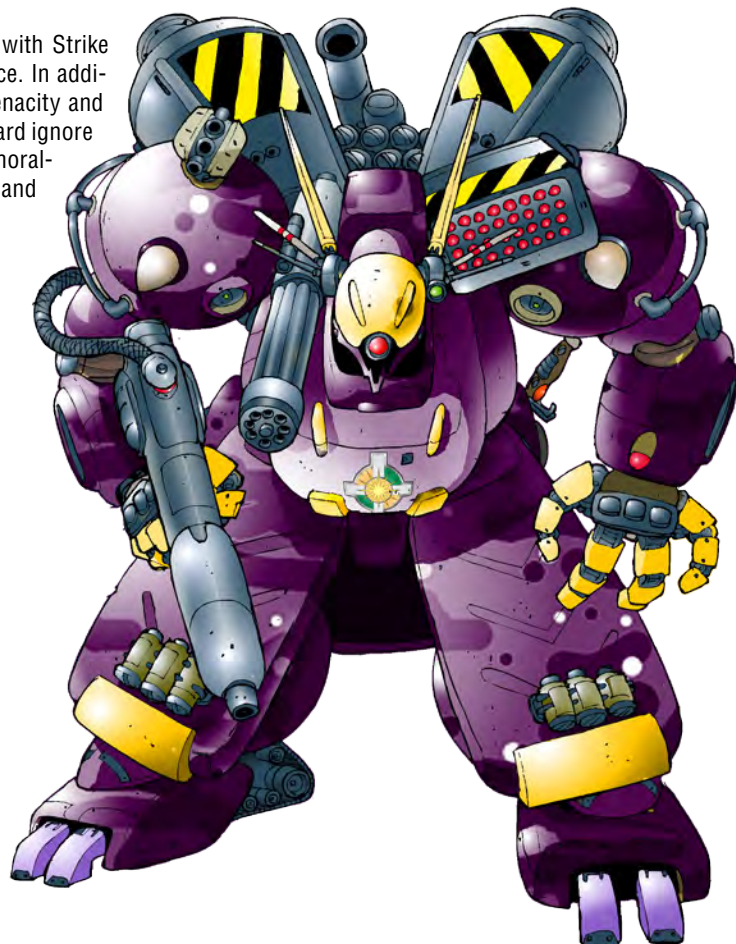
Faced with the failure of his other forces to contain and exterminate the Free Emirate rebels in Basal and Okavango, Masao has deployed several centuries of the Ethereal Guard to attempt to kill Emir Shirow once and for all.

Color Scheme:

The Ethereal Guard paint their units in the purple and gold that symbolize the Patriarchy of the ESE. They even keep this pattern in the field, preferring to let their enemies know who it is they fight, so as to spread fear before their advance.

Regimental Organization:

The Ethereal Guard is built as an ESE Regiment with Strike Squad as the Honor Guard and AST as the Alliance. In addition, the Ethereal Guard are renowned for their tenacity and fanaticism. If playing with Morale, the Ethereal Guard ignore all morale and may never become broken or demoralized. This costs an additional +10 TV per Model and must be bought for every Model in the force.



REGIMENTS OF NOTE



THE SPECIAL INTERVENTION UNIT



During the War of the Alliance, MILICIA Commandant Aristide Lazarus became convinced that the MILICIA needed its own special forces unit, so that MILICIA units would not have to rely on the Légion Noire for special operations. The

move faced considerable opposition from the Légion and the Southern Republic Intelligence Directorate (SRID) until Lord Protector Jaques Molay stepped in to support Commandant Lazarus. Unlike the other Southern intelligence and special forces units, the SIU recruits from a wide variety of sources, from underground Badlands Duellists to orphaned children. All soldiers assigned to the SIU are referred to as “agents”. Lazarus personally designed the regiment’s training methods, which stress personal responsibility and honor over blindly following orders and many of his agents are personally loyal to him.

The SIU is officially organized as a Gear regiment on paper, but its actual organization is much more fluid. Personnel are transferred between mission teams as necessary. Most agents are trained in multiple specialties and are very independent-minded. Missions assigned to the SIU have a high success rate, but also frequently a high body count, particularly among allied troops that aren’t quite as elite as the agents they operate with.

SIU teams are deployed across Terra Nova, mostly in trouble spots in the South and Badlands. Seeking to escape from Molay’s influence, Lazarus has been cultivating ties with Kenichi Tanaka, Lord Chancellor of the ESE. Several SIU teams have been covertly deployed to Okavango and Basal to secretly aid the Free Emirates in their rebellion.

Color Scheme:

The SIU has no fixed color scheme. When in the field, SIU vehicles use standard camouflage patterns or radar-absorbent black paint. Each agent is given some leeway for personalization. Common forms of personalization are names painted on or colored shoulder plates.

Regimental Organization:

The SIU is built as a standard MILICIA Regiment. All Combat Groups may be upgraded to Veterans, but no MP or Tank cadres may be taken. In addition, the SIU may never use the Fresh Meat, Convicts or Limited Resources rules (even if some of the pilots are technically criminals). Any Model without the Stealth Perk may add it at level 2 for +5 TV.



THE SILVER VIPERS



The 49th MILICIA Gear regiment was formed in the wake of the War of the Alliance from two shattered regiments that cleared a bloody swath to ensure the Southern forces could reach Baja. They kept the nickname of the Silver Vipers regiment, but were forced sit out most of the remainder of the War and replace most of the Desert Vipers that gave said regiment its nickname with their now-signature Black Mambas.

After the war, the valiant deeds of the regiment continued, as they hunted down rogue pockets of CEF resistance and aided in many reconstruction efforts in their off-duty hours. In turn, these efforts have led to the 49th Silver Vipers continuing to have access to the best equipment thanks to their excellent reputation. Many other Regiments have attempted to “borrow” the Silver Vipers’ equipment and vehicles, leading to the Vipers jealously guarding the items they worked so hard to obtain. The Vipers are known to be pranksters, propagating long running “feuds” against various regiments as a humorous battle of wits. Those that manage to get away with “borrowing” equipment often find themselves on the receiving end of pranks and booby traps that are anything but funny to their victims. The attitude taken by many Viper old-timers has members of other Regiments to think of the Vipers as arrogant and escalated the prank wars to “bring the bastards down a notch.” So far, the efforts have been unsuccessful.

The “Silver 49th” are currently stationed in Javari in the ESE and have seen a great deal of combat against the rebels. While they have suffered no defeats to date, they are experiencing a high attrition rate. They do get enough new recruits to fill the ranks, but their inexperience and short life spans has led to a social stratification amongst the regiment as old-timers refuse to recognize any new recruit as a full member unless they have survived at least two combat missions. Veterans are seen as having a “holier than thou” attitude by the recruits and the recruits are seen as nothing more than barnabies for the slaughter by the veterans. Those that do survive are treated to a drunken revel as a form of initiation rite and those that do not are no longer given service by the Regiment. Honor Duels within the regiment are also becoming increasingly common and some fear the Vipers may tear themselves apart if things continue.

Color Scheme:

The Vipers wear intricate silver scale paintjobs with viper heads carefully painted on their Gear “helmets” for parade duty. In the field, the Viper head remains, but the rest of the vehicle is done in standard camouflage for their mission (currently Jungle camo) with a red 49 on one shoulder and the symbol of their current station or city-state on their left hip plate. The Viper head design is unique for each Cadre, however certain “aces” often have their own designs.

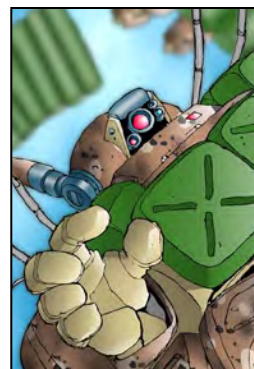
Regimental Organization:

The Silver Vipers are built as a MILICIA army with the following exceptions. At least one quarter of the Models in your force must be Fresh Meat, up to one third of the Models in your force may be Veterans, even if this exceeds the normal maximum. This is on a per-Model basis so Veteran Models may share the same Combat Group as Fresh Meat and non Veterans. The Silver Vipers may use the Well Funded rule from the SRA list on page 104 in addition to their normal Limited Resources rule, but never take Convicts or MP Squads.

THE SKYHAWKS



The 99th SRA Gear Regiment, the Skyhawks, is one of the premiere units of the 2nd Airborne legion. Their enthusiasm has earned them many nicknames from “the angels of heaven” to “those crazy flying bastards.” The Skyhawks generally take it all in stride as their proud history more than makes up for anything anyone says about them. During the St. Vincent’s War, the Skyhawks landed in the City State of Mainz during the dead of night and caused a great deal of destruction, sneaking away before the Northern Militaries could respond.



Since then, the Skyhawks have had the unusual privilege of participating in nearly every major action fought by the South. Their rapid deployment and heavy armament makes them very tough customers, although like all Units in the War of the Alliance, they were badly outgunned by the CEF forces, causing them to lose over two full companies to GREs during a failed raid. A short time later, the Skyhawks performed a daring nighttime HALO (High-Altitude, Low Opening) drop on the same CEF detachment and thoroughly crushed the encamped CEF forces. Since then, members of the SRA often refer to HALO operations as Skyhawk drops and the Skyhawks maintain a drill team to instruct other regiments in Skyhawk Drop Tactics.

Color Scheme:

The Skyhawks have three main Camo schemes: a Desert camo consisting of tan with blue-white striping, a Woodland Camo which is similar but in greens and an Aerial Drop white and blue camo to ensure they do not get shot down before landing. A dark grey with bright red trim dress scheme is used by the drill team and on parade duty.

Regimental Organization:

The Skyhawks are built as a SRA army but may take Paratroop Cadres as Core. At least half of the Combat Groups in the army must be fully Airdroppable Gear cadres and any Combat Groups that are not fully Airdroppable may not be Veterans.



THE APES



The 82nd MILICIA Cavalry Regiment got its unfortunate nickname from an incident involving a road giving out and a few members being covered in the fine mocha-colored fibers of local Johar grass. Unfortunately for Commandant Jorge Rodriguez, this is one of the most memorable actions undertaken by his men.

Rodriguez was exposed to combined arms tactics while a liaison officer during the War of the Alliance. Specifically, he was repeatedly awed by the Northern 18th Armored Divisions capability of taking objectives his Southern Republic Army training dictated were impossible. In complete contrast to the Republican Army's weighting of regiments to favor one type of Unit and lack of interoperability even within each "force opérationnelle," Northern interworking of multiple types of units from multiple regiments gave flexibility and offensive capability unheard of to the young officer... or anyone in the Republican Army.

This was extremely evident to Rodriguez shortly after his promotion to Commandant shortly after the war. He tried pushing for the SRA to adopt the combined arms approach on a level even the Northerners had not gone to but the drastic nature of his changes meant he was often rebuked. In TN 1922, his frustrations got the better of him during a heated debate and the resulting court marshal for public slander left him with two choices: a dishonorable discharge or joining the MILICIA.

Commandant Rodriguez joined the MILICIA in TN 1923 and was put in charge of a newly formed armored company meant to help bolster the MILICIA's lack of armored might. Needless to say, MILICIA command and quartermasters were displeased with his requests for nonstandard equipment met with great resistance. Eventually, his persistence payed off and he did receive the types of equipment he requested, even if it wasn't the most up to date. The 82nd so far has been kept out of any major actions, however in training exercises against other MILICIA Units, the 82nd has repeatedly done well and other commanders are seeing the worth of integrated combined arms and are outfitting their regiments similarly, although they have not integrated Cadres to Rodriguez's level. Indeed, Rodriguez has indeed found the future of the MILICIA and Southern tactics, but it remains to be seen if he will be credited.

Color Scheme:

The Apes use standard MILICIA camo schemes appropriate for their mission and will often paint ape or monkey images on their vehicles.

Regimental Organization:

The Apes are Built as a standard MILICIA army with the following exceptions. Any Tank Cadre or General Purpose Gear Cadre may add an Infantry Escouade mounted in a Caiman for +40 TV. This Escouade may be given any upgrades allowed to an Infantry Escouade in the Infantry Platoon listing, including Veteran options if available. Gears may also be bought for Tank Cadres that contain Visigoths. Any Infantry Platoon may attach up to two Jägers for +40 TV each with Attack and Defence Skills at Level 2 and Electronic Warfare at Level 1.



LES ÉTRANGERS



The Southern Republic Intelligence Directorate Black Ops Regiment officially does not exist and receives its funding and salaries through a special discretionary fund. Its members have had their histories wiped clean and their identities erased. Les Étrangers (The Strangers), as they are known, have no official record anywhere, and known only to high ranking SRID members and Lord Protector Jaques Molay. Some of the SRID members in on the secret suspect that Molay has been using them for operations that even Prime Minister

deRouen doesn't know about. Les Étrangers were created when Molay, then a high ranking SRID agent, recruited France-Marie Lijond to command an elite unit. Lijond has remained fanatically loyal to Molay and while he knows the regiment is Molay's personal tool, he is under the belief that Molay has the best interests of the South at heart.

The regiment contains a number of Cadres devoted to impersonating other factions, including mercenaries and Northern regiments. Les Étrangers have participated in many actions against Northern Units near Zagazig, infiltration operations and in dealing with Southern "rebels." The fact that some of these operations were aimed at Molay's personal enemies or conducted with Northern Gears shortly before evidence of Northern aggression was made public by the Lord Protector's office is not lost on the members of the regiment, but as they no longer exist to anyone other than the regiment, the fear of being permanently disappeared if they speak up is great. Lately, the 33rd Northern Guard gear regiment seems to be frequently intercepting their covert operations in the Badlands, leading some to think their cover has been blown.

Color Scheme:

Les Étrangers use whatever camo or colors are appropriate for the mission and do not use any identifying marks unless the mission calls for it.

Regimental Organization:

Les Étrangers are built as a standard SRA army, Mercenary Badlander force (page 148) or Northern Guard army (page 54). Forces may not be combined between the types and only Gear Models may be taken, however up to half the Combat groups in the Army may be Veteran, regardless of the Priority Level of your force.

If building as a Mercenary or Northern Force, you may not use any special rules from that Army, as Les Étrangers always follow SRA army rules, regardless of what force they are pretending to be. While this does mean that those two options lose "Well Funded," all other special SRA rules remain the same.



Lord Protector Jaques Molay



SHIELDS OF FREEDOM

PEACE RIVER



Nowhere else on Terra Nova will you find a city-state quite like Peace River, a symbol of pride for the whole of the Badlands. The city is built into the side of a large mesa and protected by 350 meter tall defense shutters that can close in a matter of minutes to repelling even the worst Badlands Tempests and, incidentally, bombardment from anything short of an orbital nuclear strike. To further this image of strength and power, the city is topped by a mighty airfield whose runways form a peace sign. Towering over the airfield and the rest of the city are the executive offices, the original oasis tower purchased by the city's founder, Ebert Paxton. The whole city is a massive symbol of Paxton's military, monetary and emotional power.

The city itself is run as a branch of Paxton Arms and the CEO of Paxton Arms is also the ruler of the city. Residents are divided into one of three castes - Executive, Management and Worker - based on their role in the company. This system has been widely criticized, and while reforms are being made to bring things closer to the original vision of Ebert Paxton, riots over worker's rights are a regular occurrence. The Peace Officers Corps (POC) and Paxton Security (PaxSec) have been known to use extreme methods to control riots, motivated at least partly by fears of terrorists using these riots as cover for more malicious, destructive activity against Peace River or Paxton Arms. In stark contrast, the military arm of Paxton, the Peace River Defense Force, stands as the guardians of freedom for all those within Paxton's voluntarily-established Protectorate.

THE HISTORY OF THE PEACE RIVER DEFENSE FORCE



The Paxton Mining conglomerate was founded by a young Mekongese man by the name of Ebert Paxton. Unable to compete in the ruthless Mekong marketplace, Paxton moved to the Badlands to discover new opportunities. In TN 1595, after his surveys discovered iron and bauxite ore in the mesas east of the Pacifica mountain range, Paxton used his life saving to purchase an oasis tower near on of these mesas and reamed it Peace River. The proximity of this oasis tower to the Alpha maglev line and the ore made Paxton Mining profitable relatively quickly



In the early TN 1700s Paxton Mining began a process of diversification, beginning with the manufacture of mining equipment and light desert vehicles. While this was not very successful at first, the focus on diversification continued, and in the wake of the St. Vincent's War proved to be a huge boon for the company. When the war ended in TN 1729, Paxton was in a unique position to supply goods and services to the Polar Leagues who had lost a great deal of their manufacturing capabilities. Both sides were afraid the other would rebuild first and were intent on purchasing weaponry with which to defend themselves. Paxton complied and while it was criticized heavily for focusing on arms production in the wake of a war that had devastated all of Terra Nova, Paxton products were of high quality and became planet-wide standards as of TN 1750, when Paxton Mining officially became Paxton Arms.

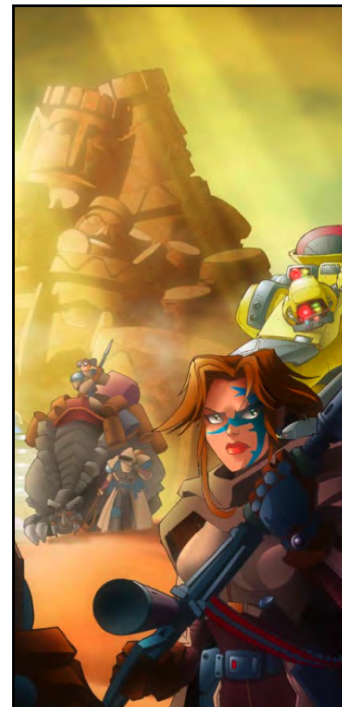
While Paxton Arms was the de facto arms supplier for the planet, their entry into Gear production was delayed enormously. Primary historical sources from the era suggest that while the Hunter and Jäger were featured prominently in the St Vincent's War, Paxton's Research and Development division had a very difficult time reproducing the Optical Neural Net technology required for the vehicle to operate. Furthermore, Paxton documents indicate that both the CNCS and the AST pressured Paxton Arms to delay production, either due to fears the always-neutral company would sell to militias and criminals, or simply to cement their own hold on Gear manufacturing. By the time the first Warrior rolled off the production line in 1802, Territorial Arms and Northco had all but cornered the Gear market.



WAR APPROACHES

By TN 1850, communities surrounding Peace River had become integral to the survival of the city and of Paxton Arms. As Rover raids and hostilities between the polar factions increased, it was clear to Paxton Arms that their supply and workforce needed protection. The Paxton Protectorate came into being that very cycle and communities, caravans and other necessary interests were soon being defended by Peace Officers in Paxton Gears. This was not only to secure and protect the land and people Paxton depended on, but to serve as a working advertisement for the Gears Paxton produced. Unfortunately, not all Badlanders were pleased with this. Those outside the protected area often complained of being left out, while others within the protected zone felt stifled by protection they did not ask for. Paxton Arms responded by stating simply that it was to protect supplies and those who produced said supplies, but the statement did little to assuage these complaints.

As the turn of the Century grew closer and the Judas Syndrome became widespread, Paxton's position as protector of nearby communities and as arms supplier to superpowers who were preparing to go to war in the very area Paxton Arms protected began to clash. While low level conflict between the Poles was subtly encouraged as it improved sales, all-out warfare would be disastrous for all involved. Not only would the company suffer, but many residents had families outside the city or even outside the Protectorate and even if the city could house them all, it could not withstand any real warfare. The defensive capabilities of the city itself were rapidly improved and by 1913, Paxton was ready to send envoys to both Polar Superpowers to try and negotiate a diplomatic solution. However, before Paxton could put this plan into action, Earth's Colonial Expeditionary Force (CEF) had begun their assault.





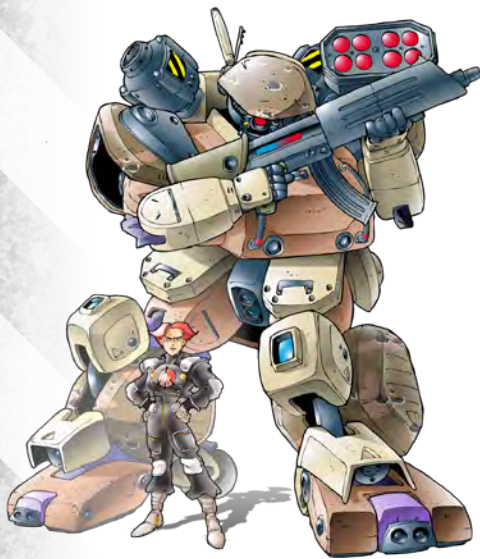
WAR OF THE ALLIANCE [WotA]

When the intentions of the CEF became apparent, Paxton Arms and Peace River almost immediately declared themselves neutral. The majority of the Terra Novan Governments expressed their outrage at such an act, calling the Company and even the inhabitants of the city traitors. Unbeknownst to the rest of Terra Nova and especially the invading CEF, Paxton was not neutral, but simply buying time. Secretly funneling arms to Badlands resistance fighters, Paxton built up a network of cells of people willing to fight to protect their homelands.

After three cycles of war, Paxton had built up a large enough network and enough weapons and Gears to outfit a full-fledged fighting force. Dubbed the Peace River Army, this motley collection of civilian Badlanders, Rovers, freedom fighters, mercenaries and even children entered the war in TN 1916, creating a third front for the already-embattled CEF. While they did not have the strength of any Polar army, the PRA managed to disrupt the CEF's operations using guerilla tactics and local knowledge, thus allowing the Polar Nations to regroup for a joint offensive. The Peace River Army's contribution to the war is often cited as the point of no return for the CEF, leading to their defeat in TN 1918. Thus began a new era for Paxton.

A NEW DIRECTION

Gerald Simosa was elected as CEO of Paxton Arms in late TN 1918, as the war was dying down and terms of surrender were being hashed out. As a manager during the war, he was a major player in both setting up and outfitting the PRA, and he held a great respect for the average citizen and Badlander. Simosa felt very badly about Paxton Arms' role on Terra Nova and he started working towards social changes within Peace River immediately upon assuming the position of CEO. Under Simosa, the Paxton Protectorate was expanded and those PRA soldiers who wished to stay were forged into the core of the Peace River Defense Force (PRDF).



The PRDF was charged with the protection of all those within the expanded boundaries of the Protectorate, as well as helping rebuild communities hurt by the war. While Peace River and Paxton Arms made no claims regarding the land, resources or people within the Protectorate, Paxton Arms openly stated that all Badlanders deserve to live freely, safe from Rovers or polar imperialism. Many of the complaints regarding the old Protectorate remained true for the new Protectorate, and the enlarged area proved very difficult to patrol effectively. That said, the PRDF's roster of volunteers from throughout the Protectorate helped assuage the concerns of many Badlanders, who remained grateful for any help they received and remembered Paxton Arms' actions during the War. This has not silenced their detractors, however, and the Protectorate and Paxton Arms' policies remain a topic of fierce debate even in the most civil circles. Not all of Paxton Arms' enemies are willing to be civil. The Peace River branch of the Badlands Revolutionary Front (BRF) is a group of terrorists who believe that Paxton's caste system is absolutely wrong and that Paxton oppresses and exploits the worker caste. Simosa's efforts to correct these injustices are mere platitudes in the eyes of the Paxton BRF, and they make their discontent known through a campaign of bombing, assassination, and urban terrorism.

THE PROTECTORATE DEFENSE PLAN

While Paxton had always manufactured many products with peaceful applications, the conflict between their development into a miniature League and their primary business as independent arms supplier proved increasingly troubling in the wake of the War. A large part of the Badlands had become vital to Paxton's business, and their customers were bent on carving off vast chunks of it for their own use.

In TN 1925, Paxton started implementing the Protectorate Defense Plan. The plan was ostensibly a way to increase the effectiveness and capabilities of the PRDF to better combat polar forces, but there continues to be much speculation of a hidden agenda. Badlanders living in or near the Protectorate have always been suspicious of anything that gives Paxton more control over their lives. The Protectorate Defense Plan called for drastic changes to the PRDF, and under its broad umbrella, the PRDF's ranks grew and new equipment and technologies were developed. The Defense Plan also took steps to protect Paxton's Achilles heel, its complete reliance on the city-state of Peace River, by spreading manufacturing, research and development, and command/executive assets throughout the Protectorate.



PROJECT TALON

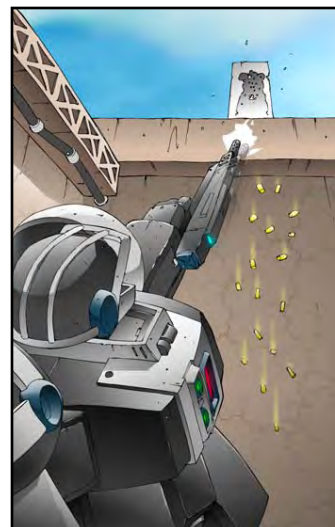
The significance of the CEF's superior technology was not lost on Paxton Arms. Even before they abandoned their neutrality, Paxton operatives across the planet were working to acquire samples of CEF technology. By the end of the War of the Alliance, Paxton's ongoing secret effort to retrieve, reverse-engineer, and duplicate the capabilities of CEF technology had acquired a name: Project Talon. Much of the technology developed by Project Talon was ultimately put into production in vehicles developed for the PDP. But Project Talon and Paxton Arms Skunkworks have developed two full vehicles themselves, the Black Wind stealth hopper and the Shinobi stealth Gear, as well as numerous prototypes. To preserve secrecy, official documents refer to Project Talon only as "The Elite Program."



THE PRDF TODAY

The PRDF still is a very small force by TN standards. Peace River and the entire Paxton Protectorate have less total population than any polar League. As a result, manpower constraints are extremely tight. The PRDF remains an entirely volunteer force and maintains a high level of training and discipline, backed up by the best equipment manufactured by Paxton Arms. While the PRDF does get Paxton equipment at cost, budget constraints still exist, and not all Regiments have been upgraded with the new vehicles developed by the PDP. There is hope, however, that a secret deal with rebel Eastern Sun Emirates Emir Nigel Shirow to sell older Warrior gears to the ESE rebels he leads will bring in the funds needed to upgrade all regiments.

Due to the small numbers of personnel and large area covered, the PRDF vehicles are designed for long patrols and independent operation. While this does mean a great deal of redundancy within vehicles, it allows for greater effectiveness with smaller numbers of troops against Rovers, PAK forces and Polar insurgents. In addition, Paxton's expertise in air vehicles and the large central airfield have allowed for a greater number of airdroppable vehicles and rapid response teams, allowing the PRDF to project its forces where needed quickly and efficiently.



PEACE RIVER DEFENSE FORCE

PRDF Logo, worn by all pilots and variants of which are in all regimental Logos and vehicles.



PEACE OFFICER CORPS

Peace River Logo. Used by the Peace Officers Corps (POC) and the city. All POC Vehicles display this logo prominently.



COMMAND STRUCTURE

PRDF RANK STRUCTURE	EQUIVALENT RANK
Senior Military Officer	General
Brigade Commander	Colonel
Regimental Commander	Commander
Company Commander	Captain
Section Commander	Lieutenant
Squad/Crew Commander	Master
Gear Pilot/Team Leader	Specialist
Team Member	Trooper





PRDF EQUIPMENT

While the polar Leagues have a great advantage in Gear and Strider technology, the Paxton Protectorate Defense Plan has allowed the once-laggard Paxton vehicular divisions to catch up and even excel in areas the polar armies do not focus on. This, combined with Paxton's distinct edge in arms manufacturing, has given the PRDF the beginnings of a viable force with which to carry out their assigned duties.



WARRIOR

The first Warrior rolled off Paxton Arms production lines in TN 1802. Based very much on the Hunter, the Warrior fulfills much of the same role, although the Mk2 and 3 (still designated Warrior) have added an ECM suite. Like all Paxton Vehicles, it is generally more comfortable for the pilots and capable of longer patrols. Despite this, the Warrior has only seen major use in the PRDF, Badlands militias and in some Emirate forces, as the polar militaries prefer to use their home-built models.



WARRIOR IV

The Warrior IV was introduced in TN 1922 and has yet to see action in any major conflict, but has served well with the PRDF against Rovers and during border skirmishes. It is able to reach speeds nearing that of a Cheetah, capable of being airdropped without modifications and has an advanced fire control system. The only major downside is in its handling, which has not improved over the ancient machine it was designed to replace. The Warrior IV is slowly being turned into the mainline unit for the PRDF, but has not yet managed to displace Warriors from the PRDF's General Purpose Squads.



SKIRMISHER

The Skirmisher long-range patrol and harassment Gear was the result of the Protectorate Defense Plan's call to replace all polar vehicles with Paxton-produced models. It is more heavily-armored than a Cheetah, but capable of almost matching it for speed. Standard airdrop capability and a variety of equipment options further its role as multi-role long-range patrol vehicle. It has not been in service long, but PRDF Regiments are clamoring for as many as they can get, welcoming a vehicle designed specifically for the missions they are routinely tasked with.



CRUSADER IV

The Crusader was introduced as an alternative to the polar Grizzly and Cobra early in the TN 1800s to very poor reviews and even worse sales. Over the next few decades, Paxton Arms reworked the Crusader until a more functional vehicle was created. The Crusader IV was much better than its predecessors and was even used by some desperate polar forces in the War of the Alliance. Its extreme vulnerability to particle accelerators and electrical weapons gave it a bad reputation, and only the PRDF and some Badlanders now use the Crusader. Paxton Arms is currently working on a Mk V, but progress is slow and problems with the design have lead some to think the Crusader chassis is simply cursed. If the prototype is not ready by Summer TN 1934, the PRDF will most likely look at using the new Cataphract instead and phase out the Crusader entirely.

POLAR VEHICLES

When the Paxton Protectorate was first formed, Paxton Arms was only producing the Warrior and the Pit Bull, leading to the purchase of various Polar Gears to fill needed roles. While the Protectorate Defense Plan is slowly phasing out these gears, there are a number of Regiments within the PRDF that still make use of them.



PIT BULL

Much like the Warrior on which it is based, the Pit Bull has undergone many revisions. It was first produced in the TN 1870s as a police Gear for the Peace Officer Corps (POC). It has sold much better than the Warrior thanks to its low cost, distinctive role and appearance, and great service record. Many Badlanders that fought in the War of the Alliance remember being saved from advancing GREs by the timely arrival of a unit of Pit Bulls. Police forces around the globe have bought the vehicle and they are frequently found in the hands of Badland Militias, Rovers, and even small town marshals.



SHINOBI

Built on the basic Skirmisher chassis, the Shinobi Stealth Gear is one of the secret results of Project Talon. Aided by captured CEF electronics and Paxton's knowledge of weaponry and covert operations, the Shinobi is an excellent light stealth Gear. Clear directives on mission and other objectives meant that development of the Shinobi was relatively painless except for the naming process. Several large committees spent many hours deliberating the name for the new design. Shinobi was chosen only after Colonel Altorius vetoed the development team's preferred name of "Ninja." The Shinobi functions as a deniable asset and commando vehicle, and carries many of the same options as its conventional cousin.



HOPLITE

The Hoplite APC is based on the Mastiff Police APC also made by Paxton. It carries two squads of infantry, its armament outranges most APC weaponry and is optimized for anti-Rover work. The Hippeis variant is used in a more traditional support role. It carries a mortar in place of the troop transport and the standard weapons.



CATAPHRACT

The initial specification of the Protectorate Defense Plan called for a multi-role assault vehicle capable of dealing with both Hovertanks and Polar forces. Initial prototypes quickly confirmed that polar assault units like the Kodiak and King Cobra were specialized by nature, so the Cataphract development team took a different direction. Their work led to a massive Gear loaded with armor and a veritable panoply of weapons, including a hand-held "Doomsayer" railgun and a mortar. Its appearance resulted in the Gear being dubbed the Cataphract, after the heavy cavalry of Earth's Roman era. Many PRDF soldiers simply call it the "Monster," and polar intel has dubbed it a "Gearstrider." Field experience has expanded the Cataphract's official roles from assault to include fire-support and anti-armor.





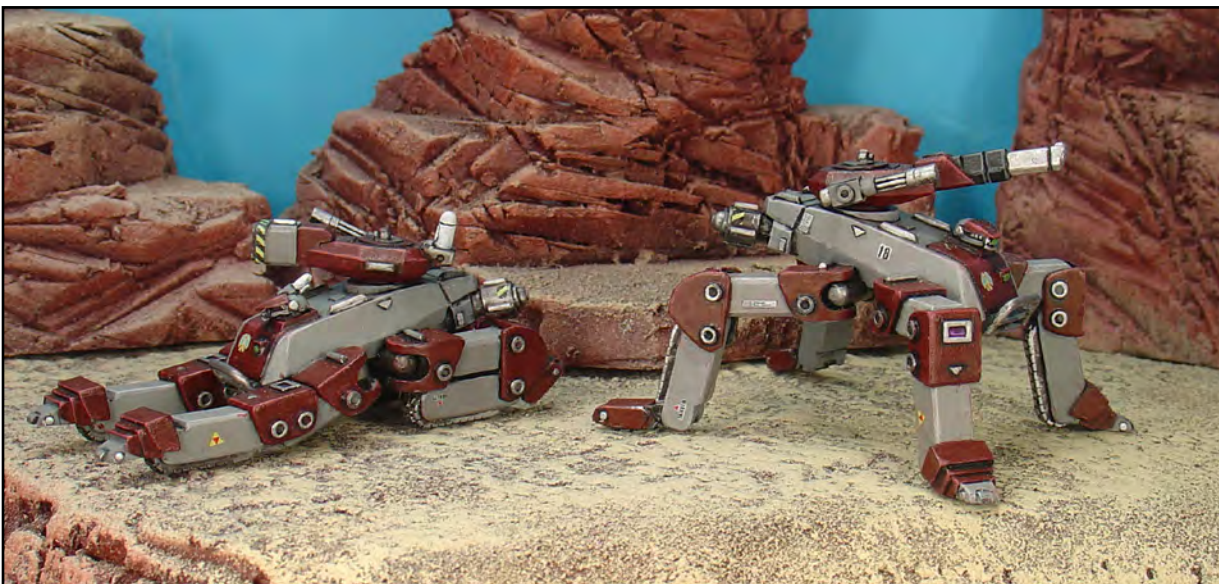
RED BULL MK.II

The original Red Bull was an artillery strider designed to get into difficult to reach areas. When the Protectorate Defense Plan was enacted the PRDF realized that it needed more direct offensive punch, but was discouraged by the expense of creating both conventional tanks and Striders. Instead, they decided to try a new type of unit partway between both types. Based on the original Red Bull chassis, the Red Bull II became Terra Nova's first Tankstrider. While not as well-armored as a main battle tank or as adaptable as a Strider, the Red Bull II has so far proven the concept's viability.



COYOTE

The Coyote Light Tankstrider was built from the ground up after the success of the Red Bull II. Not limited by being built on an old chassis, the Coyote is a more daring exploration of the middle ground between Striders and tanks. It is not quite as effective as either a light tank or a small Strider in their preferred roles, but is slightly more flexible than either. The basic armament includes a Paxton P-99 "Doomsayer" light railgun which is more than capable of taking out lighter vehicles and gives it a good range advantage over most Striders, Gears, and even some tanks.





PRDF AND POC FIELD GUIDE

The Peace River Defense Force is an entirely volunteer army. The average soldier undergoes more rigorous training and exercises than any other basic soldier on the planet. They are expected to act as emissaries of the ideals of the Paxton Protectorate and defenders of justice, though some pressure from the Executive caste for them to become walking advertisements for Paxton Arms itself remains. Even when those they protect do not care for their services, the PRDF is expected to serve with stoicism and pride. Even when the weight of responsibility and the grief caused from failing the people they were meant to protect overwhelms them, they must not waver. This multifaceted responsibility makes service in the PRDF a hard career, but many still volunteer to join. Even if some Badlanders do not like the PRDF, almost all respect them. As war threatens to ravage the planet, the men and women of the PRDF may be the closest thing Badlanders have to heroes, but this heroism may come at the price of their treasured liberty.

PRDF AND POC SPECIAL RULES

DEEDS, NOT WORDS

All Badlanders know that the "Honor" spoken of by polar citizens is nothing more than a mask to hide behind when acting selfishly or committing atrocities. To Badlanders, actions speak louder than words and this feeling has become the motto and focus of the PRDF. As such, if playing with Morale, all Paxton Combat Groups, except Leagueless Groups, have their Broken Threshold increased by 1. In addition, they always roll Leadership to determine if they receive Morale Tokens.

ADVANCED SMALL UNIT TACTICS

To make up for their limited numbers, Paxton Units are trained in small unit tactics. As such, as long as half the Models within a given Combat Group are on the table and not destroyed, Models in the Combat Group are unaffected by Crossfire. Neither of these effects apply to Models in Leagueless Groups, who have not received this training.

THUNDER FROM THE SKY

The PRDF's Rapid Deployment Hopper Wings, provided by Paxton Arms to showcase their technology, allow its air assets to achieve unparalleled levels of responsiveness. A Paxton player may spend a CP (triggering a Comm event) and choose up to two of their Air Strikes. The chosen Air Strikes may arrive from any non-enemy table edge without the need for a Leadership Test.

COMMAND & SPECIAL UNITS

One Combat Group must be designated as the Army Command Squad. The Squad Leader becomes the Army Commander and must spend +30 TV to gain +1 to its Defense, EW and Ld skills. Infantry Army Commanders pay +20 TV to upgrade their Infantry Skill by one level.

GROWING PAINS

The PDP is still fairly new and various PRDF Units have yet to be outfitted with the new equipment and some, notably those in the Western Desert facing off against the Port Arthur Korps, choose to use polar equipment as the Crusader has proven vulnerable to Hovertank weaponry. Paxton Regiments may swap the following Models for those listed. Some may have conditions attached.

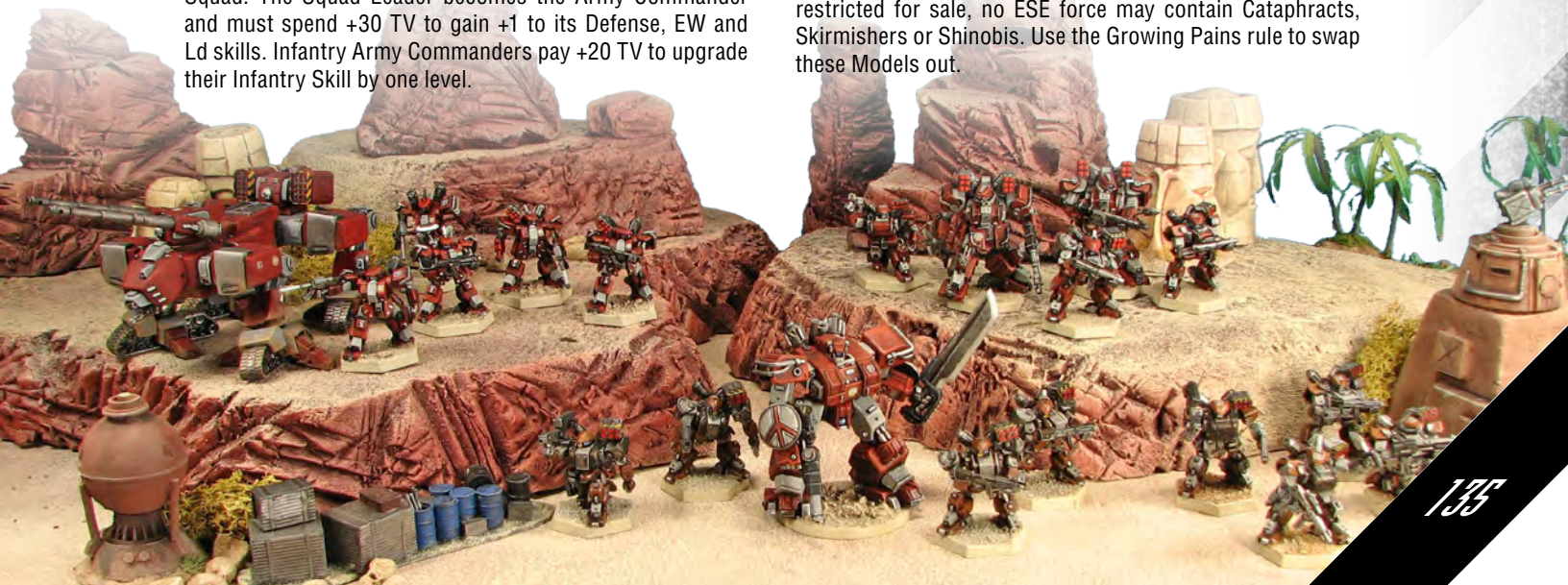
◆ Any Crusader IV may be swapped for a Grizzly at -5 TV per Model or a Spitting Cobra for -10 TV per Model. If this is done, all Crusader IV's in the regiment must also be swapped to either a Spitting Cobra or a Grizzly. Each Spitting Cobra may take one option allowed to any non-veteran Spitting Cobra in the Fire Support Cadre listing of Swords of Pride. Similarly any Grizzly may take one option allowed to any non-veteran Grizzly in the Fire Support Squad listing of Hammers of Faith.

◆ Any Skirmisher may be swapped for a Cheetah for +20 TV, a Ferret for -10TV or an Iguana for +15 TV per Model. One Ferret per CG may be upgraded to a Wild Ferret for -5 TV per Model. This is increased to two Ferrets per CG in a Veteran CG. Any Ferrets in a Veteran CG may be upgraded to Ferret MK IIs for +5 TV per Model. Any Model with a Pack Gun may upgrade it to a LAC (F, Reloads) for +5 TV per Model.

◆ Both the PRDF and the POC may take Standard Groups from the Leagueless list as a Specialist choice. The army must contain at least 50% PRDF or POC Combat Groups and the Army Commander must be in a PRDF or POC Combat Group.

ESE NOTE

Due to certain vehicles developed under the PDP being restricted for sale, no ESE force may contain Cataphracts, Skirmishers or Shinobis. Use the Growing Pains rule to swap these Models out.





GENERAL PURPOSE SQUAD

THREAT VALUE: 245



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Chieftain

Attack: 2

Defense: 2

Electronic Warfare: 2

Leadership: 2

4x Warrior

Attack: 2

Defense: 2

Electronic Warfare: 1

OVERVIEW

General Purpose Squads form the backbone of the PRDF. While it may not excel at any single role, this squad is effective in many differing roles. Planned upgrades to the Warrior IV have been slow, however the wide variety of standard equipment available to the Squad makes it far more formidable than Polar equivalents.

OPTIONS

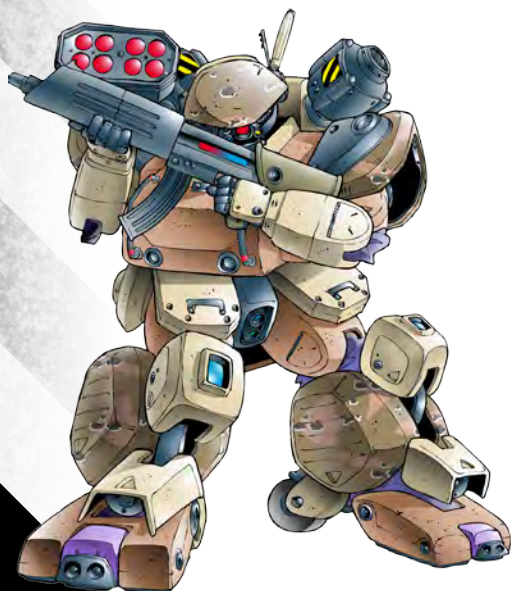
- ◆ Upgrade the Chieftain to a Chieftain IV for +30 TV.
- ◆ Swap the Chieftain for a Skirmisher for -5 TV.
- ◆ Up to two Warriors may be upgraded to Warrior IVs for +30 TV.
- ◆ Any member with the Electronic Warfare skill at 1 may upgrade it to 2 for +5 TV.
- ◆ Upgrade any LAC to a MAC (F, Reloads) for +5 TV.
- ◆ Add extra ammo to the APGL (remove limited ammo circles) for +5 TV.
- ◆ Add a LMG (F, no Reloads) to any member for +5 TV.
- ◆ Add Field Armor (an additional Sturdy Box) to any member for +10 TV.
- ◆ Add a Hunter-Killer drone to any member (max one drone per Model) for + 5 TV.

Up to two members may do one of the following:

- ◆ Swap their LAC for a FGC (F, Reloads) and lower HG ammo by 3 for HHGs (F, limited Ammo 3) for +5TV.
- ◆ Swap their LAC for a RFB (F, reloads) for +5 TV.

VETERAN OPTIONS

- ◆ Upgrade the Combat Group Leader's Leadership skill to Level 3 for +10 TV.
- ◆ Upgrade any Warrior to a Warrior IV for +30 TV.
- ◆ The Commander's Skirmisher may swap its LRP for a Satellite Uplink for +10 TV or ECCM (2) for +0 TV.
- ◆ Upgrade both Attack and Defense skills of any member to Level 3 for +10 TV.
- ◆ The limitation of two members upgrading weapons is increased to four members.



THREAT VALUE: 130

ANTI-ROVER SQUAD



CORE



AUXILIARY

OVERVIEW

Anti-Rover Squads are built mostly from Paxton Peace Officer Corps (POC) or Paxton Security Forces (PaxSec) and designed for independent Rover patrol, aiding local Badlands Marshals in keeping the peace. This consists primarily of light scouting and attacking "soft" targets. On larger operations, POC will occasionally gain access to unassigned PRDF squads to help weed out especially well-armed Rovers. If POC/PaxSec Anti-Rover Squads are in the area or currently unassigned when a PRDF force is deployed, they may be placed under command of the PRDF for a short time.

OPTIONS

- ◆ The Combat Group Leader's Pit Bull may be upgraded to a Skirmisher for +15 TV.
- ◆ Add one additional Pit Bull for +30 TV.
- ◆ Swap up to two Pit Bulls for Warriors for +15 TV each.
- ◆ Up to two members may swap their LAC for a FGC (F, Reloads) and add HGs (F, limited Ammo 3) for +5 TV each.
- ◆ Add a Hunter-Killer drone to any member (max one drone per Model) for + 5 TV.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Pit Bull

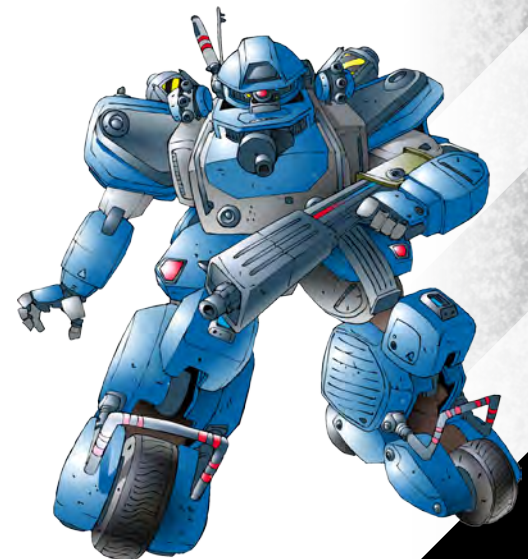
Attack: 2
Defense: 2
Electronic Warfare: 1
Leadership: 2

3x Pit Bull

Attack: 2
Defense: 2
Electronic Warfare: 1

VETERAN OPTIONS

- ◆ Upgrade both Attack and Defense skills of any member to Level 3 for +10 TV.
- ◆ Upgrade any member's Electronic Warfare to Level 2 for +5 TV.
- ◆ Up to two members may swap their LAC for a RFB (F, reloads) for +5 TV each.
- ◆ The Combat Group Leader's Skirmisher may swap its LRP for a Satellite Uplink for +10 TV or ECCM (2) for +0 TV.





PATROL SQUAD

THREAT VALUE: 260



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Skirmisher

Attack: 2

Defense: 2

Electronic Warfare: 2

Leadership: 2

4x Skirmisher

Attack: 2

Defense: 2

Electronic Warfare: 2

OVERVIEW

The Patrol Squad is, as the names suggests, designed as a long range patrol and reconnaissance Squad. Unlike most Polar equivalents, the Patrol Squad is also designed for airdropping, light to moderate skirmishing and does not contain many Target Designators unless the Regiment in question is "stuck" with the old stock of Polar Scout vehicles bought before the Protectorate Defense Plan was enacted.

OPTIONS

- ◆ Upgrade the Combat Group Leader's Skirmisher to a Chieftain IV for +35 TV.
- ◆ Upgrade up to two members' LRFs to LACs (F, Reloads) for +0 TV.
- ◆ Add a LMG (F, no Reloads) to any member +5 TV.
- ◆ Up to two Skirmishers may swap their LRP for ECCM 2 for +0 TV.
- ◆ One Skirmisher may swap its LRP for a Satellite Uplink for +10 TV.
- ◆ Up to two Skirmishers may add a Target Designator (2) for +5 TV.
- ◆ Add a Recon drone to any member (max one drone per Model) for +10 TV.
- ◆ Add a Hunter-Killer drone to any member (max one drone per Model) for +5 TV.



VETERAN OPTIONS

- ◆ Upgrade any member's Defense skill to Level 3 for +5 TV.
- ◆ Upgrade any member's EW skill to Level 3 +5 TV.
- ◆ Upgrade any LRF to a LAC (F, Reloads) for +0 TV.
- ◆ Upgrade any LAC to a MAC for +5 TV.

THREAT VALUE: 395

STRIKE SQUAD



ELITE



SPECIALIST

OVERVIEW

Like their Patrol counterparts, Paxton Strike Squads are built to be airdroppable, which limits their firepower compared to some Polar Strike Squads. When not needing to be "hot dropped," Paxton Strike Squads can feature much heavier firepower with the inclusion of the Crusader IV and the new Cataphract heavy assault Gear. This variety provides the PRDF with a previously unimagined ability to do assault and deep strike missions, much to the chagrin of Polar forces wishing to claim territory in the Badlands for themselves.

OPTIONS

- ◆ Upgrade both Attack and Defense skills of any member to Level 3 for +10 TV.
- ◆ Any Model that does not already have EW Skill at 2 may upgrade it to Level 2 for +5 TV.
- ◆ Up to two Warrior IVs may be swapped for Skirmishers for -30 TV.
- ◆ Any Warrior IV may be swapped for a Warrior for -30 TV.
- ◆ Upgrade one Warrior IV to Crusader IV for +0 TV.
- ◆ Upgrade one Crusader IV to a Cataphract for +25 TV.
- ◆ Upgrade any LAC to a MAC (F, Reloads) for +5 TV.
- ◆ Up to two members may swap their LAC for a FGC (F, Reloads) and lower HG ammo by 3 for HHGs (F, limited Ammo 3) for +5 TV.
- ◆ Upgrade any LAC to a RFB (F, Reloads) for +5 TV.
- ◆ Up to two LACs may be upgraded to MBZKs (F, no Reloads) for +10 TV.
- ◆ Add Field Armor (an additional Sturdy Box) to any member except the Cataphract or Crusader IV for +10 TV.
- ◆ Add extra ammo to the APGL (remove limited ammo circles) for +5 TV.
- ◆ Add a LMG (F, no Reloads) to any member for +5 TV.
- ◆ Any Crusader may also upgrade its HAC to a SC (F, no Reloads) or a MBZK (F, reloads) for +10 TV.
- ◆ Any Cataphract may swap its LRG for a HBZK (F, Reloads) for +5 TV.
- ◆ Any Cataphract may swap its MFM for an AGM launcher (F, no reloads) for +0 TV.
- ◆ Add a Hunter-Killer drone to any member (max one per Model) for + 5 TV.

VETERAN OPTIONS

- ◆ Upgrade any member's Electronic Warfare skill to Level 3 for +5 TV.
- ◆ Upgrade the Combat Group Leader's Leadership to Level 3 for +10 TV.
- ◆ The Combat Group Leader's Chieftain IV may be upgraded to a Cataphract Lord for +30TV.
- ◆ Two additional Warrior IVs may be upgraded to Crusader IVs for +15 TV.
- ◆ Any Cataphract may upgrade its MFM to an ATM (F, Limited Ammo 6) for +35 TV.
- ◆ One additional Crusader IV (max of two) may be upgraded to a Cataphract for +10 TV.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Chieftain IV

Attack: 2

Defense: 2

Electronic Warfare: 2

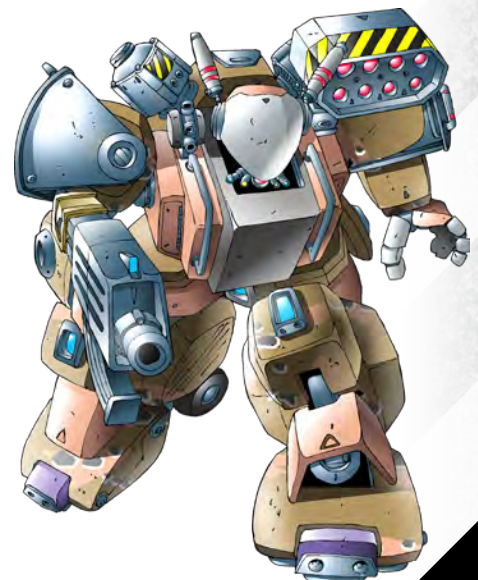
Leadership: 2

4x Warrior IV

Attack: 2

Defense: 2

Electronic Warfare: 1





SPECIALIST

AUXILIARY

FIRE SUPPORT SQUAD

THREAT VALUE: 305



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Chieftain

Attack: 2

Defense: 2

Electronic Warfare: 2

Leadership: 2

2x Warrior

Attack: 2

Defense: 2

Electronic Warfare: 1

2x Crusader IV

Attack: 2

Defense: 2

Electronic Warfare: 1

OVERVIEW

While the PRDF is primarily a mobile patrol force, there are occasions when truly heavy firepower is needed. In these cases, the Fire Support Squad is the absolute best choice for assured destruction. Due to the nature of the other squads available to the PRDF, the Fire Support Squad is used primarily for long and medium range bombardments, but can be used in a heavy assault role.

OPTIONS

- ◆ Upgrade any LAC to a MAC (F, Reloads) for +5 TV.
- ◆ Swap any Warrior for a Warrior IV for +30 TV.
- ◆ Upgrade one Warrior IV to a Crusader IV for +0 TV.
- ◆ Upgrade one Crusader IV to a Cataphract for +25TV.
- ◆ Up to two Crusader IVs may swap their HAC for a MBZK (F, Reloads) for + 10 TV.
- ◆ Upgrade the Combat Group Leader's Chieftain to a Chieftain IV for +30 TV.
- ◆ Up to two members may upgrade their LACs to RFBs (F, Reloads) for +5 TV.
- ◆ Any Cataphract may swap its MFM for an AGM launcher (F, no reloads) for no cost.
- ◆ Any Cataphract may swap its LRG for a VLFG (F, Reloads) for 0 TV.
- ◆ Add Field Armor (an additional Sturdy Box) to any member except Cataphracts and Crusader IVs for +10 TV.
- ◆ Add a Demolitions drone to any member (max one drone per Model) for +5 TV.
- ◆ Add a Hunter-Killer drone to any member (max one drone per Model) for +5 TV.

VETERAN OPTIONS

- ◆ Upgrade any member's Attack and Defense to Level 3 for +10 TV.
- ◆ An additional Warrior IV may be swapped for a Crusader IV for +15 TV.
- ◆ An additional Crusader IV may be swapped for a Cataphract for +10TV.
- ◆ Upgrade the leader's Chieftain to a Cataphract Lord for +30 TV.
- ◆ Any Cataphract may upgrade its MFM to an ATM (F, Limited Ammo 6) for +35 TV.



THREAT VALUE: 365

SPECIAL FORCES SQUAD



ELITE



SPECIALIST

OVERVIEW

Special Forces Squads normally make their home in Combined Task Force Regiments, but the unified command structure of the PRDF allows for the inclusion of special squads within normal Regiments when mission profiles demand it. Special Forces Squads are the elite of the elite in the PRDF, and carry on their shoulders the weight and expectations of the entire Paxton Protectorate. Capable of being airdropped, equipped entirely with Stealth technology, and given access to the secretive Shinobi Gear, Special Forces Squads are meant for pinpoint strikes and “plausible deniability” missions.

OPTIONS

- ◆ Upgrade any member's Attack and Defense to Level 3 for +10 TV.
- ◆ Upgrade up to two members' LRFs to LACs (F, Reloads) for +0TV.
- ◆ Up to two Skirmishers may swap their LRP for ECCM 2 for +0 TV.
- ◆ One Skirmisher may swap its LRP for a Satellite Uplink for +10 TV.
- ◆ Up to two Skirmishers may add a Target Designator (Rating 2) for +5 TV.
- ◆ Upgrade any Skirmisher to a Warrior IV for +30 TV.
- ◆ Upgrade any LAC to a MAC (F, Reloads) for +5 TV.
- ◆ Up to two members may swap their LAC for a FGC (F, Reloads) and lower HG ammo by 3 for HHGs (F, limited Ammo 3) for +5 TV .
- ◆ Upgrade any LAC to a RFB (F, Reloads) for +5 TV.
- ◆ Add Field Armor (an additional Sturdy Box) to any member for +10 TV.
- ◆ Add a Recon drone to any member (max one drone per Model) for +10 TV.
- ◆ Add a Hunter-Killer drone to any member (max one drone per Model) for +5 TV.
- ◆ Add Stealth (2) to any member that does not currently have Stealth for +5 TV.

SPECIAL RULES

At PL 4, the PRDF (not POC) may choose a single Veteran Special Forces Squad as an Elite Choice without using a Veteran slot. Sniper applies to weapons swapped for the Shinobi's LAC.

VETERAN OPTIONS

- ◆ Upgrade any member's Electronic Warfare skill to Level 3 +5 TV.
- ◆ Swap any Warrior IV to a Shinobi for +0 TV.
- ◆ Swap the Chieftain IV to a Shinobi for -5 TV.
- ◆ Swap the Combat Group Leaders' Shinobi's LRP for a Satellite Uplink for +20 TV.
- ◆ Up to two Shinobis may swap Sniper on their weapon for a Target Designator (Rating 2) for +0 TV.
- ◆ Swap any Shinobi's LAC for a LRF (F, Reloads) for +0 TV or a MAC for +5 TV. Sniper moves to the new weapon.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Chieftain IV

Attack: 2

Defense: 2

Electronic Warfare: 2

Leadership: 3

2x Warrior IV

Attack: 2

Defense: 2

Electronic Warfare: 2

2x Skirmisher

Attack: 2

Defense: 2

Electronic Warfare: 2





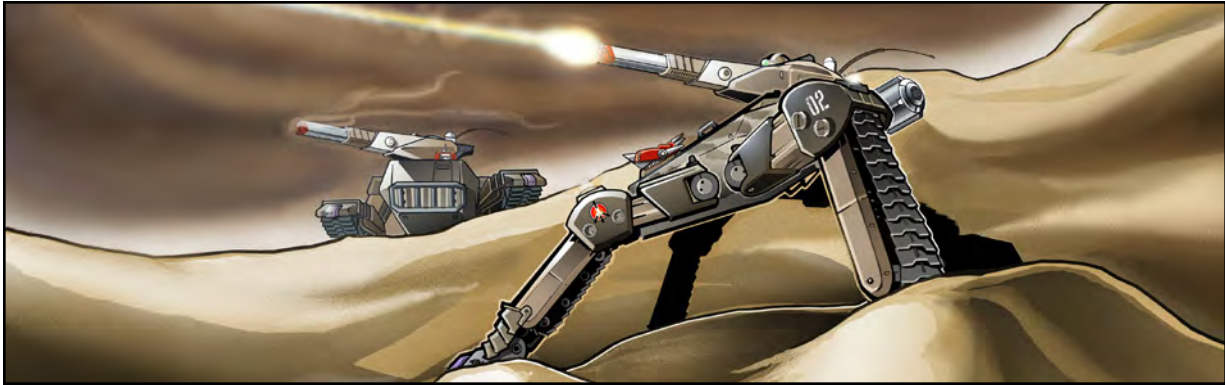
SPECIALIST



AUXILIARY

LIGHT TANKSTRIDER SQUAD

THREAT VALUE: 90



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Coyote

Attack: 2

Defense: 2

Electronic Warfare: 1

Leadership: 2

Additional Models

Attack: 2

Defense: 2

Electronic Warfare: 1

OVERVIEW

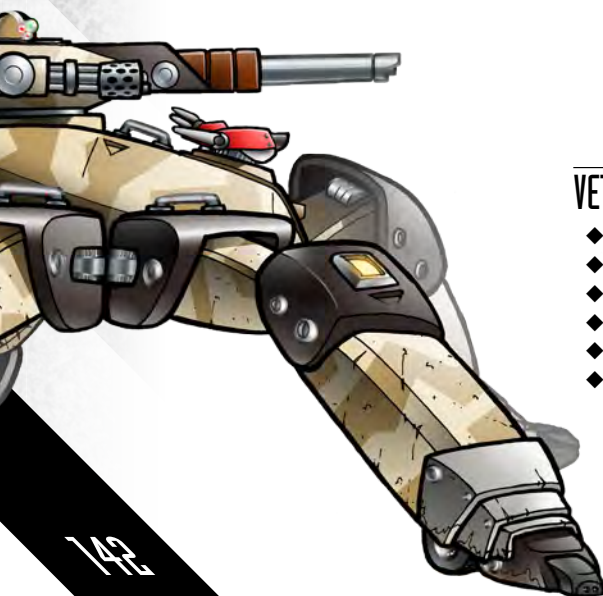
Light Tankstrider Squads are used in much the same way as light tank squads or basic strider squads, but like many PRDF groups, they are designed for longer patrols and to fill multiple roles. Able to cross terrain unheard of by most light tanks and packing weaponry close to and in some cases exceeding polar light tanks, Light Tankstrider Squads provide a very mobile support option.

OPTIONS

- ◆ Add up to two additional Coyotes for +80 TV each.
- ◆ Upgrade the Combat Group Leader's Coyote for a Wild Coyote for +10 TV.
- ◆ Up to one Coyote may swap its LRG for an AGM launcher (T, limited ammo 6) for +10 TV.
- ◆ Add up to two Warriors as escort for +45 TV each.
- ◆ Any Warrior may upgrade their LAC to a MAC for +5 TV.
- ◆ Add a Hunter-Killer drone to any Coyote (max one drone per Model) for + 5 TV.
- ◆ Add a Recon drone to any Coyote (max one drone per Model) for + 10 TV.
- ◆ Upgrade any member's Electronic Warfare skill to Level 2 for +10 TV for a Coyote or +5 for a Warrior.

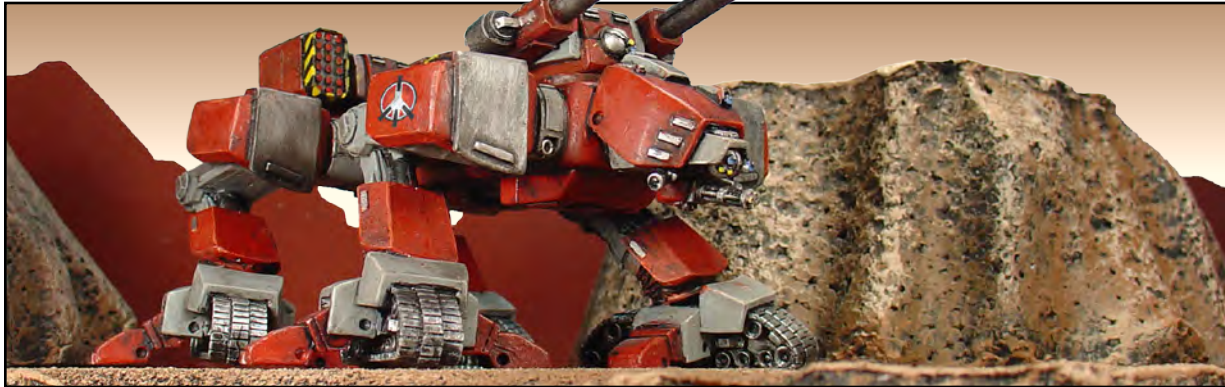
VETERAN OPTIONS

- ◆ Upgrade any member's Attack and Defense Skills to Level 3 for +20 TV.
- ◆ Add the Airdroppable Perk to any member for +10 TV.
- ◆ A second Coyote may swap its LRG for an AGM launcher (T, limited ammo 6) for +10 TV.
- ◆ Upgrade an additional Coyote (total of two) to a Wild Coyote for +5 TV.
- ◆ Any Wild Coyote may upgrade their Electronic Warfare skill to Level 3 for +10 TV.
- ◆ The Combat Group Leader's Wild Coyote may be upgraded to an Alpha Dog for +5 TV.



THREAT VALUE: 170

SUPPORT TANKSTRIDER SQUAD



ELITE



SPECIALIST

OVERVIEW

The Support Tankstrider Squad is not normally used for patrol duties. The vehicles in these squads are unable to travel the great distances required for that role. Instead, they are transported to vital areas to aid in defense or add extra firepower to an offensive push. Their improved mobility in dense and rough terrain has proven to be exceedingly useful in the field and allows these squads to take on opponents much stronger than their profile would suggest.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Red Bull Mk.II

Attack: 2

Defense: 3

Electronic Warfare: 1

Leadership: 2

Additional Red Bulls Mk.IIs

Attack: 2

Defense: 3

Electronic Warfare: 1

Additional Models

Attack: 2

Defense: 2

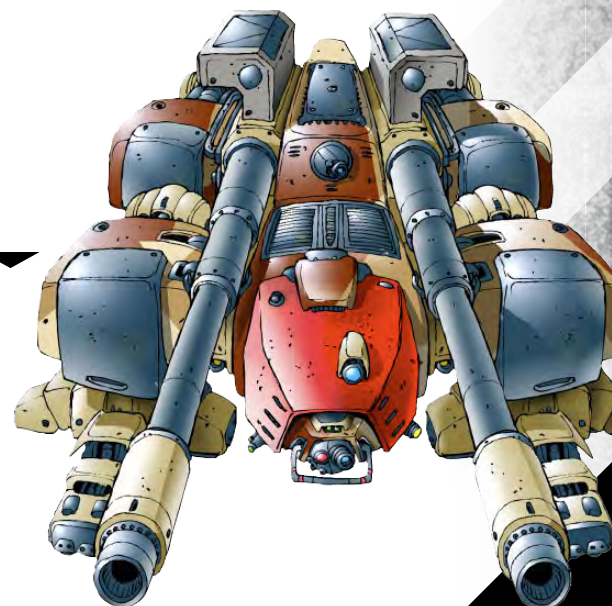
Electronic Warfare: 1

OPTIONS

- ◆ Add one additional Red Bull Mk II for +160 TV.
- ◆ Add a MAC(F, no Reloads) to any Red Bull Mk II for +5 TV.
- ◆ Swap the Red Bull Mk II's MAAC for 2x VLRP/128s (T, ROF6, Linked, no Reloads) for +10 TV.
- ◆ One Red Bull Mk II may swap its LFGs for an ATM Launcher (T, no Reloads) for +15 TV.
- ◆ One Red Bull Mk II may swap its LFGs for a single HFG (T, no Reloads) for -5 TV.
- ◆ Add up to two Warriors as escort for +45 TV each.
- ◆ Any Warrior may upgrade their LAC to a MAC for +5 TV.
- ◆ Add a Hunter-Killer drone to any member (max one drone per Model) for + 5 TV.
- ◆ Add a Recon drone to any model (max one drone per Model) for +10 TV.
- ◆ Upgrade any member's EW skill by 1 (to 2) for +10 TV per Red Bull Mk II, +5 TV per other Model.

VETERAN OPTIONS

- ◆ Add one additional (max three) Red Bull Mk II for +160 TV.
- ◆ One additional Red Bull Mk II (max two) may swap its LFGs for an ATM Launcher (T, no Reloads) for +15 TV.
- ◆ One additional Red Bull Mk II (max two) may swap its LFGs for a single HFG (T, no Reloads) for -5 TV.
- ◆ Any Warrior may be replaced with a Cataphract or +55 TV each.
- ◆ Any Cataphract may swap its MFM for an AGM launcher (F, no reloads) for +0 TV.
- ◆ Any Cataphract may swap its LRG for a VLFG (F, Reloads) for 0 TV.
- ◆ Upgrade any member's Attack skill to Level 3 for +10 TV for a Red Bull II and +5 for any other Model.
- ◆ Upgrade any Warrior's or Cataphract's Defense skill to level 3 for +5 TV.





CAVALRY SQUAD

THREAT VALUE: 90



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Hoplite Command

Attack: 2

Defense: 2

Electronic Warfare: 1

Leadership: 2

1x Hoplite APC

Attack: 2

Defense: 2

Electronic Warfare: 1

OVERVIEW

PRDF Cavalry Squads are much like polar Cavalry Patrols in most respects. Where they differ, however is in their Command and Control abilities and their use as mobile gun platforms in place of standard field guns. The former is due to the perceived need for greater battlefield communication between units and the latter is a direct response to the mobility and manpower requirements of the PRDF.

Any non-polar Combat group may use Polar ORV and ATV Models.

OPTIONS

- ◆ Add an additional Hoplite for +30 TV.
- ◆ Any member may swap their LRF and APGL for a MRP/36 (T, RoF 4, No Reloads) for +25 TV.
- ◆ Upgrade any Hoplite to a Hippeis for +5 TV.
- ◆ Add a Hunter-Killer drone to any member (max one drone per Model) for + 5 TV.
- ◆ Add a Recon drone to any model (max one drone per Model) for +10 TV.
- ◆ Upgrade any member's Electronic Warfare skill to Level 2 for +10 TV.

VETERAN OPTIONS

- ◆ Upgrade any member's Attack and Defense to Level 3 for +20 TV.
- ◆ Upgrade the Hoplite Command's Leadership Skill to 3 for +10 TV.





THREAT VALUE: 40

OVERVIEW

Infantry is known as “the queen of the battlefield.” Unfortunately for the PRDF, infantry is one area they are sorely lacking. Quite simply, they do not have the manpower necessary to field companies of infantry like the polar forces do. Instead, they have adopted a more mobile and variable setup consisting of one highly trained and well equipped Section with the option for attached Specialist Teams as the commander sees fit. This leads to much greater flexibility on the field and helps make up for the PRDF’s fewer numbers.

OPTIONS

- ◆ The Section may be granted Heavy Armor (+1 armor) for +5 TV.
- ◆ Any Team may swap their LMG for any one of the following at the cost listed: Anti-Gear Rifle OTV, Grenade Rifle +5 TV, Light Mortar +10 TV. The Stabilizer mount will transfer to the new weapon.
- ◆ Any Team may be upgraded to Paratroopers (Airdroppable Perk) for +5TV.
- ◆ Add a Demolitions drone to any Infantry Team for +5 TV. Max of one Drone per Team.
- ◆ Add a Hunter-Killer drone to any Infantry Team for +5 TV. Max of one Drone per Team.

INFANTRY VEHICLE OPTIONS (APPLIES TO ALL TEAMS & SPECIALISTS)

- ◆ The Section (or Specialist Team) may be mounted in a Hoplite APC (may not be Paratroopers, mounted on ATVs, ORVs or riding beasts) for +30 TV. The Hoplite crew has Attack and Defense 2, EW1, Ld1. If a Hoplite is taken, it may upgrade its Leadership skill to Level 2 for +10 TV and may be the Combat Group Leader.
- ◆ If any Team in the Section is chosen as the Army Commander, you may upgrade its Hoplite to a Hoplite Command for +20 TV. The Hoplite Command may pay +10 TV to increase its Leadership skill by one level. This can stack with the upgrade for Veteran Hoplite.
- ◆ Any Team (including Paratroopers) may be given ATVs (Ground 8/16) at a cost of +10 TV per Team.
- ◆ Off-Road Vehicles: Any Team may take Off-Road Vehicles for +10 TV. ORVs function like ATVs, but add 2 to any existing Infantry Armor rating and Infantry mounted in them do not count as having the Stabilizer Trait on their Heavy Weapons. ORVs lose the +1 Defense modifier unless at Top Speed.
- ◆ Riding Beasts: Any Team may take Riding Beasts for +10 TV. Riding Beasts function exactly like ATVs, but have a movement of Walk 6/12 and a Size of 4 per base, however they may not be made into paratroopers (may not gain the Airdroppable perk in any way).

VETERAN STATUS

- ◆ Any Infantry Team may be upgraded to level 3 Infantry skill for +10 TV.
- ◆ Any Team or APC may be given Stealth (2) for +5 TV.
- ◆ Upgrade the Hoplite’s Attack and Defense skills to Level 3 for + 20 TV.
- ◆ Any Hoplite may swap its LRF and APGL for a MRP/36 (T, RoF 4, No Reloads) for +25 TV.

INFANTRY SECTION

COMPOSITION

Each Section consists of two Infantry Teams. While each Section and/or Team may buy equipment separately, the entire Platoon counts as a single combat group. An Infantry Section consists of two Teams, and each Infantry Team consists of three bases and has one action. Each Base is armed with 7mm Assault Rifles and one has a Light Machine Gun with Stabilizer mount. Specialist Teams may vary.

SKILLS

All Infantry Teams have the infantry Perk, Level 2 Infantry skill and Armor 9.

Choose one Infantry Team to be the Combat Group Leader, this squad gains +1 Comms. Specialist Teams may not be Combat group leaders and have their own skills

SPECIAL RULES

Each Section may be given up to two Specialist Teams at the cost listed in the following pages.

Up to 4 Infantry Sections (including attached Teams) may be upgraded to Veteran Status as a single Veteran choice.



SPECIALIST INFANTRY TEAMS

COMPLEMENT + SKILLS

1x Base

Infantry Skill: 3

Armor: 9

Stealth (1)

Infantry Perk

Sniper Rifle & Assault Rifle.



SNIPER TEAM

THREAT VALUE: 15

Sniper Teams consist of two to three soldiers, one with the sniper rifle and the others with assault rifles to provide some protection for the sniper. Their role is simple: take out vital targets from a distance without being seen.

OPTIONS

- ◆ The Team may upgrade to Heavy Armor (+1 armor) for +5 TV.
- ◆ The Team may take a single Recon drone for + 10 TV.
- ◆ The Team may be upgraded to Paratroopers (Airdroppable Perk) for +5TV.
- ◆ The Team (even if Paratroopers) may be given ATVs at a cost of +10 TV.

VETERAN STATUS

- ◆ The Sniper Rifle may be upgraded to a Laser Sniper Rifle for +5 TV. The Stabilizer mount will transfer to the new weapon.

COMPLEMENT + SKILLS

2x Base

Infantry Perk

Infantry Skill: 2

Armor: 10

Light Machine Guns



HEAVY WEAPONS TEAM

THREAT VALUE: 30

The Heavy Weapons Team is designed to take down heavily armored target or well defended positions. Outfitted with the best heavy weapons Paxton Arms has to offer, these teams pack more firepower than most polar companies.

OPTIONS

- ◆ The Team may take a single Recon drone for +10 TV or a single Demolitions Drone for +5 TV.
- ◆ Any Base may upgrade their Light Machine Guns to one of the following for the cost listed: Chaingun 0 TV, Anti-Gear Rifle 0TV, Grenade Rifle +5 TV, Rocket Launcher +5 TV, Light Mortar +10 TV. The Stabilizer mount will transfer to the new weapon.
- ◆ Any Team with a rocket launcher may take three Anti-Gear Missiles for this Launcher for +10TV. This allows the squad to make up to 3 AGM attacks (use AGM stats with Rocket Launcher ranges).

VETERAN STATUS

- ◆ The Team may be upgraded to Paratroopers (Airdroppable Perk) for +5TV.

SPECIAL RULES

Unlike normal infantry, Heavy Weapons Teams always gain RoF bonuses equal to the number of bases with that Heavy Weapon.

SPECIALIST INFANTRY TEAMS



SPOTTER TEAM

THREAT VALUE: 10

the PRDF tends to use guided weapons rather infrequently, but when it does, Spotter Teams are often deployed to make maximum use of those weapons. Spotter teams are much less obvious of a target than a Gear with a designator and can make all the difference when airstrikes are called or a heavy member unleashes its missiles.

OPTIONS

- ◆ Add one Recon drone to any member (max one drone per Squad) for + 10 TV.
- ◆ Add one Demolition drone to any member (max one drone per Squad) for + 5 TV.
- ◆ The Team may be upgraded to Paratroopers (Airdroppable Perk) for +5TV.

VETERAN STATUS

- ◆ The Team may be upgraded to Level 3 Infantry Skill for +10 TV.
- ◆ The Team may be given Stealth (2) for +5 TV.

COMPLEMENT + SKILLS

1x Base

Infantry Skill: 2
Armor: 8
Infantry Perk
7mm Rifles &
Target Designator (2)



MOBILE GUN TEAM

THREAT VALUE: 35

Mobile Gun Teams provide fast moving support for mobile infantry formations. Capable of "shooting and scooting," the Mobile Gun Team is more than up to giving covering fire for the rest of the section or simply blasting away at oncoming enemy members.

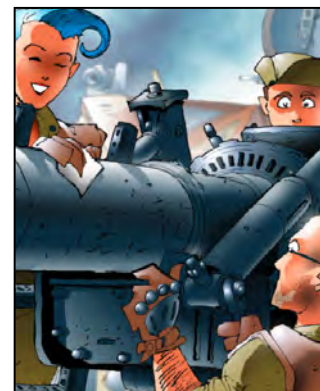
OPTIONS

- ◆ The Team may take a single Recon Drone for +10 TV or a single Demolitions Drone for +5 TV.

COMPLEMENT + SKILLS

1x Hippeis Mobile Gun Platform

Attack: 2
Defense: 2
Electronic Warfare: 1
Leadership: 1



VETERAN STATUS

- ◆ The Team may be upgraded to Level 3 Attack and Defense skill for +20 TV.



PEACE RIVER REGIMENTS OF NOTE

The following are significant regiments found in the Paxton arsenal. Players should feel free to use the following regiments in friendly play, base new regiments on the ones presented or come up with their own for playing with friends. However, these lists are designed to emulate the background and flavor of the regiments they depict, and tournament or league organizers should feel free to restrict their use if they feel it unbalances the event.

COMBINED TASK FORCE REGIMENTS



With the adoption of the Protectorate Defense Plan, the Special Forces Regiments of the PRDF were disbanded and reorganized into "Combined Task Forces," which aim to integrate PaxSec, PRDF Special Forces and the Special Air Wings. While the average Badlander knows these Regiments exist, their role and most pertinent information remains a secret, leading to the misnomer "Counter-Terrorism Force." There are currently three CTF Regiments within the PRDF; "The Night Tempest," "The Stormriders," and "The Black Dawn." These nicknames and the logos are known to the public through access to information laws, but these logos are used primarily for morale purposes, and all are the same simple logo with the number of the CTF in question.

The CTF is a combined force of Aerial, Gear, Infantry and Security forces grouped together under a unified command to ensure secrecy, rapid deployment and command without normal military bureaucracy. CTF Regiments are designed to allow rapid deployment counter-insurgency, black ops and deep recon missions wherever needed. They have access to stealth transport aircraft, Black Wind stealth Hopperjets and similar aerial support.

Color Scheme:

CTF Regiments use standard PRDF Camo schemes, most often night camo, wavy desert or desert pattern breaker.

CTF Armies are based on PRDF armies with the following changes:

Every Combat Group in a CTF Army is automatically upgraded to Veteran Status. All Combat Groups in the CTF Army must be given at least one Veteran upgrade from those listed in the Veteran options of their Combat Group and all Models must have at least 2 skills above the base levels of 2 for Attack and Defense and 1 for Electronic Warfare. Note that some Combat Group skill levels already fulfil this requirement. All Models in any CTF army must be Airdroppable. No Non-Airdroppable Models, Leagueless Groups or Off-board Artillery Support Options may be taken. Any Model without the Stealth Perk must add Stealth (2) for +5 TV per Model. The maximum number of Special Forces Squads available at any Priority Level is Increased by 1, but if the Priority Level does not normally allow the Combat Group, it is an exception to the "every Combat Group in a CTF Army is automatically upgraded to Veteran Status," and is not Veteran.



THE PALADINS



The 3rd Heavy Gear regiment, the Paladins are one of six regiments given the duty of defending the Western Desert communities stretching from Peace River to Port Arthur. Patrols are undertaken to establish and maintain a Paxton presence in the area, but real action comes thanks to the PRDF air-carrier wings which allow the Paladins to respond rapidly to a crisis. The presence of polar fiefs of Timmins (CNCS) and Azov (AST), the warring neighbors of Erech and Nineveh, and especially Port Arthur complicates matters greatly. The Paladins often find themselves in tense standoffs with one or more of these hostile forces.

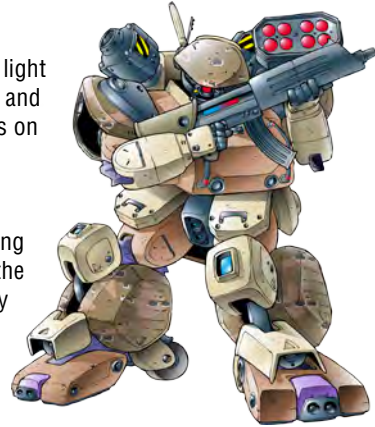
The Paladins are led by Commander Gabrielle Hunaman. A twenty-cycle PRDF veteran, Hunaman fought in the Peace River Army during the War of the Alliance, losing many friends to the Terran invaders. She has not been able to forgive or forget and sees the residents of Port Arthur as invaders or collaborators. She is ready and willing to use her forces to assault Port Arthur's small defense patrols, viciously wreaking vengeance upon those she sees as sworn enemies. Hunaman's quest for retribution is only kept in check by strict orders regarding actions and behavior by PRDF command.

Color Scheme:

The Paladins most often use the standard PRDF desert Camo of a tan main body with light brown on alternating plates (feet and torso for Gears), and a green-brown with white and black spots camouflage pattern applied to raised plates (head, shoulders and lower legs on Gears). If the mission requires, they will adopt more specific patterns.

Regimental Organization:

Due to their position in the Western Desert and Hunaman's obvious grudge affecting requisitions, the Paladins still have a large number of polar gears. They must use the Growing Pains rule to replace all Crusader IVs remaining in a Combat Group after any other upgrades with Polar vehicles. Only one Cataphract may be taken per squad and at least half the Skirmishers in the force must be swapped out to polar Gears as per the Growing Pains rule. Hunaman's knowledge of the PAK and the CEF is extensive, and any Paladin Force gains +2 CPs when fighting these enemies.



THE SPIRIT WARRIORS



The 10th PRDF Heavy Gear regiment, the Spirit Warriors, is tasked with patrolling and protecting the outlying communities of the Paxton Protectorate. Many of the soldiers are religious, and non-denominational services covering most Terra Novan religions are held on a regular basis, as the spirit warriors make it a point to openly accept almost anyone as long as they have a spiritual connection to the planet. To a Spirit Warrior, there is nothing more important than the land and the freedom of all living things. This

occasionally puts them at odds with PRDF regulations, but they're good PR and effective soldiers, so their 'eccentricities' are tolerated.

The Spirit Warriors are known for their rapid ambush tactics and for "fading into and out of" the landscape. When combined with their admittance requirements, some superstitious folk feel the Spirit Warriors have an honest-to-goodness mystical connection to the planet that lets them do these things, but for the Spirit Warriors, it's good old-fashioned tactics. Survival and terrain familiarity is part of their training, and while they do feel a connection to the planet, this simply makes them more fervent defenders of the land they cherish. This does not stop members of the Regiment from playing this up in towns, while at the same time (mostly) scoffing at the superstitions. The Regiment is almost entirely self sufficient, save for a few airdropped supplies and they make their home wherever they are needed most at the time. Always wandering, always fighting the good fight, the Spirit Warriors are both natives and marshals, warriors and pacifists, and whenever anyone asks their name, they're "nobody special."

Color Scheme:

The Spirit Warriors always use a faded, green-tinged desert tan single color scheme on their vehicles. Quite often, they adorn these vehicles with symbols of their faiths, with bones, carapaces, hides, leaves and just about anything from flora and fauna found in the Badlands.

Regimental Organization:

The Spirit Warriors are built as a normal PRDF army, but may not take Infantry, Models larger than Size 9 or any polar Models outside of Leagueless Groups. They may not take Artillery Strikes, but one Combat Group (not Including Leagueless) per PL may Infiltrate as per the Support Option for 50 TV. All models except those in Leagueless Groups gain an additional +1 Concealment when Hiding.



REGIMENTS OF NOTE



ARROWS OF REBELLION

THE LEAGUELESS



Not everyone on Terra Nova lives in a Polar League, City-State, or Protectorate. Some become Rovers, preying upon those who live and travel in the lawless lands. Some even live as Mercenaries, shutting themselves away from their homes and living the lives of warriors for hire. Most Leagueless live in the vast stretch of unforgiving terrain around the equator of the planet known as the Badlands. Eking a living from farming in a dry, harsh land or simply wandering in caravans from small town to small town selling necessities, the life of the Leagueless is a harsh and unforgiving one. Like the Wild West of Earth's ancient past, the law of the gun is paramount, and those that don't have a Lawman handy quickly learn that freedom is just another word for nothing left to lose.

THE LEAGUELESS FIELD GUIDE

Not all Leagueless are wholly lacking resources. The Field Guide below focuses on those that have some modicum of equipment and support, be they Rovers preying on others, Mercenaries out for money, a town militia fighting for its people or independent operators attempting to make a living. This list is capable of covering forces of a variety of sizes and compositions. Typically, Rover bands, town Militias and Mercenary groups are small and poorly-equipped. These tend to fare poorly on the field, but can be built by constructing a 750 TV or less force using the cheaper vehicle options. The main focus of this list, particularly in higher TV games, is larger or better-equipped forces like the Desert Wolves, New Human Republic, or NuCoal militias. While they're still too weak to stand up to a dedicated assault by a polar army, they're large enough to field respectable forces and can stand against smaller divisions of real armies.

The Leagueless are aimed at serious players who want a bit more variety in Model choices and challenge in modeling a force made up of many odd or interesting Models from all factions. Because this list was designed to emulate the flavor and feel of the organization, tournament organizers should feel free to restrict its use if they feel it unbalances their tournament. The Leagueless may never be PL 3 or 4.

INDIVIDUAL STYLES

Badlands military Commanders, be they Rover Leaders, Mercenaries, or simply a well-equipped protectorate, often have their own style of leadership. Their army's morale situation will vary between forces or even within the same force based on the leader's methods. Roll 1d6 during the setup phase and consult the chart below for which Morale rules (if any) the force you are playing will use for the game:

1-2: No special rules.

3-4: Use rallying Cry from the Northern Guard list in Hammers of Faith.

5-6: Use Variable Morale from the MILICIA list in Swords of Pride.

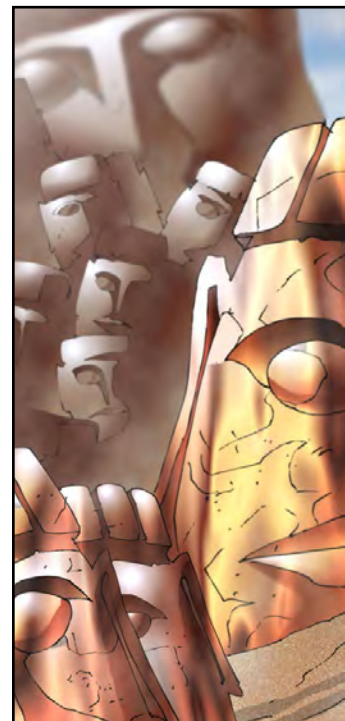
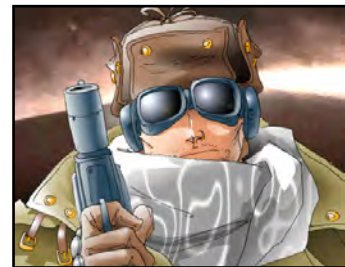
INDEPENDENT OPERATORS

The Leagueless tend to have highly variable Squad and force composition. As such, they still follow the basic rules for Veteran Upgrades, but their vehicle and Group selection is done differently than other Groups. Your Command Group may be of any type and counts as Core. Otherwise, Army Selection is done normally for the your Priority Level, but at least half your army must be Core Groups. Each Group will list the types of Models you may place in it. Model types are found at the end of this army list. Upgrade options may be attached to Models or Combat Groups.

MERCENARIES

Independent operators often sell themselves to larger armies in order to raise funds to keep their machines running and themselves fed. Even the most proud Rover can't stand in opposition to polar conformity on an empty stomach. Any Terra Novan Army except the PRDF and the SRA may take a Mercenary Contingent. This Contingent must follow standard Rover Army composition, may not be more than one third of the army's total TV and at least 50% of the Models in the contingent must be potentially available to the Army they are allied with. The Contingent and the TN Army each fight as their own force with separate priority Levels, CP totals and Objectives. The Army Commander may spend CPs on anyone, including Mercenaries, while the Mercenary Commander may only spend CPs on Mercenaries. Both the Army and the Mercenaries count as friendlies to each other when dealing with morale rules.

Independent ESE Armies may use Mercenaries in a different manner. Up to half of the cadres in an ESE army may be replaced with Mercenary Groups. Standard Groups may be used in place of GP Cadres, Support Groups in place of Fire Support Cadres, Scout Groups in place of Recon Cadres and Core Groups consisting only of Infantry and transports instead of Infantry Platoons. These Groups are not restricted in their use of Units from other factions and fill the exact same "slots" as the ESE groups they would replace.



THE LEAGUELESS FIELD GUIDE



ILL-EQUIPPED

Even the best Badlander forces can fall on hard times and run short of funds or parts. These supply difficulties are frequently reflected in their combat units, which fall into a state of disrepair, through poor maintenance or the inability to completely repair battle damage. Any Model in a Badlands force, except for Infantry or a Stripped-Down Hunter/Jäger may start the game with the first box of damage on their damage track crossed out for -5 TV per Model. Any Gear may reduce the Accuracy of its Autocannon to -1 for -5 TV per Model. If this is done, the Autocannon may not be swapped for any other weapon. This does not modify the Gear's Attack rating, and the two values are added normally. Additionally, Leagueless Forces may never be Priority Level 3 or 4 and may never take Airstrikes or Heavy Artillery Strikes.



COMMAND, VETERAN, & SPECIAL UNITS

You must take a Command Group. The Command Group consists of the force leader and his henchmen. It may be any type of Combat Group, and counts as a Core Choice. After this, normal army restrictions and the Independent Operators rules apply. The force leader is the Mercenary/Army Commander, must always be in a vehicle and is generally in the most expensive Vehicle TV-wise before any upgrades. The Commander must spend +40 TV to gain +1 to its Att, Def, EW and Ld skills. The Command Group must always be Veteran, but does not count toward your limit of Veterans. Any other Group may be upgraded to Veteran status within normal limits.

The Commander may have a Lieutenant. If this is the case, the Lieutenant must be a Combat Group Leader. The Lieutenant must be upgraded to level 2 Leadership as per the "General Options and Upgrades for all Groups." If the Commander or Lieutenant are in a Veteran Squad and are in Combat Group Leader vehicles, they may be upgraded to Leadership 3 for +10 TV each. The Commander must receive this upgrade before the Lieutenant.

As the force is centered around the strong leadership of the Rover leader and generally has limited resources, only the Commander and his Lieutenant may take Field Armor (an additional Sturdy Box) for +10 TV if in one of the following vehicles: Hunter, Jäger, Warrior, Spitting Cobra, Sidewinder, Cheetah, Kodiak, Black Mamba, Iguana, Warrior IV, Jaguar, Tiger/Sabertooth or Grizzly. Any Vehicle not listed by exact name may not take Field Armor.

GENERAL OPTIONS & SKILLS FOR ALL GROUPS

SKILLS

Combat Group Leader has Ld 1

All members have the following:

Attack: 2

Defense: 2

EW: 1

Any non-polar Combat group may use Polar ORV and ATV Models.

OPTIONS

- ◆ Any Gear-mounted MAC may be swapped for a LAC (F, Reloads) for -5 TV.
- ◆ Add a LMG (F, Reloads) to any Gear without a Machine Gun for +5 TV.
- ◆ One Southern Model per Combat Group may swap its Autocannon and LRP for a MFL (F, no Reloads), IRP/20 (F, RoF2, no Reloads) and the Fire Resistant Perk for +10TV.
- ◆ If the Combat Group Leader is in a Combat Group Leader Vehicle, their Leadership may be increased to level 2 for +10 TV.
- ◆ Any Model with ECM or ECCM may have their Electronic Warfare Skill increased to Level 2 for +10 TV.
- ◆ One Model may swap a LAC or MAC for a MBZK (F, no Reloads) for +10 TV. You may not downgrade a MAC to a LAC before doing this.
- ◆ Add a drone to any Model in the Group for +5 TV per Hunter-Killer or Demolitions and +10 per Recon. A Maximum of 1/2 the Models in the Group may have a drone.
- ◆ Up to two members per Combat Group may do one or more of the following:
 - ◆ Upgrade a Pack Gun to a LAC (F, Reloads) for +5 TV.
 - ◆ Upgrade a LAC to a MAC (F, Reloads) for +5 TV.
 - ◆ Add HGs (F, Limited Ammo +3) for +5 TV.
 - ◆ Swap a Autocannon for a FGC (F, Reloads) for +5 TV. You may not downgrade an Autocannon before doing this.

VETERAN OPTIONS

- ◆ Increase both the Attack and Defense skills of any member to Level 3 for +10 TV, and an additional +10 TV per action the Model has beyond the first. Infantry Sections may be upgraded to level 3 Infantry skill for +10 TV per Squad.
- ◆ Any Model with ECM or ECCM may have their EW increased by a further +1 (to 3) for +5 TV per Model, plus an additional 5 TV for every action the Model has beyond the first.



THREAT VALUE: VARIES

OVERVIEW

The standard group represents the most common and well-rounded fighting group typically fielded in a Leagueless force. They are most like a General Purpose Squad from a proper army, but their flexibility, as always, can prove to be an asset or liability.



STANDARD GROUP

BASIC UNITS + SKILLS

A Standard Group consists of 4-6 members.

3+ must be Trooper
0-2 may be Scout or Support
0-1 may be Elite

While a Heavy counts as 2 support choices, a Standard Group may only ever choose a Badger from the Heavy list.



CORE

THREAT VALUE: VARIES

OVERVIEW

Scout Groups are teams organized to do patrols, reconnaissance or light duty combat. Typically, Scout Groups will be much less effective at their role than polar equivalents, as proper scout vehicles cost a fair amount to purchase and maintain.



SCOUT GROUP

BASIC UNITS + SKILLS

A Scout Group consists of 4-6 Models.

3+ must be Scout models
0-2 may be Trooper
0-1 may be Elite or Support.

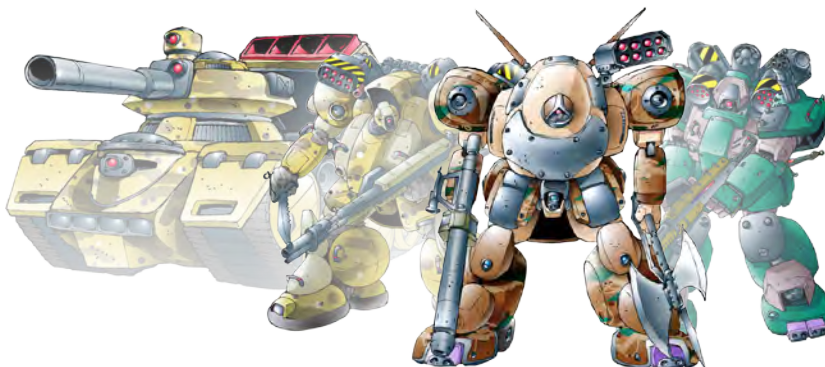


AUXILIARY

THREAT VALUE: VARIES

OVERVIEW

The term Support Group is used to designate any group where a larger number of heavy vehicles is used. Not quite a proper tank or strider squad, these mishmashes prove surprisingly effective considering the general lack of heavy firepower such as main battle tanks.



SUPPORT GROUP

BASIC UNITS + SKILLS

A Support Group consists of 4-6 Models.

2+ must be Support
0-4 may be Trooper
0-1 may be Elite or Scout

Remember that a Heavy counts as 2 Support Choices.

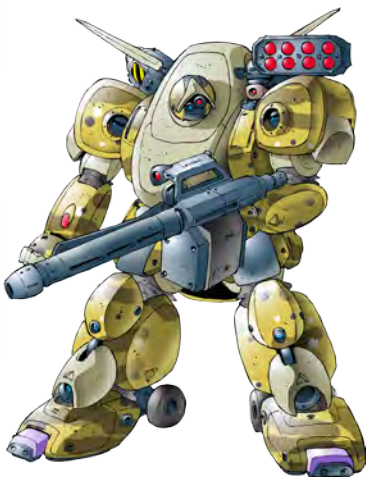


SPECIALIST



MODEL TYPES

The following lists explain the costs and options related directly to these options. Any noted as such may only be taken in Veteran Squads. Each entry will note in what Force the Datacard for that Model came from: N for North, S for South and P for Paxton. Vehicles designated as Combat Group Leaders may only be taken by Combat Group Leaders.



TROOPER

Trooper Models are the backbone of any Rover force. They consist of utilitarian or cheap vehicles that are generally easy to maintain.

- ◆ Rattlesnake, 30TV. (S)
- ◆ Stripped-Down Jäger, 25 TV. May not take "Ill-Equipped" options. (S)
- ◆ Stripped-Down Hunter, 25 TV. May not take "Ill-Equipped" options. (N)
- ◆ Mad Dog R, 40 TV. (N)
- ◆ Hunter, 40 TV. (N)
- ◆ Headhunter, 45 TV. Combat Group Leader Vehicle. (N)
- ◆ Jäger, 40 TV. (S)
- ◆ Command Jäger, 45 TV. Combat Group Leader Vehicle. (S)
- ◆ Warrior, 45 TV. (P)
- ◆ Chieftain, 50 TV. Combat Group Leader Vehicle. (P)
- ◆ Desert Viper, 55 TV. May swap HGL for a SC (F, limited ammo 6) for 0 TV. (S)
- ◆ Sidewinder, 45 TV. Combat Group Leader Vehicle. (S) Veteran Only.
- ◆ Tiger, 60 TV. (N)
- ◆ Sabertooth, 65 TV. Combat Group Leader Vehicle. (N) Veteran Only.
- ◆ Infantry Section, 30 TV; Each Section consists of 2 squads with 3 bases each, each considered to have the infantry Perk, Level 2 Infantry skill, Armor 8 and armed with Assault Rifles. The Section may be granted Medium Armor (+1 Armor) at +5 TV or Heavy Armor (+2 armor) at +10 TV. Any Squad may carry one type of heavy weapon (all have Stabilizer) at the costs listed : Light Machine Gun +5 TV, Chaingun +5 TV, Anti-Gear Rifle +5 TV, Grenade Rifle +10 TV, Rocket Launcher +10 TV, Light Mortar +15 TV, Target Designator (2) +10 TV. Note that while a Section counts as a single choice when building an Army, each Infantry Squad counts separately for upgrades. Any Squad may be given ATVs, ORVs or Riding beasts as per Northern Infantry Squads on page 82.

SCOUT

- ◆ Basilisk, 30 TV; In a Veteran Group, one Basilisk may be upgraded to a Silverscale for +15 TV. (S)
- ◆ Pit Bull, 30TV. (P)
- ◆ Ferret, 35 TV. (N)
- ◆ Anolis R, 40 TV. (S)
- ◆ Bobcat, 50 TV. (N)

SUPPORT

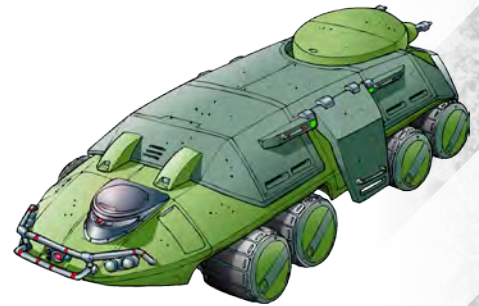
- ◆ Black Adder, 55 TV; Any Black Adder may swap its SC for a LAC (F, reloads), add an additional MRP/36 (F, RoF 4, no Reloads) and Link both MRPs for +5 TV. Combat Group Leader Vehicle. (S)
- ◆ Caiman, 20 TV. In a Veteran Group, may swap MAC and LMG for a HRP/48 (T, RoF 4, no reloads) for +10 TV. (S)
- ◆ Razorback, 50 TV; May be upgraded to a Peacemaker Razorback for +5 TV. (N)
- ◆ Bear, 60 TV; May be swapped for a Mauler Bear for +20 TV. If it is Veteran and the Combat Group Leader, the Bear may be upgraded to a Den Mother (Combat Group Leader Vehicle) for +15 TV. (N)
- ◆ Python, 70 TV. (S)
- ◆ Badlands Python, 70 TV. (P)
- ◆ Crusader IV, 75 TV. Veteran Only. (P)
- ◆ Field Gun, 35 TV. (N or S)



HEAVY

Heavy Models count as two Support Choices when Building a Squad.

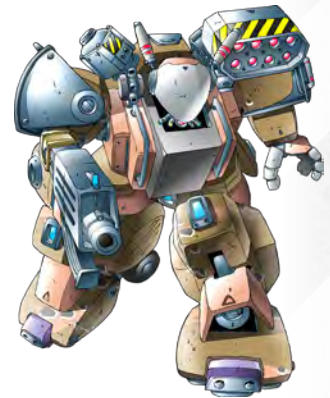
- ◆ Badger APC, 25 TV; In a Veteran Group Badger may be upgraded to a Cavalry Badger for +55 TV, or if the Combat Group Leader, may be upgraded to a Command Badger for +5 TV. Any Badger may link their LAC or MRPs for +5 TV (Command Badger is a Combat Group Leader Vehicle). (N)
- ◆ Hun, 90 TV; Veteran Only. May swap all weapons for a VLRP/128 (T, RoF 6, Reloads, Sniper System) for -40 TV. (S)
- ◆ Bandit Hunter Klemm, 80 TV (N)
- ◆ Tyburr, 85 TV. (N)
- ◆ Mammoth, 150 TV; In a Veteran Group, may swap its top MAC for a HAC (F, no Reloads) for +5 TV. May swap the ATM launcher for a second SC (F, no Reloads) for -45 TV. May swap any SC for a FGC (F, no Reloads) and a MAC (F, AA, no Reloads) for -5 TV. (N)



ELITE

Elite Models are Vehicles Polar armies currently use and generally dislike others having. As such, they are less common in Rover forces and generally given only to prestigious pilots or to fill a specific role.

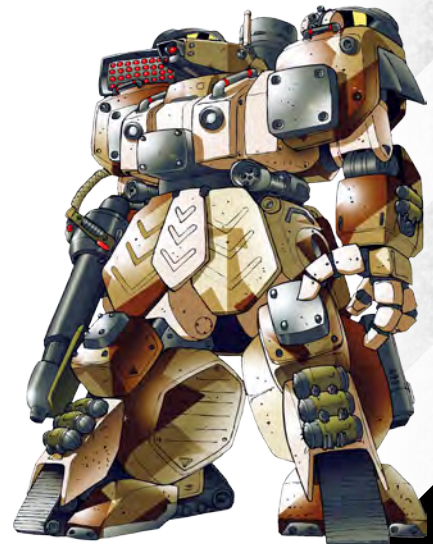
- ◆ Ferret Mk II, 40 TV. (N)
- ◆ Wild Ferret, 30 TV. (N)
- ◆ Jaguar, 60 TV; Any Veteran Jaguar may swap their LRP for 2x MRP/36s (FF, RoF 4, No reloads) for +25 TV. Combat Group Leader Vehicle. (N)
- ◆ Iguana, 60 TV; Swap any Iguanas TD, ECM and LRP/24 for a LRP/32 (F, RoF 4, no Reloads) for -15TV. In a Veteran Combat Group, one Iguana may swap its Target Designator and LRP for an enhanced electronics suite. Upgrade ECM to 3, add ECCM (3) for -10 TV. (S)
- ◆ Warrior IV, 75 TV. (P)
- ◆ Chieftain IV, 80 TV. Combat Group Leader Vehicle. (P)
- ◆ Cheetah, 65 TV; Veteran Only. (N)
- ◆ Black Mamba, 65 TV; Veteran Only. One Black Mamba per Combat Group may swap its LRP for a VLRP/32 (F, RoF 4, no Reloads) for -5 TV. One Black Mamba per Combat Group may swap its MAC for a HGL (F, no Reloads) for +15 TV. Combat Group Leader Vehicle. (S)
- ◆ Spitting Cobra, 80 TV; Veteran Only. Any Spitting Cobra may swap its HAC and LGM for an MBZK (F, no reloads) for -5 TV, its HRP and LGM for a VLFG (FF, no reloads) for -25 TV, and/or its HAC and MRP for a VHAC (F, reloads) for -10 TV.
- ◆ Grizzly, 85 TV; Veteran Only. Any Grizzly may Link its Rocket pods for +5 TV.



UNIQUE

A Unique Model may take the place of any other Model within any Veteran Squad, however only one Unique Model may be present in your Army and is often the Army Commander. Unique Models are always Combat Group Leader Vehicles.

- ◆ Kodiak, 105 TV; May swap LPA for a HAC (F, Reloads) for -5 TV, a HBZK (F, no Reloads) for +10 TV, or a VHAC (F, Reloads) for +5 TV. May swap AGM for a VLFG (F, no Reloads) for -10 TV, or a MFM (F, no Reloads) for +0 TV. (N)
- ◆ King Cobra, 110 TV; May swap LPA for a HAC (F, Reloads) for -5 TV, a SC (F, no Reloads) for +5 TV, or a VHAC (F, Reloads) for +5 TV. May swap LGM for HPZF (F, Limited Ammo 3) for -5 TV. (S)





GROUPS OF NOTE

The following are noted groups within the Badlands.

THE KORESHI [SAND RIDERS]



Out of all the many groups of Leagueless on Terra Nova, perhaps the most notorious is the Koreshi, or the Sand Riders. Their home, the secret Godwell Valley hidden deep in the hostile Great White Desert, lends them an aura of mystique. Their history is a complete blank to scholars, and if the Koreshi know anything, they aren't sharing. Most Badlanders only meet the Ratir Koreshi trading caravans, who have a mixed reputation. The other Koreshi tribes, the Thral Koreshi spiritualists and the Ferah Koreshi farmers, spend most of their time in the Godwell Valley and are never encountered by outsiders.

While they may seem to be peaceful, the Koreshi are far from pacifistic. The wealth of their trading caravans and legends about their homeland draw much attention from treasure-hunting Rovers, and being able to move freely through the Great White Desert is of great interest to the North and the South. Though they lack armored fighting vehicles, the Koreshi refine the corrosive White Sand of their homeland into a lethal powder that burns flesh and dissolves most vehicle armor.



The Koreshi may take Sniper Rifles as Heavy Weapons, these cost +5 TV per Squad. Koreshi Infantry pay +20 TV to upgrade their Army Commander's Infantry Skill by 1 level. This is an exception to normal Leagueless rules regarding leaders.

ORGANIZATION

The Koreshi are built as a Leagueless force, but must be built entirely with Infantry Sections. Rather than Assault Rifles, each Koreshi Squad is armed with Koreshi rifles (as Sniper Rifle, but no Sniper System and does not count as a Heavy Weapon). Koreshi may only take Sniper Rifles and anti-Gear rifles as Heavy weapons, and may not take any transports other than Riding Beasts. All Koreshi Models are immune to White Sand effects and due to their unique ammunition crafted from White Sand, all ranged attacks by the Koreshi gain the Armor Crushing trait. This means all Koreshi Sections cost 35 TV rather than 30. Koreshi may not be taken as mercenaries.



OTHER LEAGUELESS GROUPS

Many groups of Leagueless are notable or notorious on Terra Nova, but unexceptional rules-wise. This section provides a brief overview of these groups.

THE DESERT WOLVES



The longest-lasting Rover band in the Badlands, the Desert Wolves are fiercely independent. Wolves see the entire gang as an extended family, with the associated loyalties and feuds. They fought in the War of the Alliance, first as guerillas and then as part of the PRA. Now the Wolves are the “bandit princes” of the region near Prince Gable. They raid rich convoys for trade goods and food, but only take a percentage of the goods. In exchange, they redistribute some of their excess riches to nearby homesteads and help keep other Rover gangs away from the region. To build a Desert

Wolves force, focus on old or reliable military Gears with a handful of more advanced models. The Wolves should not take very many infantry, and should not take work Gears or stripped-down vehicles.



David "Gray Cub" Mor

THE BADLANDS REVOLUTIONARY FORCE



The BRF was born when the Southern MILICIA brutally stamped out a worker's revolt in the Badlands city of Lance Point. Their leader, Ernesto Jaxon, is untrained but remarkably talented at guerilla warfare. Under his leadership, the BRF has been raiding Southern supply convoys and corporate enclaves. To build a BRF force, focus on light Gears and converted work vehicles, supplemented with infantry as necessary. Though they share a name, the Lance Point BRF is largely unrelated to the

Peace River BRF. The latter is a group of urban terrorists, and their tactics do not work well in a wargame.



Commander Ernesto Jaxon

GARRICK'S GOLDEN



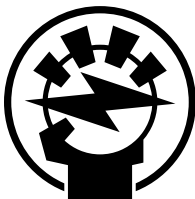
The Golden are representative of Rover bands pulled into the growing hostilities between the North and the South. Vallis Garrick, the founder and leader of the Golden, has made a deal with the AST, promising to engage in strikes against Northern assets in the Red Sands region in exchange for the coordinates of “lost” Southern supplies. Unfortunately for Garrick, his “allies” have been demanding more frequent and bold operations from the Golden than he's comfortable with, and he's searching

for another source of support and protection. To build a Garrick's Golden force, take mostly infantry, with a few light Gears for backup.



Vallis Garrick

NEW HUMAN REPUBLIC



A growing power in the Badlands is the New Human Republic, lead by the renegade Jan-class GREL, Colonel Proust. Proust believes that GRELS are superior in every way to ordinary humans, and he and his two close allies have attracted a sizable following of brain-washed, easily swayed, or greedy Badlanders. Despite being driven out of their base near the border of the Southern Republic by the MILICIA Special Intervention Unit, the NHR is still going strong and

has attracted more disgruntled GRELS. Proust has set his sights on a chunk of land in the Western Desert, extending up towards the Great White Desert, and is in the process of claiming it for his own. An NHR force should be built around a small selection of military Gears, supported by infantry and converted Gears as needed.

KHAN'S BANDITS

Outside of the Badlands, the most notable refuge for the Leagueless is the deep Mekongese jungles. Here, the big fish is a bandit lord by the name of “Khan”, who runs his gang with an iron fist and raids Mekongese and Republican holdings and convoys with impunity. The Peacekeepers, the MILICIA, and the SRA have all tried to shut him down, but his bandits have been able to consistently give them the slip. Khan's gang specializes in jungle fighting, and any band of his men should be built around close combat units and infantry.



NOTES OF GROUPS

ARMOR
OF
HOPE

THE PORT ARTHUR KORPS



Port Arthur is unique, and stands out even on Terra Nova. The city houses the last remnants of the CEF invaders within its drab, spartan ferrocete buildings and dusty streets. Although they've long since disavowed any connection to their former home, Col. Charles Arthur III and the men, women, and GRELS under his command are still feared and distrusted by most Terra Novans, but by no means is this sentiment universal. The security and opportunities of Port Arthur have drawn people from across the planet, and the city still grows larger every Season even though it is governed by a military dictatorship. Ore and diamond mines, a small spaceport, and the control center for the planet-wide

Hermes 72 entertainment satellite network have kept the city prosperous, but their continued failure to develop viable civilian heavy industry has Col. Arthur's advisors puzzled. Managing a population of unruly and contrary Badlanders has been challenging for the military-minded Col. Arthur, but he has reached a happy medium, being firm or even oppressive when dealing with real threats to his authority and staying out of the way the rest of the time.

THE HISTORY OF PORT ARTHUR



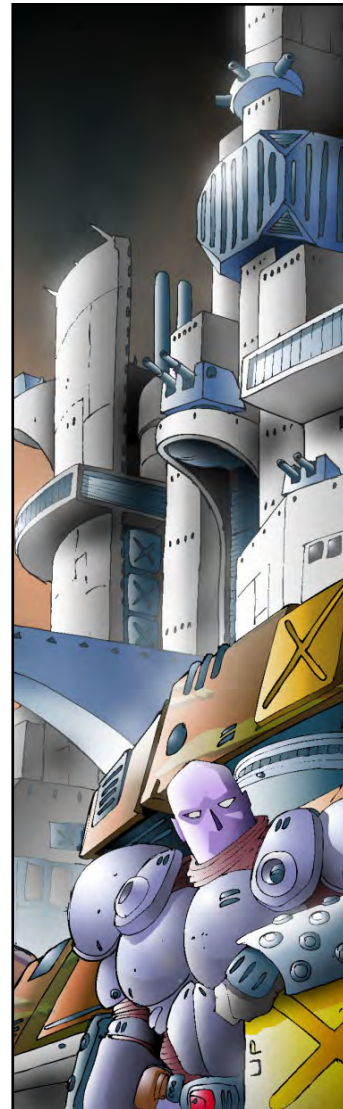
Colonel Charles Arthur III

For the CEF, their abrupt defeat at the end of the War of the Alliance in TN1917 was a disaster. Not only had their Baja base had been obliterated and the Western Base in the Barrington Basin heavily damaged, but their fleet and transport assets had been devastated by months of constant combat with Terra Novan drones. The CEF destroyed or disabled as much of their military equipment as they could to comply with the terms of the surrender agreement, then took their officers and select human troops and fled. Over 130,000 CEF personnel were left stranded on Terra Nova.

After the fleet left, the situation in the former Western Base quickly deteriorated. Refugees searching for food and shelter flooded into the base from the war-torn deserts around it. Anarchy reigned uncontested until TN1919 when Col. Arthur returned to base with his unit. When the order to evacuate arrived, Col. Arthur had refused to abandon his men, and had spent the past two cycles painstakingly making his way back to the Western Base from the front lines while avoiding military patrols seeking CEF hold-outs. They had to abandon most of their vehicles and equipment, but Col. Arthur and his soldiers made it. When he discovered the state of the refugees and abandoned CEF soldiers, Col. Arthur took charge and used his troops to establish order.

No-one would claim that Col. Arthur's methods were peaceful or reasonable. The inhabitants of the city were given a simple choice: join him, leave, or die. By TN1921, he was the clear ruler of most of the city and his last real rival, the GREL pacifist Jan Mayen-2575, left the city with his followers in TN1924. By the time the North and South realized what had happened, Arthur had loudly and publicly rejected Earth and the CEF and proclaimed Port Arthur's independence. The city's sovereignty would be protected by the Port Arthur Korps (PAK), built around his old unit. His decision to open the CEF's Hermes-72 satellite network to civilian data traffic soon after cemented his position, and Port Arthur retains a friendly, if cool, relationship with all major Terra Novan powers.

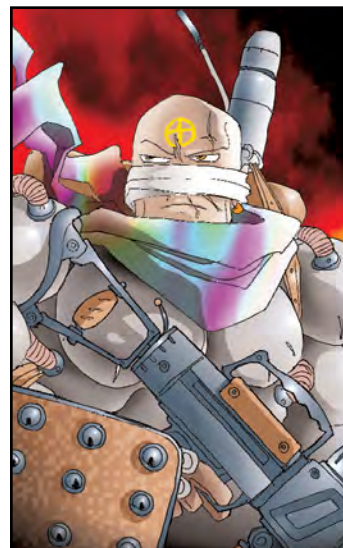
The largest hiccup in Port Arthur's road to acceptance has been the formation of the New Coalition, or NuCoal, in TN1931. Even though it was not instigated by Col. Arthur, fears that NuCoal represented the first stage of a new wave of Terran imperialism were widespread and encouraged by polar news and intelligence services. While these fears have generally disappeared in the wake of much more interesting developments in North/South tension, a staunch minority of political commentators point to Port Arthur's recent expansion of the PAK, with the help of the Humanist Alliance, as evidence of the Colonel's diabolical plans.



PAK EQUIPMENT

Most of the equipment used by the PAK was left behind by the CEF or manufactured from local factories that they landed or built to supply their forces. Their more advanced weapons have generally not held up to the harsh conditions of the Badlands very well, and are usually replaced with more rugged, reliable local designs. While they are still behind the CEF itself, the PAK's equipment is more advanced than most Terra Novan armies.

Even though Port Arthur is struggling to build full Hovertank production lines, the PAK still has plenty of room to grow. Most of the Hovertanks and other vehicles left behind by the CEF were hastily crippled to prevent their technology from falling into the wrong hands, and the PAK's Isaac-class GREL technicians have had to repair them from limited caches of spare parts and salvage. For a long time, only about a third of the available vehicles have been serviceable. In the past several cycles, aid from the Humanist Alliance has allowed Port Arthur to increase that to half or more.





PAK EQUIPMENT



PROWLER-CLASS LIGHT HOVERTANKS

Supporting the larger Predator-class tanks are smaller Prowler-class tanks. The two classes are visually very similar, but the light tanks are much smaller and are used very differently. As with the heavier tanks, there are two models in service, the LHT-67 and the LHT-71. Even though their light particle accelerators are easier to maintain than the larger particle accelerators, most have still been replaced with the standard gattling laser package or a local autocannon conversion.

Prowler-class Hover tanks provide support and recon duties for larger PAK armored formations, and are the core of smaller formations. They serve in the typical light tank roles, only faster, acting as spotters for Predator-class Hover tanks, flanking enemy formations, and screening against anti-tank units. Like Predators, their weak armor means that they have to keep moving, but their smaller size makes them slightly less of a liability in urban combat.



PACIFIER-CLASS HOVER APC

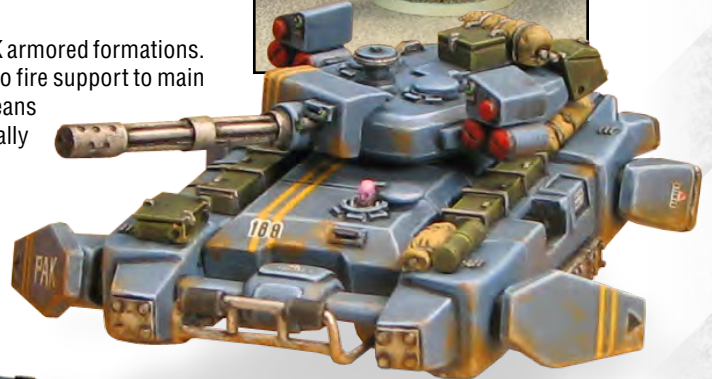
The tool of choice for the GREL on the move. A Pacifier-class Hover APC can carry a fully-armed squad of GREL infantry fast enough to keep up with a Hover tank advance, and carries a small anti-vehicle autocannon to support its troops in the field. The exact use of Pacifiers varies from commander to commander. Some prefer to pull back their transport assets once the fighting begins, as GRELS have less need for supplemental anti-vehicle firepower than other infantry. Others keep them attached to their GRELS like conventional APCs, or split them out into cavalry patrols. CEF doctrine strongly discourages it, but the PAK has taken to using Pacifier cavalry patrols as primary light armor for smaller engagements it cannot afford to risk Hover tanks in.



PREDATOR-CLASS HOVERTANKS

The core of the PAK's armored strength is the rapid, powerful Predator-class Hovertank. Two models of Predator-class Hovertank are in service with the PAK, the older HT-68 and the newer HT-72. HT-72s are rare, as the CEF made a point of evacuating as many as they could, but the PAK still has reasonable numbers available. Only the most elite Predator units still use the heavy particle accelerator that made them so feared during the war, and most are equipped with a standard laser refit package or a locally-manufactured rotary autocannon alongside their complement of guided missiles.

Predator-class Hovertanks are the primary units used by larger PAK armored formations. Their speed allows them to fill a variety of roles, from harassment to fire support to main battle tank. Their light armor compared to conventional tanks means that they need to keep moving, which can make them exceptionally vulnerable in urban or other close-quarters combat.



GEARS

The CEF considered walker vehicles to be antiques, relics of pre-Concordat warfare and suitable only for civilian use. The Gears of Terra Nova convinced them otherwise, and Col. Arthur has integrated them into the PAK with a surprising amount of success. No major Gear manufacturer will sell to Port Arthur, but a number of small companies manufacturing knock-offs and salvage refurbishing operations have found the PAK to be a profitable customer. The PAK's Gears are older but reliable, and most frequently deployed alongside GREL infantry.





GRELS

The purple-skinned, hairless Genetically Recombined Experimental Legionnaires (GRELS) are, for many Terra Novans, the symbol of the CEF's inhumanity and careless brutality. GRELS are grown in vats, programmed and trained hypnotically, and then placed in military units for further training or combat deployment. Each GREL is taught only what it needs to be able to do its job, and a minimum of social skills for interacting with each other and human officers. To the CEF, GRELS are equipment, not people, and they are treated accordingly. This is beginning to change in the PAK, but slowly.

There are several different classes of GREL, each built for a specific job. The large and stocky Mordred-class GRELS are designed for toughness and strength and are the primary infantry model. They are supplemented by silent and deadly Morgana commandos. The Maxwell gunner and Minerva pilot operate the CEF's combat vehicles, while the Isaac technician keeps them in working order. Isabella-class GRELS serve as field medics and nurses, and Cassandra-class GRELS relay orders and operate electronics. Finally, Jan-class GRELS serve as squad leaders and field commanders.

The lives of most of Port Arthur's GRELS still revolve around the military. Outside of it, they are treated almost worse than equipment, as anti-GREL bias is widespread even in Port Arthur. Not all of the city's 80,000 GRELS can serve at once, so they are rotated through. Most GRELS do not take the lack of military discipline well, but it's still better than civilian life and there's always plenty of work for tough, disciplined, well-trained people. Not all GRELS are happy with their new lives, and their inability to reproduce naturally is a particularly strong sticking point. There are three major rebel groups. The pacifists of Jan Mayen have little contact with Port Arthur or the outside world in general. The Perfect Form Movement, currently lead by the Jan Sebastopol, seeks to exceed the limits of GREL hypnotraining through martial arts. Finally, the New Human Republic, lead by self-styled Colonel Proust, a Jan-class GREL, follows a GREL supremacist doctrine and seeks to establish a GREL nation in the Badlands.





PAK FIELD GUIDE

The most notable feature of Port Arthur is its military, the Port Arthur Korps (PAK). The Korps is tasked with protecting Port Arthur and, since the formation of the New Coalition, many of the surrounding city-states from Rover raids, polar aggression, and other foreign threats. The bulk of the PAK is composed of GREL supersoldiers, who are always commanded and supervised by at least one human officer or NCO. The PAK's human soldiers are all former CEF, and the Korps' doctrine and organization still adhere closely to CEF models. Terra Novan influences are slowly creeping in, presaged by the first batches of Terra Novan graduates from the Port Arthur Officer Academy. Despite vigorous protests from his officers, Col. Arthur has assembled a Gear Korps alongside his Tank Korps and Infantry Korps. While not up to polar standards, the Gears have proven to be excellent back-up for both Hovortanks and GREL infantry.

GREL INSTABILITY

Port Arthur's GRELS have remained active and in the field for far longer than their designers ever thought possible. The PAK's rotation policy complicates the situation further by making the stranded GRELS spend large chunks of time outside of their comfortable military structure. While most GRELS are able to handle this well enough, some find it literally maddening. All PAK GRELS are subject to normal Morale rules if they are being used. The exact manifestation of their frustration varies depending on the type of GREL, represented by the skill rolled.

To determine instability, one of the dice rolled on any skill should be distinguishable from the others. It can be a different color, have a marking on its "1" face, be rolled last, or use any other mechanism both players agree is sufficiently distinct. This is the "instability die". If the GREL succeeds or ties on the roll, but the instability die rolls a "1", the GREL crew suffers an instability.

Minerva Daredevil – When any vehicle with a GREL crew gets an instability on a Defense roll, the vehicle immediately shifts to Top Speed even if it has already changed speeds this round, has no Actions or was Stationary. It may not reduce its speed or take normal turns; if it turns, it must be tight enough that it takes a Stun Counter. This ends at the end of the next round or when the crew fails a Piloting or Defense test. Otherwise, this follows the normal rules for a movement change and no extra MPs are granted and the vehicle does not get a second movement.

Maxwell Sharpshooter – When any vehicle with a GREL crew except a Gear gets an instability on an Attack roll, it must fire its highest-DM weapon at the highest-Size target that it has Line of Sight to within that weapon's range and arc at least once per round until the end of the next round or the crew fails an Attack test. This effect does not grant any additional Attacks, but if the vehicle has any remaining, at least one must be used in a way that meets the requirements of this effect.

Mordred Determination – When a GREL Infantry Squad gets an instability on any Infantry skill roll, they immediately become Stationary but gain the full +2 Stationary bonus to Attacks instead of the Infantry +1 bonus. They must remain Stationary until the effect ends at the end of the next round.

Jan Megalomania – When the leader of a vehicle Squad with a GREL leader or a GREL Infantry Squad gets an instability on any Leadership roll (or Infantry Skill roll standing in for a Leadership roll) or a CP expenditure on a Squad of this type fails, the leading Jan assumes command of the squad. It may not receive CPs and may only gain Crossfire against the Squad Leader's target until the end of the next round. If playing with Morale, they behave as if they have no morale tokens, but gain an extra morale token when the effect ends.

Morgana Complex – If a GREL Commando Squad gets an instability on any Infantry skill roll, they gain +1 Stealth (total Stealth Rating 3) and may only attack targets that cannot detect them without Active Detection. This ends at the end of the next round.

Command, Veterans and Special Models: Choose one of your Squads to be the Army Command Squad. The Leader of this Combat Group cannot be given a GREL Crew or GREL Infantry upgrade and becomes the Army Commander. The Commander can pay 10 TV to gain a +1 to its Leadership skill. A HPC-64 with the command upgrade may be attached to the Command Squad for 75 TV. The HPC-64 becomes the Squad Leader and Army Commander, with the appropriate skills, and the former Squad Leader is reverted to normal skills and may take GREL upgrades as usual. In an Infantry Platoon, it has skills as a Pacifier-class Hover APC. The Command Car crew can take skill upgrades as usual for the Squad it is attached to.





GENERAL PURPOSE SQUAD

THREAT VALUE: 165



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

A Korps GP Squad is composed of three of any combination of Hunters or Jägers and one Headhunter or Command Jäger, which is the Combat Group Leader.

All members have:

Attack 2
Defense 2
Electronic Warfare 1
The Combat Group Leader has Leadership 1

OVERVIEW

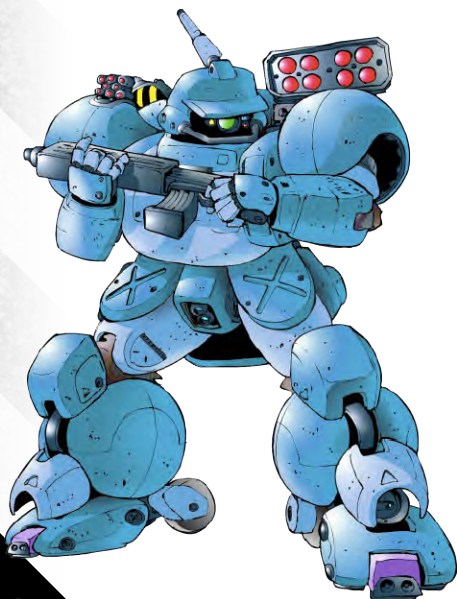
PAK GP Squads vary little from the model followed throughout the rest of the planet. They use a mixture of four reliable Hunters or Jägers to fit with CEF doctrine, though the commander sometimes uses a heavier Gear. PAK GP Squads specialize in urban and close-quarters combat, a duty the PAK's normally-feared Hovortanks handle very poorly.

OPTIONS

- ◆ Upgrade the Combat Group Leader's Gear to a Tiger for +15 TV or a Sidewinder for +0 TV.
- ◆ Add one additional Hunter or Jäger for +40 TV.
- ◆ Increase the Leadership of the Combat Group Leader to Level 2 for +10 TV.
- ◆ Any Gear may take a Recon Drone for +10 TV (max one drone per Gear).
- ◆ One Hunter or Jäger may be swapped for a Desert Viper for +15 TV.
- ◆ Any Desert Viper may swap its HGL to a SC (F, Limited Ammo 6) for +0 TV.

Up to 2 members of the Squad may do one of the following:

- ◆ Swap their Autocannon for a FGC (F, Reloads) and HGs for HHGs (F, Limited Ammo 3).
- ◆ Swap their Autocannon for a RFB (F, no Reloads) for +5 TV.
- ◆ Swap their Autocannon for a MFL (F, no Reloads) for +5 TV.



VETERAN OPTIONS

- ◆ Increase both the Attack and Defense skills of any non-GREL pilot to Level 3 for +10 TV.
- ◆ The limit of two members upgrading their weapons is removed. Any member may upgrade their weapons.
- ◆ Add Field Armor (an additional Sturdy Box) to any Hunter, Sidewinder, Jäger or Tiger for +10 TV.
- ◆ Upgrade any member to a GREL pilot for +10 TV. GREL pilots have Attack 3, Defense 3, and Electronic Warfare 2. The Combat Group Leader may not be upgraded.
- ◆ Up to two Hunters or Jägers may be swapped for Warriors for +5 TV each.
- ◆ A second Hunter or Jäger may be swapped for a Desert Viper for +15 TV.

THREAT VALUE: 210

SUPPORT SQUAD



OVERVIEW

Support Squads are unique to the PAK. Rather than organize separate Recon, Strike, and Fire Support Squads, the PAK lumps all three together into Support Squads. These Squads are intended to support conventional Hovertank and GREL forces in screening, recon, electronic warfare, or long-range fire support roles.

OPTIONS

- ◆ Increase the Leadership of the Combat Group Leader to Level 2 for +10 TV.
- ◆ Increase the Electronic Warfare of any pilot member to level 2 for +5 TV.
- ◆ Add a Sabertooth for +65 TV. The Sabertooth becomes the Combat Group Leader.
- ◆ Swap any Sidewinder for a Basilisk for -15 TV or a Ferret for -10 TV.
- ◆ Swap any Tiger for a Bear for -5 TV or a Badlands Python for +10 TV.
- ◆ Swap one Ferret for a Wild Ferret for -5 TV OR swap one Basilisk for a Silverscale for +15 TV.
- ◆ Add one Recon drone to any member (max one drone per Model) for + 10 TV.
- ◆ Add one Demolition drone to any member (max one drone per Model for + 5 TV).

VETERAN OPTIONS

- ◆ Increase both the Attack and Defense skills of any non-GREL member to Level 3 for +10 TV.
- ◆ Swap any Tiger for a Jaguar for +0 TV.
- ◆ Swap any Sidewinder for a Black Mamba for +20 TV.
- ◆ Upgrade any Tiger, Sidewinder, Bear, or Badlands Python to a GREL pilot for +10 TV. GREL pilots have Attack 3, Defense 3, and Electronic Warfare 2. The Combat Group Leader may not be upgraded.
- ◆ Add Field Armor (an additional Sturdy Box) to any Sidewinder, Tiger or Black Mamba for +10 TV.

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x Sidewinder

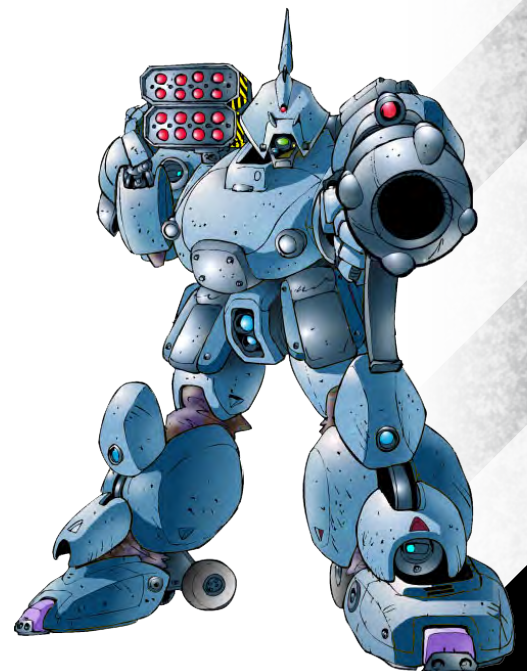
Attack 2
Defense 2
Electronic Warfare 1
Leadership 1

1x Sidewinder

Attack 2
Defense 2
Electronic Warfare 1

2x Tiger

Attack 2
Defense 2
Electronic Warfare 1





AUXILIARY

LIGHT HOVERTANK SQUAD

THREAT VALUE: 160



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT**Combat Group Leader****1x LHT-67**

Attack 2

Defense 2

Electronic Warfare 1

Leadership 1

1x LHT-67

Attack 2

Defense 2

Electronic Warfare 1

OVERVIEW

Light Hover Tank Squads are the core of smaller armored formations. Though they cannot stand and fight as well as regular light tanks, they are fast and fearsomely armed. In larger armored formations, Light Hover Tanks perform harassment, flanking, recon, and skirmish duties. Prowler-class Light Hover Tanks form the bulk of the PAK's forces, since they are much easier to refurbish and repair than the heavier models.

OPTIONS

- ◆ Add up to two additional PAK LHT-67s for +80 TV each.
- ◆ Upgrade one PAK LHT-67 to a PAK LHT-71 for +30 TV.
- ◆ Upgrade any member to a GREL crew for +25 TV. GREL pilots have Attack 3, Defense 3, and Electronic Warfare 2. If the Combat Group Leader is upgraded to GREL crew, its Leadership is increased to 2.
- ◆ If the Combat Group Leader doesn't have a GREL crew, increase the Leadership of the Squad Leader to level 2 for +10 TV.
- ◆ One LHT-67 or LHT-71 may upgrade its HAC to a HGLC (T, no Reloads) for +5 TV.
- ◆ One LHT-67 or LHT-71 may upgrade its HAC to a LPA (T, no Reloads) for +0 TV.
- ◆ Up to two LHT-67s or LHT-71s may swap their MRPs for 2x FGC (T, no Reloads, Linked) for +10 TV per LHT-67 or -5 TV per LHT-71.
- ◆ Up to two LHT-67s or LHT-71s may take a Recon Drone for +10 TV each.

SPECIAL RULES

Each Light Hover Tank Squad must have three Hover Tanks before an additional Light Hover Tank Squad can be purchased.

VETERAN OPTIONS

- ◆ A non-GREL crew may upgrade any of their Attack, Defense, and Electronic Warfare Skills by one level (to a maximum of 3 for Att/Def and 2 for EW) for +10 TV per skill.
- ◆ One additional LHT-67 or LHT-71 (maximum two) may upgrade its HAC to an LPA (T, no Reloads) for +0 TV.
- ◆ One additional LHT-67 or LHT-71 (maximum two) may upgrade its HAC to a HGLC (T, no Reloads) for +5 TV.
- ◆ Upgrade one additional LHT-67 to a LHT-71 for +30 TV.



THREAT VALUE: 440

HEAVY HOVERTANK SQUAD



OVERVIEW

Heavy Hover tanks are primarily used for assault and anti-armor duties. Their light armor makes them more vulnerable than conventional tanks, but their high speed and jump capability makes them more flexible. Although they can be devastating, Predator-class Hover tanks still require proper support from lighter tanks, GREL infantry, or Gears to achieve their full potential.

OPTIONS

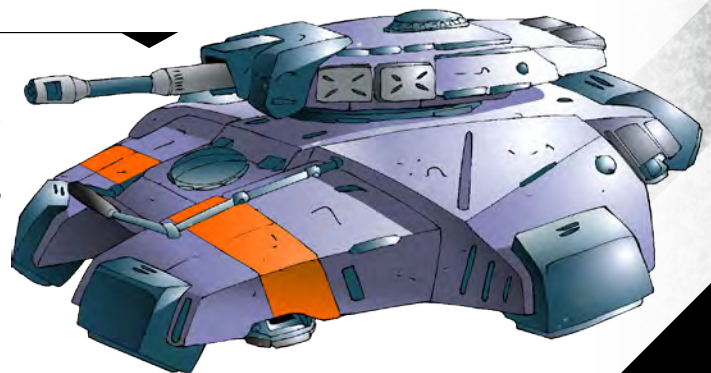
- ◆ Add up to two additional PAK HT-68s for +220 TV each.
- ◆ Upgrade one PAK HT-68 to a PAK HT-72 for +65 TV.
- ◆ Upgrade any member to a GREL crew for +25 TV. GREL pilots have Attack 3, Defense 3, and Electronic Warfare 2. If the Combat Group Leader is upgraded to GREL crew, its Leadership is increased to 2.
- ◆ If the Combat Group Leader doesn't have a GREL crew, increase the Leadership of the Squad Leader to level 2 for +10 TV.
- ◆ One HT-68 or HT-72 may upgrade its VHAC to an LLC (T, no Reloads, Snipered) for +10 TV.
- ◆ Up to two HT-68s or HT-72s may swap their AGMs for a LGM (FF, no Reloads) for -20 TV.
- ◆ Up to two HT-68s or HT-72s may take a Recon Drone for +10 TV or a Hunter-Killer Drone for +5 TV per. (Max one drone per tank).

SPECIAL RULES

Each Heavy Hover tank Squad must have three Hover tanks before an additional Heavy Hover tank Squad can be purchased.

VETERAN OPTIONS

- ◆ A non-GREL crew may upgrade any of their Attack, Defense, and Electronic Warfare Skills by one level (to a maximum of 3 for Att/Def and 2 for EW) for +10 TV per skill.
- ◆ Up to two HT-68s or HT-72s may upgrade their VHAC to an HPA (T, no Reloads, Snipered) for +20 TV.
- ◆ One additional HT-68 or HT-72 may upgrade its VHAC to an LLC (T, no Reloads, Snipered) for +10 TV.
- ◆ Upgrade one additional HT-68 to a HT-72 for +65 TV (max of two).



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x HT-68

Attack 2
Defense 2
Electronic Warfare 1
Leadership 1

1x HT-68

Attack 2
Defense 2
Electronic Warfare 1



CORE

INFANTRY PLATOON

COMPOSITION

An Infantry Platoon consists of 4 Squads of Infantry. While each Squad may buy equipment separately, the entire Platoon counts as a single Combat Group. Each Squad consists of 3 bases and has 1 Action. All bases are armed with Assault Rifles.

SKILLS

All Squads have the infantry Perk, Level 2 Infantry Skill and Armor 8. Choose one Squad to be the Platoon Leader, that Squad gains +1 Comm

SPECIAL RULES

Up to 4 Infantry Platoons (including attached Morgana Commando Squads) may be upgraded to Veteran Status as a single Veteran choice.

THREAT VALUE: 60

OVERVIEW

The superior abilities of GRELS make the role of PAK Infantry Platoons quite different from normal infantry. Since GRELS are larger, tougher, and stronger than normal infantry, they're more capable of combat on the move and much harder to kill. GREL infantry is used to seize and hold ground., while regular infantry is used in support and cleanup roles. GRELS are typically used in concert with Hovertanks, providing the anvil to the Hovertanks' jet-propelled hammer.

OPTIONS

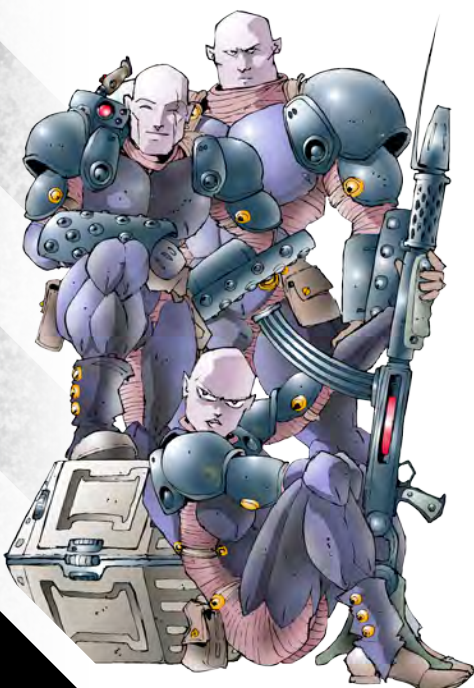
- ◆ Upgrade any Squad to a GREL Infantry Squad for +15 TV. Infantry Skill is increased to 3, Armor is increased to 14. GRELS may fire weapons with Stabilizers at Combat Speed, but not at Top Speed. Any GREL Infantry Squad may upgrade to Turtleshell Armor (+1 Armor) for +5 TV.
- ◆ Any regular Infantry Squad may upgrade to Medium Armor (+1 Armor) for +5 TV or Heavy Armor (+2 Armor) for +10 TV.
- ◆ Upgrade a Pacifier-class Hover APC's crew to a GREL APC crew for +35 TV. GREL crews have Attack 3, Defense 3, EW 2, and Ld 2.
- ◆ Any Squad may carry one heavy weapon at the costs listed (all weapons listed use Stabilizers): LMG +5 TV, Chaingun +5 TV, Anti-Gear Rifle +5 TV, Grenade Rifle +10 TV, Rocket Launcher +10 TV, Light Mortar +15 TV, Target Designator (Rating 2) +10 TV. Any Squad with a rocket launcher may take 3 Anti-Gear Missiles for this Launcher for +10 TV. This allows the squad to make up to 3 AGM attacks (use AGM stats with the Rocket Launcher ranges).
- ◆ Add a drone to a Squad (max one per Squad): H-K or Demo for +5 TV, Recon for +10 TV.

INFANTRY PLATOON VEHICLE OPTIONS

- ◆ A Squad may be mounted in a HPC-64 Hover APC for +45 TV. The Hover APC's crew has Attack and Defense 2, Electronic Warfare 1, and Ld 1. The Squad may not have ATVs, ORVs, Riding Beasts, or hovercycles, and must be Paratroopers if they are to be Airdropped.
- ◆ A Squad that is not mounted on ORVs (including Paratroopers) may be given ATVs (Ground 8/16) at a cost of +10 TV per Squad.
- ◆ Off-Road Vehicles: Any Infantry squad may take Off-Road Vehicles for +10 TV. ORVs function like ATVs, but add 2 to any existing Infantry Armor rating and Infantry mounted in them do not count as having the Stabilizer Trait on their Heavy Weapons. ORVs lose the +1 Defense modifier unless at Top Speed.
- ◆ Riding Beasts: Any non-GREL Squad may take Riding Beasts for the same cost as ATVs. Riding Beasts function exactly like ATVs, but have a movement of Walk 6/12 and a Size of 4 per base, however they may not be made into paratroopers (ie may not gain the Airdroppable perk in any way).
- ◆ Any Squad may be upgraded to Paratroopers (Airdroppable) for +5 TV.

VETERAN OPTIONS

- ◆ A regular Infantry Squad may be upgraded to Infantry Skill 3 for +10 TV.
- ◆ Any regular Pacifier crew may upgrade its Attack and Defense to level 3 for +20 TV.
- ◆ Instead of ATVs, an Infantry Squad, even if Paratroopers, may be mounted on hovercycles (Hover 5/10, Jump Jets 2, otherwise as ATV) for +15 TV.





THREAT VALUE: 25

MORGANA COMMANDO SQUAD

OVERVIEW

Silent and lethal, Morganas were among the most feared GREs during the War of the Alliance. The PAK has kept as many Morgana Commando Squads active as possible. They can serve as snipers, crack anti-vehicle Units, or rapid recon elements, depending on need.

SPECIAL RULES

For each Platoon of Infantry, you may take one Morgana Commando Squad. Morgana Commando Squads are always GREs. GREs may fire weapons with Stabilizers at Combat Speed, but not at Top Speed. The Sniper trait on sniper rifles only applies when Stationary in this case.

OPTIONS

- ◆ Upgrade the Commandos to Paratrooper Commandos (Airdroppable Perk) for +5 TV.
- ◆ The Commando Squad, even if Paratroopers, may be given ATVs as a normal Squad.
- ◆ Instead of ATVs, the Commando Squad, even if Paratroopers, may be mounted on hovercycles (Hover 5/10, Jump Jets 2, otherwise as ATV) for +15 TV.

Each Commando Squad may buy one of the following options (all include a Stabilizer):

- ◆ Add an Anti-Gear Rifle for +5 TV.
- ◆ Add a Rocket Launcher for +10 TV.
- ◆ Add a Target Designator (2) for +10 TV.
- ◆ Add a Sniper Rifle for +10 TV.

VETERAN OPTIONS

- ◆ If the Commando Squad has a Sniper Rifle, it may upgrade it to a Laser Sniper Rifle with Stabilizer for +5 TV.

BASIC UNITS + SKILLS

1x base of Infantry

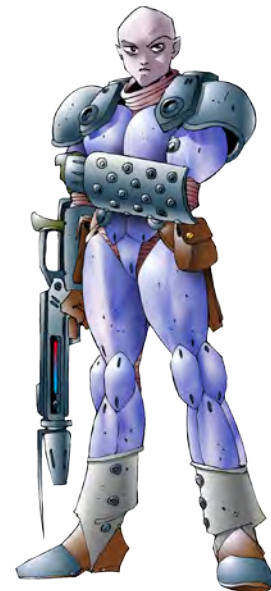
Skill 3

Armor 13

Infantry Perk

Stealth R2

Armed with Assault Rifles and Vibroblades (Melee, DMx4).





CORE

HOVER CAVALRY PATROL

THREAT VALUE: 90



BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader

1x HPC-64

Attack 2

Defense 2

Electronic Warfare 1

Leadership 1

1x HPC-64

Attack 2

Defense 2

Electronic Warfare 1

OVERVIEW

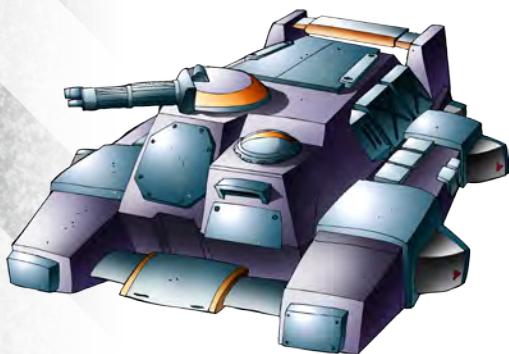
Despite their absence from conventional CEF doctrine, the PAK has made good use of Hover Cavalry Patrols. Their high speed and transport capability make them well-suited to patrol duty, and their light armament is perfect for supporting Hovertanks, Gears, or GREL infantry against Terra Novan forces. While they can be given serviceable anti-tank weapons, no PAK commander should mistake them for real tanks, as their armor is thin at best.

OPTIONS

- ◆ Add up to two additional PAK HPC-64 for +45 TV each.
- ◆ Upgrade any member to a GREL crew for +25 TV. GREL pilots have Attack 3, Defense 3, and Electronic Warfare 2. If the Combat Group Leader is upgraded to GREL crew, its Leadership is increased to 2.
- ◆ If the Squad leader APC doesn't have a GREL crew, increase the Leadership of the Squad Leader to Level 2 for +10 TV.
- ◆ Up to two HPC-64s may swap their Transport capability for an HRP/24 (F, no Reloads, RoF 3) for +15 TV each

SPECIAL RULES

Each Hover Cavalry Patrol must have 3 HPCs before an additional Hover Cavalry Patrol can be purchased.



VETERAN OPTIONS

- ◆ A non-GREL crew may upgrade any of their Attack, Defense, and Electronic Warfare Skills by one level (to a maximum of 3 for Att/Def and 2 for EW) for +10 TV per skill.
- ◆ The Combat Group Leader's HPC-64 may be upgraded to the Command variant for +30 TV.



HACS-02HG-ART

THUNDER GRIZZLY

ARTILLERY COMMAND

HEAVY GEAR
ARENA

Heavy Gear Arena is the Heavy Gear miniatures gallery, showcasing some of the possibilities of converting and painting your miniatures. Whether they're army commanders or field engineers, the Heavy Gear Universe is full of machine variants, some whose purpose hasn't yet reached the battlefield of Blitz!



HACS-02HG-ENG

ENGINEERING GRIZZLY

FIELD ENGINEER





COLOUR SCHEMES



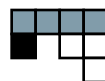
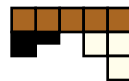
MAIN ARMOUR
BROWN / BLACK / BONE

SECONDARY ARMOUR
EARTH BROWN / BONE

SILVER ARMOUR
DARK GRAY / LIGHT GRAY / WHITE

REGIMENTAL RED
SCAB RED / BLOOD RED / WHITE
+ BLOOD RED GLAZE

KNEE BLOCK GRAY
BLACK / SHADOW GREY / WHITE



THE NORTH

The Headhunter is painted in earthtones with red highlights inspired by the art to its right. The browns allow it to be fielded in variety of terrains without looking out of place and the reds are regimental markings, most likely the Nova Redriders.



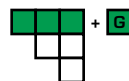
MAIN ARMOUR
CAMO GREEN / WHITE

SECONDARY ARMOUR
EMERALD GREEN / WHITE
+ EMERALD GREEN GLAZE

ARMOUR SKIRT
DARK CAMO / WHITE

REGIMENTAL WHITE
WHITE / LIGHT GRAY

RUST
LEATHER BROWN GLAZE



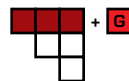
THE SOUTH

This Black Mamba sports a simple unicolor swamp green to help it blend into the southern jungles. The armored jacket is the MILICIA's standard neutral gray, while the shoulder is painted white as part of its regimental scheme.



MAIN ARMOUR
WINE RED / WHITE
+ BLOOD RED GLAZE

SECONDARY ARMOUR
DARK GRAY / LIGHT GRAY / WHITE



PEACE RIVER

The Crusader IV on the right is painted in an alternating gray and reddish brown to break up its profile as well as blend into the varied rock formations in the southern regions of the Paxton Protectorate it is assigned. The dark tones also help in night and low light conditions.



MAIN ARMOUR
SHADOW GRAY / WHITE

GOLD BANDING
BLOOD RED / GOLDEN YELLOW / WHITE

RUST
LEATHER BROWN GLAZE

AMMO BOXES
DARK GREEN / WHITE

CAMO NETTING
OLIVE DRAB / WHITE



PORT ARTHUR KORPS

PAK hovertanks tend toward single colors, originally CEF gray (slightly purplish), but this particular one is coated in a darker blue-based color which works well at night and lets it blend in with the sky when viewed from a distance.

PREPARATION AND ASSEMBLY

When preparing and assembling miniatures, you will need a sharp hobby knife and some cyanoacrylate glue (CA glue) or other adhesive that will bond metal to metal or metal to resin. Small metal files and flat-edge clippers may also come in handy.

Start by carefully removing parts from their runners, if any. Carefully use the knife, clippers and files to remove any flashing or mold lines and smooth down the surface to eliminate mold lines and other imperfections. Some modelers also use 2-part epoxy putty to fill in gaps or to add extra detail. If working with resin, wash all parts with warm water and some dish soap, making sure to rinse thoroughly and dry before assembly. If the resin is warped, using warm water will often soften it enough to allow you to reshape the piece.

Sometimes, assembling the Model in stages or “sub-assemblies” will not only aid in building, but will allow you to paint hard-to-reach sections if you assemble these after painting. Greg has done this with his Headhunter, leaving the arms, backpack and rocket pack off until after painting.

When using CA glue, please note that only a little is required and that it will bond instantly to skin. You should test-fit all joints before gluing to prevent problem. Some people may experience sensitivity to CA glue, but may be able to work with the “Foam Compatible” low odor variants. Some joins may require extra support. For this, use a Pin Vise to drill holes into both pieces to be joined and use a section of paperclip or some wire to add the support. Be careful when drilling to ensure that you have the right drill bit, that the holes will line up, and that you’re not drilling through the piece(s) in question. Remember to always take care when working with metal and resin. Clean your workspace thoroughly and wash your hands carefully after assembling miniatures to prevent metal or resin shavings from being ingested.



NOTES ON PAINTING

Basecoating or priming a model will allow the paint to adhere to your model better. It may be done by hand, but spray primers are often much more even and effective. Make sure your primer is compatible with the paints you are using and choose a color to compliment your intended paint scheme. White works best for bright colors, black works well for dark and gray provides a good middle ground suitable for almost anything. Always spray in a ventilated area such as an open garage, never inside your house.

Painting is best done with water-based acrylic hobby paints (not craft paints). There are multiple brands sold in hobby stores, but almost all will mix with each other. While there are a dizzying array of colors, black, white, the primary colors and some earth tones are all you really need to start. A few brushes (sizes 1, 00, 000) will be enough to get you going, and if you have an old mug that you won’t ever drink out of again, you have your brush washer. Make sure to rinse brushes to prevent paint from hardening and change the water in the mug regularly, always after metallic colors. An oft overlooked but necessary good habit of miniature painting is to keep both your hands braced against a table. This will help you avoid shaking your brush too much.

A fast way to highlight a model or section is to drybrush. Drybrushing involves loading a brush with paint or pigment and using paper towel or other similar material to wick away the moisture. The brush is then run along the areas you wish to highlight. Varying levels of wetness will achieve different effects and blending. Older brushes are most suitable for this as it can be very hard on brushes.

Paint should never be allowed to penetrate the ferrule (metal bit that holds the bristles) and brushes should be stored upright. To maintain fine points on your brushes, rinse them in cold water, since warm or hot water will cause paint to settle on your bristles or loosen the glue that holds the bristles together, either of which can ruin your brushes. Also, when drying your brushes on a piece of paper towel, pull the brush toward you with the bristles facing away from you, then gently roll the bristles; this helps maintain a fine point on all your brushes. Brush soap may be used as per the instructions for the soap.

TOOLS [TOOLS SET IN ITALICS OPTIONAL]

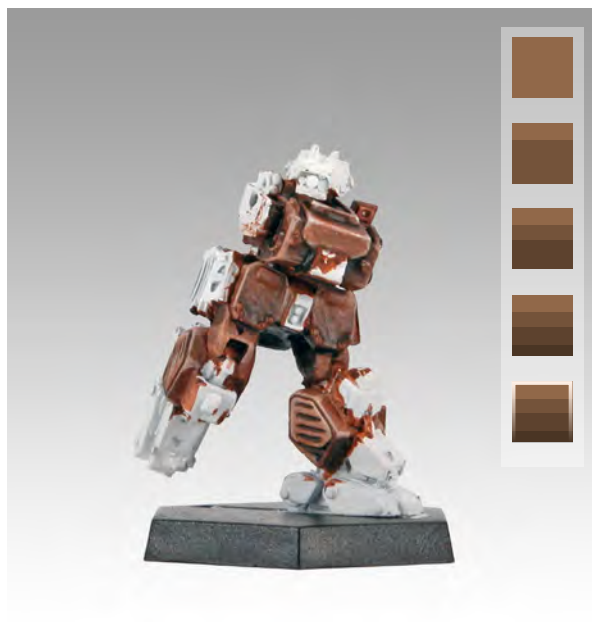
- ◆ White matte spray paint
- ◆ Water-based acrylic model paints
- ◆ Brushes sizes: ‘1’, ‘00’, ‘000’ (red sable are best)
- ◆ Utility knife (plus blades)
- ◆ Cyanoacrylate or Epoxy glue
- ◆ White glue
- ◆ Fine ballast, sand, or gravel
- ◆ Glass jar
- ◆ Ceramic or plastic palette
- ◆ Paper towel
- ◆ *Brush soap*
- ◆ *Needle files*
- ◆ *Pin vice*
- ◆ *Miniature drill bits*
- ◆ *Pliers*
- ◆ *Fine brass wire or paper clips*
- ◆ *Sheet and Rod Styrene*





01 BASING THE ARMOR

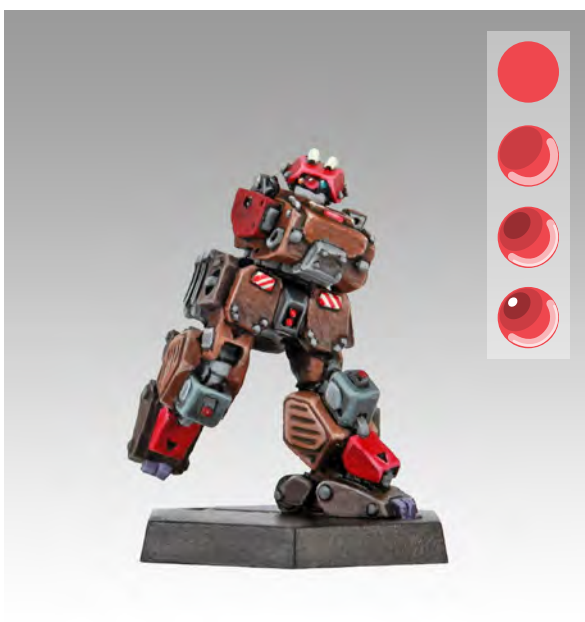
Starting with the body, select the dominant color for your model, this will typically be the armor color. Add some water or acrylic matte medium to the paint on your palette until it reaches the consistency and opacity of 2% milk. Apply the paint so that it covers completely. This may take one or two coats depending on the consistency of the paint in question.



02 HIGHLIGHT AND SHADE THE ARMOR

Start shading the base armour color by adding a darker color, and applying successively darker mixtures in thinned-down gradients across the surface.

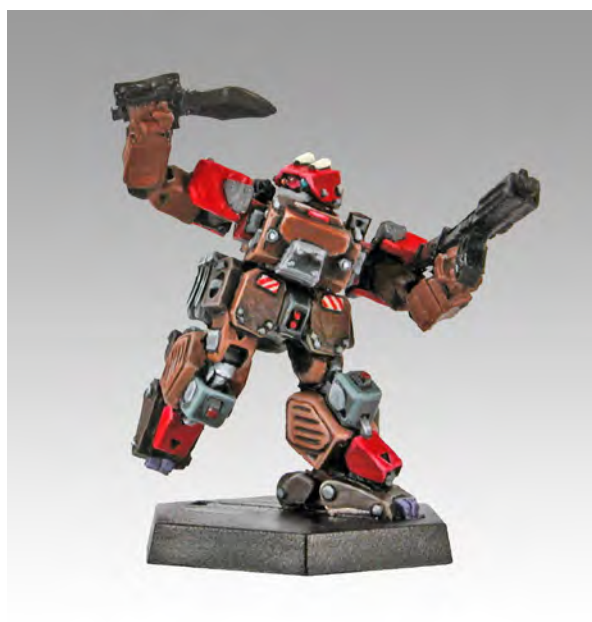
For basic edge highlighting, blend your base armor color with a lighter color apply it along the upraised surfaces and edges.



05 HIGHLIGHTING AND DETAILING

Highlight the remainder of the armor plates and then add details like lens reflections and hazard striping.

- ◆ Lens effects are accomplished by painting a darker spot in an upper corner of the lens, highlighting the edges of the opposite corner, and adding a white dot over the dark corner.
- ◆ Striping is a matter of thinning your paint down, and using your smallest brush.



06 APPENDAGES

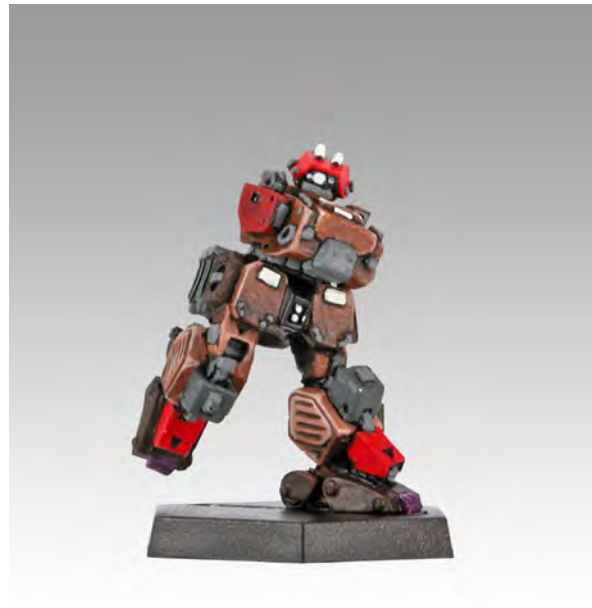
Now that the body is done, it's time to add the appendages, which would have otherwise inhibited some brushwork on the body.

Follow steps 1 through 5 as before.



03 BASE COLORS OVER WHITE

Having completed the main armor, it's time to base the secondary colors. Apply your brightest colors (red, yellow, blue, orange, green, violet) over the white base coat, and then apply black to the rest of the miniature. This effectively takes care of your blacklining in advance, and saves you the trouble of doing a black wash.



04 BASE COLORS OVER BLACK

With the bright colors taken care of, you can apply the colors and tones that will easily cover black (grey, dark brown, tan, white, dark green, olive drab, terracotta) be more careful when applying these paints, as you should try to preserve a black line around the edges and in the corners of the various volumes of the model.



07 THE BASE

- ◆ With an old brush, apply some slightly water-thinned white glue to the top of the base.
- ◆ Sprinkle some fine hobby ballast or ground coral over the white glue while it is still wet. You can also add bits of cork to give the impression of larger rocks.
- ◆ Once the glue is set, paint the textured area black.
- ◆ When the black coat is done, drybrush the color of your choice over the textured area, and then paint the sides of the base the same color.
- ◆ Highlight the textured area using the drybrush technique.



08 HAZARD STRIPING

The last pieces you will affix to your Gear are the Rocket Packs and V-engines and Hazard striping is a hallmark of both.

- ◆ Paint the entire band of hazard striping golden yellow, don't bother too hard to stay in the lines.
- ◆ Highlight the band progressively according to step 2.
- ◆ Thin your black paint down and paint the black stripes over the yellow, be sure to start the stripe outside the area of the band
- ◆ Clean up the area with black, then with the adjacent base color.



PAR-C T01

CATAPHRACT

HEAVY ASSAULT



68
T -
PREDATOR CLASS
HOVERTANK



OACS-01H-ART
SUPPORT COBRA
MOBILE ARTILLERY



WEAPON TRAITS

While Weapons are listed with the Traits that always apply, some Models may require or grant extra traits to Weapons, in which case it will be listed in that Model's stat block.

Anti-Aircraft [AA]: The Weapon may be used to fire against Airstrikes if the Model is capable of doing so and the Airstrike flies within Range and Arc of this Weapon.

Anti-Infantry [AI]: Anti-Infantry [AI]: Infantry are especially vulnerable to AI weapons and as such Weapons with the AI trait gain a +2 to hit Infantry Perk

Area Effect (x) [AEx]: Rather than make a normal attack, the Model may lower its DM by the rating of its AE to create an Area Effect of the Rating as a radius in inches. The AE radius is not variable. Measure from the point of impact (center of Model if attacking a Model). All Models touched by the Area Effect must defend against the same Attack Roll.

AE Weapons with the AI Trait always use AE and do not lower their DM, as they are expressly designed to cause damage in a wide area. Thus a LFG with AE 1 could make a normal shot at x22 DM or an AE1 shot with x21 DM, while a Hand Grenade would always be x15 AE2.

Weapons with the Area Effect Trait may cause concussion. If the Armor of a Model touched by the AE is no more than twice the modified DM of the weapon, the Model will gain a Stun Counter.

Armor Crushing [AC]: The weapon may cause damage to a Model's Armor. The Target will lose Armor equal to the MoS of the attack if it does Damage. This trait has no effect on Infantry.

Armor Piercing [AP]: The weapon is designed to ignore Armor. If the Attack scores a MoF/MoS 0 or a higher MoS, add 2 to the value (MoF 0 becomes MoS 2, MoS 1 becomes MoS 3) for determining damage. If the Attack scored a MoF or 1 or more, the Attack does nothing.

Blast (x) [Bx]: Some weapons are designed to have a massive blast area. These work like AE, but do not sacrifice DM for the area effect. Additionally, all Models in blast take a minimum of the DM in damage, unless touching a terrain piece, in which case they take a Stun Counter.

Guided [G]: The weapon possesses an above average Guidance system and gains an a +1 modifier on any Attack against a Model that has been Forward Observed by a Model with a Target Designator (see Perks on page 183 for information on Designators).

Haywire [H]: The weapon has an electrical charge that wreaks havoc upon those it hits. If a Model is hit (MoS 1 or higher), roll one die regardless of whether it took damage. On a 1 or 2, no additional Damage is dealt. On a 3-5 the Model receives a Stun counter and on a 6, it takes a box of damage in addition to any it may have already received.

Indirect Fire [IF]: The Weapon may be fired normally or using the Indirect Fire rules.

Link: Two or more Weapons listed as Linked may fire simultaneously with the same action against a single Target. Make a single Attack and use it for all linked Weapons. Any Model targeted must Defend against this roll once per weapon in the Link.

Melee [M]: The Weapon is designed for Melee use and may be used any number of times during a Round as long as the Model has Actions to do so.

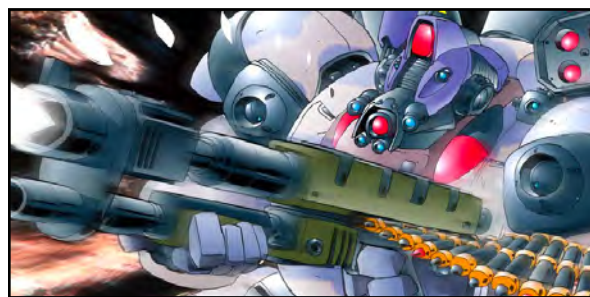
Minimum Range [MR]: The Weapon is not designed to fire up close. It may not fire at Point Blank and instead of the normal 0 for attacking at Short Range, the Weapon receives a -1 penalty for Attacks made at Short Range.

Minus Damage per Band (X) [MBx]: The Weapons power drops over distance. Each range Band past Short subtracts the value listed from the DM of the weapon. Thus an MB2 weapon would subtract 4 from its DM at Long Range.

Rate of Fire (X) [RoFX]: the weapon has a higher rate of Fire and may use Rate of Fire Attacks as per the Rate of Fire rules (p26).

Reloads [R]: The Model may spend an action to remove an Out of Ammo result on this weapon.

Sniper [SnP]: The weapon listed as being Sniped has a -1 Attack Modifier at Long and a -2 at Extreme, rather than the normal Modifiers.



Stabilizer/Stabilizer mount: The Model must be Stationary to use a weapon with this Trait.

Sustained Burn [SB]: The Weapon uses heat or fire to cause damage. As such, any Model damaged by this weapon (1 or more boxes of damage) has a chance to keep burning after the Attack. Place a burning token next to the Model. During the Miscellaneous Phase of each Round, roll one Die. On a 5 or 6, the Model continues to burn and takes a box of Damage. Any other means the Model is no longer burning and you can remove the token. Models may spend an Action to remove the Burning Token on themselves or a Model they are in contact with.

Thrown [T]: The Weapon must be Placed or Thrown as per the Placed and Throwing rules on page 26.



WEAPON TRAITS



CANNONS AND RECOILESS WEAPONS

Weapon Name	Code	ACC	PB	SR	MR	LR	ER	Dam	RoF	Notes
Very Light Machine Gun	VLMG	0	2	3	6	12	24	x 2	3	AI
Light Machine Gun	LMG	0	2	3	6	12	24	x 3	4	AI
Heavy Machine Gun	HMG	0	2	3	6	12	24	x 4	3	AI
Fragmentation Cannon	FGC	+1	2	3	6	12	24	x 7	◆ 2	AI
Very Light Rifle	VLR	0	3	6	12	24	48	x 6	0	
Light Rifle	LRF	0	5	9	18	36	72	x 8	0	
Medium Rifle	MRF	0	6	12	24	48	96	x 10	0	
Heavy Rifle	HRF	0	6	12	24	48	96	x 12	0	
Deployable Pack Gun	DPG	-1	3	6	12	24	48	x 8	2	
Light Anti-Aircraft Cannon	LAAC	0	3	6	12	24	48	x 8	6	AA
Medium Anti-Aircraft Cannon	MAAC	0	5	9	18	36	72	x 10	4	AA
Heavy Anti-Aircraft Cannon	HAAC	0	5	9	18	36	72	x 12	3	AA
Very Light Autocannon	VLAC	0	3	6	12	24	48	x 6	2	
Light Autocannon	LAC	0	3	6	12	24	48	x 8	2	
Medium Autocannon	MAC	0	5	9	18	36	72	x 10	1	
Heavy Autocannon	HAC	0	5	9	18	36	72	x 12	1	
Very Heavy Autocannon	VHAC	0	5	9	18	36	72	x 15	1	
Very Light Field Gun	VLFG	-1	8	15	30	60	120	x 20	0	IF
Light Field Gun	LFG	0	8	15	30	60	120	x 22	0	IF, AE1
Heavy Field Gun	HFG	0	12	24	48	96	192	x 28	0	IF, AE1
Very Heavy Field Gun	VHFG	0	15	30	60	120	240	x 33	0	IF, AE2
Snub Cannon	SC	-1	2	3	6	12	24	x 28	0	
Light Panzerfaust	LPZF	-1	2	3	6	12	24	x 10	0	
Medium Panzerfaust	MPZF	-1	2	3	6	12	24	x 15	0	
Heavy Panzerfaust	HPZF	-1	3	6	12	24	48	x 20	0	
Rapid-Fire Bazooka	RFB	0	2	3	6	12	24	x 14	2	
Light Bazooka	LBZK	0	3	6	12	24	48	x 15	0	
Medium Bazooka	MBZK	0	3	6	12	24	48	x 20	0	
Heavy Bazooka	HBZK	0	3	6	12	24	48	x 25	0	

◆ Fragmentation Cannons are basically giant shotguns and as such, their RoF represents the choke setting rather than extra ammunition expenditure. It will only run out of ammo on a Fumble.

ROCKETS AND MISSILES

Note: Many Rocket pods of the same class have different ammo loads, represented by their varying Rate of Fire (RoF) values. For example, two units with LRPs might have a different RoF value.

Weapon Name	Code	ACC	PB	SR	MR	LR	ER	Dam	RoF	Notes
Very Light Rocket Pack	VLRP	-1	2	3	6	12	24	x 8	3 to 6	IF
Light Rocket Pack	LRP	-1	2	3	6	12	24	x 12	1 to 4	IF
Medium Rocket Pack	MRP	-1	3	6	12	24	48	x 18	1 to 4	IF
Heavy Rocket Pack	HRP	-1	5	9	18	36	72	x 20	3 to 4	IF
Incendiary Rocket Pack	IRP	-1	2	3	6	12	24	x 13	1 to 3	IF, SB
Heavy Incendiary RP	HIRP	-1	5	9	18	36	72	x 16	3 to 4	IF, SB
Anti-Aircraft Missile	AAM	+1	12	24	48	96	192	x 10	0	AA, IF, MR, G
Airburst Missiles	ABM	0	5	9	18	36	72	x 10	0	IF, Blast(2)
Anti-Gear Missile	AGM	+1	5	9	18	36	72	x 15	0	IF, G
Anti-Tank Missile	ATM	+1	5	9	18	36	72	x 25	0	IF, G
Heavy Anti-Tank Missile	HATM	+1	8	15	30	60	120	x 30	0	IF, G



SUPPORT WEAPONS

Weapon Name	Code	ACC	PB	SR	MR	LR	ER	Dam	RoF	Notes
Light Flamer	LFL	+1	1	2	3	6	12	x 5	0	SB, IF
Medium Flamer	MFL	+1	1	2	4	8	16	x 7	1	AE1, SB, IF
Heavy Flamer	HFL	+1	2	3	6	12	24	x 9	2	AE2, SB, IF
Anti-Personnel Mortar	APM	0	3	6	12	24	48	x 4	0	IF, AI, AE4, MR
Light Guided Mortar	LGM	-1	5	9	18	36	72	x 15	0	IF, G, AE1, MR
Heavy Guided Mortar	HGM	-1	8	15	30	60	120	x 20	0	IF, G, AE2, MR
Light Field Mortar	LFM	-1	6	12	24	48	96	x 15	0	IF, AE3, MR
Medium Field Mortar	MFM	-1	8	15	30	60	120	x 20	0	IF, AE3, MR
Heavy Field Mortar	HFM	-1	9	18	36	72	144	x 25	0	IF, AE4, MR
Anti-Personnel Grenade Launcher	APGL	-1	2	3	6	12	24	x 4	0	IF, AI, AE3
Light Grenade Launcher	LGL	-1	2	3	6	12	24	x 15	2	IF, AE2
Heavy Grenade Launcher	HGL	-1	3	6	12	24	48	x 20	1	IF, AE2

ADVANCED WEAPONS

Weapon Name	Code	ACC	PB	SR	MR	LR	ER	Dam	RoF	Notes
Light Particle Accelerator	LPA	+1	3	6	12	24	48	x 10	0	MB1, H
Heavy Particle Accelerator	HPA	+1	5	9	18	36	72	x 15	0	MB1, H
Light Railgun	LRG	0	8	15	30	60	120	x 14	2	
Heavy Railgun	HRG	0	15	30	60	120	240	x 35	0	
Sniper Laser Cannon	SLC	+1	8	15	30	60	120	x 12	0	MB1
Heavy Gatling Laser Cannon	HGLC	+1	3	6	12	24	48	x 16	1	MB3
Light Laser Cannon	LLC	+1	8	15	30	60	120	x 16	0	MB2
Heavy Laser Cannon	HLC	+1	8	15	30	60	120	x 20	0	MB3
Light Pulse Laser Cannon	LPLC	+1	5	9	18	36	72	x 20	0	MB3
Heavy Pulse Laser Cannon	HPLC	+1	5	9	18	36	72	x 24	0	MB4

INFANTRY WEAPONS

Weapon Name	ACC	PB	SR	MR	LR	ER	Dam	RoF	Notes
Anti-Gear Rifle	+1	5	9	18	36	72	x 7	0	
Assault Rifle	0	2	3	6	12	24	x 2	1	AI
Chaingun	0	2	3	6	12	24	x 3	4	AI
Grenade Rifle	0	2	3	6	12	24	x 8	0	AI, IF, AE2
Heavy Rifle	0	2	3	6	12	24	x 3	0	AI
Light Machine Gun	0	3	6	12	24	48	x 3	2	AI
Light Mortar	-1	5	9	18	36	72	x 12	0	AI, MR, IF, AE3
Rifle	0	2	3	6	12	24	x 2	0	AI
Rocket Launcher	0	2	3	6	12	24	x 14	0	AE1
Sniper Laser Rifle	+1	6	12	24	48	96	x 4	0	AI, Sniper
Sniper Rifle	+1	3	6	12	24	48	x 4	0	AI, Sniper

CLOSE COMBAT

Weapon Name	Code	ACC	Dam	Notes
Combat Reinforcement	CR	0	Size+1	M
Chain Sword	CS	0	Size+3	M
Close Combat Attack	CC	0	Size	M
Heavy VibroSword	HVS	-1	Size+8	M, AC
Vibroaxe	VA	-1	Size+4	M, AC
Vibroblade	VB	0	Size +2	M
Vibrorapier	VR	1	Size	M, AP

CLOSE COMBAT AND THROW

Weapon Name	Code	ACC	Dam	Notes
Spike Gun	SKG	-1	x 12	M
Heavy Spike Gun	HSKG	-1	x14	M, AP
Hand Grenade	HG	-1	x 15	T, AI, AE2
Heavy Hand Grenade	HHG	-1	x 25	T, AE2
Haywire Grenade	HWG	-1	x 10	T, H, AE1
Self-Destruct Grenade	SDG	-1	x 30	T, AE3

GETTAI GUNPOWERS



MODEL PERKS & FLAWS



OPTION: HUMANOID COMBAT

Models with Arms may grapple, block, knock around or otherwise prevent the use of weapons against while in contact with an enemy Model. When a Model with Arms moves into contact with an enemy Model, it may prevent one of the enemy Model's weapons from being used. If the Model it moves into contact also has Arms, that Model may do the same to the first. A Model may only do this to one other Model at any given time. The effect ends when one Model moves out of contact with the other. Models preventing weapons from being used may not Ram, nor can Ramming be prevented by this option.



The following Perks and Flaws represent the unique features that some Models possess. Perks marked as AUX are affected by damage results as detailed in Damage on page 29.

Advanced Neural Net [ANN]: the Model may add a Die to one Skill test per round due to its advanced thinking computer.

Airdroppable: the Model in Question may be dropped from an Air vehicle. If every model in a Combat Group has this Perk, the Combat Group is allowed additional entry vectors when held in reserve. See Support Options on pages 44 to 47 for more information.

Amphibious: The Model is capable of entering Water terrain without flooding. The Model may travel at any speed while in Water terrain, but may not enter or exit Water at Top Speed. Treat Shallow and Deep Water as Open.

(AUX) Anti-Missile System [AMS]: The Model in question has a system dedicated to defending itself against self-propelled projectiles. Whenever this Model is Attacked with a weapon noted as being a Missile, Rocket or Mortar, the Model may add two dice to its Defense Roll.

(AUX) Anti-Personnel Charges [AP Charges]: The Model has an automated Infantry defense system. If a Model with the Infantry Quality comes within 3" of a Model with AP Charges, either due to movement of the Infantry or the Model with AP charges, the Model may choose to use its AP Charges to attack the Infantry. The AP Charges fire without using an Action, and have an Attack with a Skill of 2, a DM of x4 and the AI trait, modified as usual for the Model's Speed. The Charges have an AE of 1, measuring outward from the edge of the Target Model or its base. Additional movement within range of the system does not trigger additional attacks, only entering or being brought within the range of the system. Note this does not count as an Attack for Crossfire or Coordinated Attacks.

Arms: The Model in question has Arms and may use them to throw Weapons, climb or any action noted as using Arms. Note that some older Datacards may not always list Arms on Models. If the Model has arms with hands, the Model is considered to have this Perk.

Arms allow Models with them to ascend Cliffs. They must use their slowest Combat Speed and each elevation level climbed up costs 2MP and down costs 3 MP. This may be combined with Climbing Equipment. If a Model cannot traverse an entire Cliff in a single movement, mark its place and treat it as if it were at Combat Speed, but it has an additional -1 Modifier to Attacks and Defense.

(AUX) Autopilot: The Model has an automated piloting system. At the beginning of the Model's Activation, it may use the Autopilot to gain an additional Action until its next activation. However, all Defense and Difficult Terrain tests are done at a Skill of one and may never be increased. Additionally, it may never voluntarily gain a Stun Counter to slow down or turn.

Backup Comms: The Model's Communications systems are very tough and as such, it ignores up to one point of penalties caused by Damage on any rolls involving the Comm Rating.

Backup Sensors: The Model's Sensor systems are rugged. As such, it ignores up to one point of penalties caused by Damage when performing Active Lock tests.

Climbing Equipment: This allows Models to ascend or descend Cliffs. They must use their slowest Combat Speed and each elevation level climbed up or down costs of 2MP. If the Model has Both Arms and Climbing Equipment, this cost is reduced to 1 MP. If a Model cannot ascend or descend an entire Cliff in a single movement, mark its place and treat it as if it were at Combat Speed, but it has an additional -1 Modifier to Attacks and Defense.

(AUX) Counter-Battery Sensors [CBS]: the Model has specialized sensors used to detect long-range attacks. Whenever an Indirect Fire Attack, or an attack fired at Long or Extreme Range lands within the Auto Comm Radius in inches of this Model, the Model gains an immediate Active Lock on the Attacking Model. The model with CBS may then take any Action allowed by Active Lock if it has an Action to spend.



Defective Active Sensors: The vehicle has Sensors that are defective or hard to manage. Subtract the Rating of this Flaw from the skill rating of the Pilot when making Active Lock Tests. If a Model has Defective Active Sensors 1 and an EW of 1, it would be rolling 2 dice and taking the lowest for Active Lock tests. If this lowers the Skill below 0, no roll may be attempted

Defective Fire Control: The vehicle has targeting systems that are defective or hard to manage. Subtract the Rating of this Flaw from the skill rating of the Pilot when making Ranged Attack Tests. Thus a Model with Defective FireCon 1 and an Attack of 2 it would be rolling 1 die Ranged Attack tests.

Drone (x): The Model has access to a Drone of the type listed. Most of the time, this will be an army list upgrade. Drones do not count as Models in their own right, but are attached to their owner. As such, they may not be attacked, but if their owner is destroyed or killed, the Drone is also removed. Drones in base Contact with their owning model may be “docked” at the cost of one Action and carried with the Model until they are Undocked. Docked Drones cannot use any of their abilities. “Undocking” does not cost an action and allows the Drone to act normally. The type of Drone will affect the specific movement and bonuses granted:

Demo Drone

Must be placed anywhere within the double the Auto Comm radius of the owner after movement is completed, but must be Docked if the Owner wishes to move faster than Combat Speed. If the Owner moves faster than Combat Speed without Docking the Drone, the Drone will self-detonate its SDG, regardless of location or friendly Models. Demo Drones may be directed to Self-detonate their SDG at the cost of one Action. Demo Drones count as having a Skill of 2 for Self Detonation. Note this does not benefit from Crossfire or Coordinated Attack. Demo drones are destroyed and removed from the table after detonation of their SDG.

Hunter-Killer Drone

Must be placed anywhere within the double the Auto Comm radius of the owner after movement is completed. The HK drone counts as having AP Charges (see above), but with a range of 5". Measure from the drone when determining which Models are affected. Use the Owner's speed modifier.

Recon Drone

Must be placed anywhere within the Auto Comm radius of the owner after movement is completed. The owner may use the Drone's location when attempting Forward Observation or determining Concealment to another Model for Combat lock or Active Lock. In these cases, use detect 2, Sensors 0 and Target Designator. In place of the ratings of the owning model. Recon Drones may not be used for LoS for Attacks from the Owning Model. If a FO is made from the Drone, the Drone is considered to be Size 2 and have the same Modifiers to concealment from movement as the owning Model for purposes of Detecting the Drone for EW purposes only.

EW Homing [EWH]: The model is adept at determining the locations of electronic emissions. As such, it may spend an Action to do an opposed Comms test with a Model that has just completed a roll involving the Comms rating. If the Model with EW Homing wins this test, it counts the target Model as being Forward Observed and Designated.

(AUX) Electronic Countermeasures (X) [ECM (X)]: The Model possesses an ECM suite that it can use to jam enemy Communications. See Communication Events on Page 34 for more info.

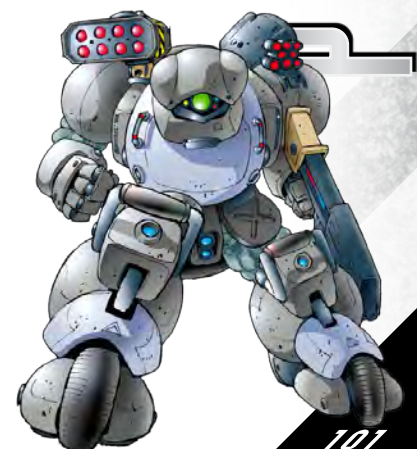
(AUX) Electronic Counter- Countermeasures (X) [ECCM (X)]: The Model possesses an ECCM suite that it can use to aid friendly Communications. See Communication Events on Page 34 for more info.

Exposed Aux: The Model's electronics are very vulnerable. It loses its Aux systems at Heavy Damage rather than Critical. Aux systems have AUX next to them and include AMS, AP Charges, Autopilot, CBS, ECM, ECCM, JJ, Sat Uplink, SL, Smoke, Stealth and TD. Note that Auto Comms/Comms and Detect/ Sensors are not AUX systems.

Exposed FireCon: The Models targeting systems are very vulnerable. It suffers a -1 penalty to Attack Skill Rolls starting at Light Damage. Heavy Damage and Critical remain the same.

Exposed Movement: The Model's movement systems are open to attack. It loses access to Top Speed at Light Damage rather than Heavy.

Fire Resistant: The Model is built to avoid damage from incendiary effects. As such, lower all Damage dealt by Sustained Burn weapons on this model by 1 box. This also means Models with this Perk are immune to the continued effects of Sustained Burn weapons.



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PERKS & FLAWS



WEAPON RECOGNITION



Haywire Resistant: The model is shielded from Haywire effects and instead of the normal effects of Haywire, it takes no damage on a 1-4 and a Stun counter on a 5-6.

Improved Off-Road [Imp OR]: The Model is built to move off-road with ease. Outside of Roadways and clear ground, Rough Terrain is considered Clear/Open, and all Very Rough Terrain is considered Rough. This does not allow traversing of Impassible Terrain and does nothing to prevent dangerous terrain from affecting the Model. Note this does not help against Dense or Very Dense Terrain.

Improved Rear Defense [IRD]: the Model is very well protected from the Rear and does not suffer the -1 penalty to attacks from the Rear Arc in Ranged or Melee combat.

Infantry [Inf]: The Infantry perk allows a combined Model to use the Infantry rules on Page 33.

(AUX) Jump Jets (X) [JJ(x)]: A Model with Jump Jets may spend an action to clear obstacles or climb elevation levels. The total forward and upward movement may be up to the rating listed in inches. Jump Jets do not count toward the Model's maximum movement.

Large Doors: The Transport has Large doors allowing Transported Models easier movement in and out of the Model. Models embarking do not need to spend an Action to do so and Models disembarking may Move without spending an action.

Large Sensor Profile (X) [LSP(x)]: The Model has a large sensor signature. As such, lower the Concealment for Active Lock attempts against this Model by the Rating of the Perk. If no value is listed, it is considered 1.

Low Profile: The Model gains an additional point of Concealment when Hiding or an additional point of Cover when Hull Down.

Poor Off-Road Ability: the Model was not designed to go Off Road. Outside of Roadways, Clear/Open Terrain is considered Rough, all Rough Terrain is considered Very Rough and all Very Rough Terrain is considered Impassible.

Ram Plate (arc) [RP(arc)]: The Model is designed to ram and will take ½ damage from any Ram or impact that comes from the Arc listed. Additionally, the Model does not suffer Armor loss for Rams in this Arc.

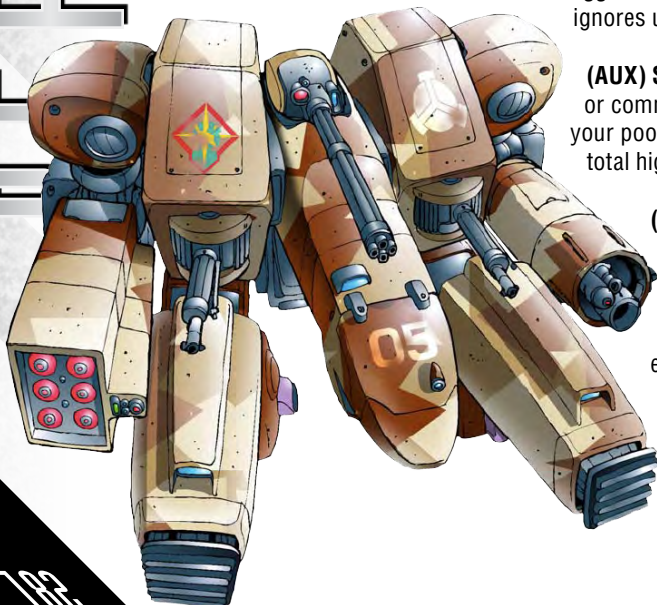
Reinforced Arc X [Rx X]: The Model has one arc that is Reinforced. Add the value of this Perk to the Armor of the vehicle against attacks made from that Arc.

Rugged Movement: The Model's movement systems are reinforced. As such, it ignores up to one point of penalties caused by Damage on Defense tests.

(AUX) Satellite Uplink [Sat Up]: The Model has a real-time feed of the Battlefield or communications uplink to HQ. The Model may spend an Action to add a CP to your pool. This Action counts as a Comm Event and the CP may not raise your CP total higher than the initial starting value.

(AUX) Searchlight [SL]: The Model is Equipped with a Searchlight. During Night Missions (see Scenarios on p 36 for more information), the Model may ignore Concealment caused by Night effects against one Target within the Arc and Range of the Searchlight when attempting to gain Lock. If this is done, all other Models also ignore Concealment from Night effects against the target Model and the Model using the Searchlight. All effects last until the end of the Round.

Sensor Boom: A sensor boom allows the Model to count itself as being any point up to an inch from its body or base when determining Lock or Cover to a Target. If the Model itself is behind a Solid Object, the Model must use Indirect Fire if Attacking



Sensor Dependent: The Model is fully dependent on sensors. As such, the Model cannot gain Combat Lock to other Models based on their Size unless they "pop the hatch" gaining the Weak Facing (Front) for the remainder of the Round.

Shielded Weapons: The Model's weapons are armored or otherwise protected. It does not suffer the -1 to Attack rolls when it has taken Heavy or greater Damage.

(AUX) Smoke Launchers (X) [Smoke (X)]: by spending an Action, a Model with smoke Launchers may launch a thick Smoke cloud up to 6 inches away. The Smoke cloud has AE2 and counts as being 2 inches tall. The Smoke cloud confers 1 point of Concealment for every full 2 inches of the Cloud and counts as providing Cover to any Model behind it. This may only be done a number of times per game equal to the Rating of this Perk. Smoke from Smoke Launchers lasts until the end of the Miscellaneous Phase.

(AUX) Stealth (X): The Model is designed to absorb sensors or otherwise be very effective at hiding. At Night or when there is existing Concealment, the rating of this Perk is added to the Concealment Total. For Models with Large Sensor Profile, each trait applies only when stated in the perk or flaw description. If both apply, subtract the Large Sensor Profile rating from the Stealth rating to obtain the total Concealment Modifier.



(AUX) Target Designator (X) [TD (X) or TDx]: Whenever a Model with this Perks Forward Observes a target, that target is considered to be Designated for Weapons with the Guided Trait. The Rating of the Perk is the Maximum amount of Concealment the Designator can be used through. If the Concealment is higher but the Model attempting the FO can still get Lock, it is Forward Observed, but does not count as Designated.

Traceable Emissions: The Model is easily tracked, allowing all Guided Weapons to consider this Model as Forward Observed and Designated, regardless of whether or not it actually was.

Transport: The model is a Transport. It may transport the listed number and types of Models and follows the rules for Transporting Models on page 33.

Vulnerable to Haywire: Rather than the usual effects of Haywire, the Model will take a Stun Counter on a 1-2 and a box of Damage on any other value.

Weak Facing: One of the facings of the Model is open to attacks or otherwise unprotected. When Attacked from the Arc indicated, treat the weapon Attacking as having the AP trait. If it already has the AP trait, the Model with AP adds 3 to MoS instead of 2. In the case of the Underbelly Arc, any attacks coming from Placed Weapons or a Lower Elevation will be considered as hitting the Underbelly.



WEAPON RECOGNITION



VLFG Very Light Field Gun



LGL Light Grenade Launcher



HGL Heavy Grenade Launcher



L(G)M Light (Guided) Mortar



H(G)M Heavy (Guided) Mortar



FL Flamer



HGLC Heavy Gatling Laser Cannon



LLC Light Laser Cannon



LPA Light Particle Accelerator



PZF Panzerfausts



DPG Deployable Pack Gun



RBZK Rapid-Fire Bazooka



LBZK Light Bazooka



MBZK Medium Bazooka



HBZK Heavy Bazooka



SC Snub Cannon



VLAC Very Light Autocannon



LAC Light Autocannon



MAC Medium Autocannon



HAC Heavy Autocannon



VHAC Very Heavy Autocannon



FGC Fragmentation Cannon



LRF Light Rifle



MRF Medium Rifle



HRF Heavy Rifle



LAC/LGL Paratroop Rifle



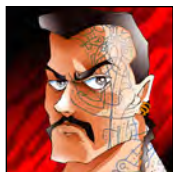
GM
BLITZ
&
GM
PERK



TIMELINE



SANDS OF BLOOD
TN 1933-1939
AD 6131-6136



21st Winter

1933

Following a recon mission by the MILICIA's Special Intervention Unit, the SRA destroys the base of GREL revolutionary Colonel Proust with an orbital bombardment. The status of Proust and his stockpile of weapons-grade uranium is unknown.

18 Summer, 1933

Patriarch Masao pledges the throne of the ESE to the last living blood descendent of Enri Masao, resulting in a bloody, prolonged massacre as his many relatives and children all become targets. His primary motivation for the declaration is to spite his Republican handler, Lord Chancellor Kenichi Tanaka.

12th Autumn, 1933

Katryne Sanz, a famous Northern Gear trainer, is dismissed from the Northern Guard on the grounds of insufficient patriotism and faith. Quite fed up with the state of politics in the North, Sanz returns to Khayr ad-Din.

25th Autumn, 1933

Yang Jownz of the SIU infiltrates the retinue of Adrianna Xing, an Easterner who leads the Apostate Revisionist movement.

35th Winter

1934

A professional covert ops team raids a secret Republic bio-weapons lab under the city-state of Bethany. One of the lab's projects, the "Dove" variant of the Twin Falcon Contingent, is released into the population. The entire team commits suicide. The Republic suspects the Humanist Alliance.

3rd - 8th Summer, 1934

A small Badlands dictatorship is conquered by Colonel Proust. He proclaims his territory the "New Human Republic".

5th Summer, 1934

Khayr ad-Din Duelling Champion Antoni Mor and Katryne Sanz discuss the future of Khayr ad-Din should a war between the polar confederations break out. The two agree to form the Khayr ad-Din Army (KADA).

33rd Summer, 1934

Tensions in occupied Lance Point finally erupt into open warfare, with ongoing, vicious fighting between the Badlands Revolutionary Front and the SRA's dreaded Légion Noire.

41st Summer, 1934

The pilgrimage group of Adrianna Xing comes under attack by a mysterious group of Stealth Gears. They are beaten off by the group's NAF escorts, and those that are disabled self-destruct. The Gears are, in fact, Black Cats operating under the orders of Sonja Gerti, director of NGIS' Badlands division. The reasons for Gerti's interest in Xing are unknown.

1st Winter

1935

In top-secret meetings brokered by UMF Treasurer Yves Banderas, influential Dominion Taipan Aaron Logan suggests that Mekong might betray the AST to support a Northern invasion of the South. Grand Marshall Edden-Smythe is convinced.

7th Spring, 1935

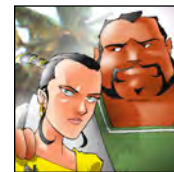
The Free Emirates rebellion spreads from Basal to Okavango. The Okavango rebels are led by the charismatic and mystical Child Emir, Rafael Bhavo. Bhavo has ties to the Apostate Revisionist movement, and while he and Emir Nigel Shirow have a common enemy, they are frequently at odds.

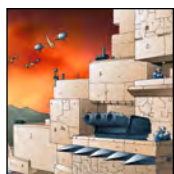
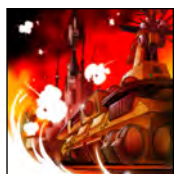
18th Spring, 1935

Soldier Roskiman and the Sand Rider Zaya Poldona defect from the New Human Republic and flee into the Great White Desert. Colonel Proust places a high price on their heads.

THE HISTORICAL TIMELINE

18th Spring, 1935	A firefight occurs between the Norlight Blue Angels regiment assigned to guard the holy city of Massada and a Southern MILICIA unit that has been moving along Revisionist pilgrimage routes. Colonel Fulan, commander of the Blue Angels, is recalled to the NLC capital, Port Aurora, to meet with Second Follower Thor Hutchinson, leader of the Sorrento Revisionist faith.
33rd Spring, 1935	Sister Delyah Vargas, Col. Fulan's teacher, is accused of subversion, dissent, and heresy by the shadowy Prophet's Shield. She "commits suicide" soon after.
10th Summer, 1935	Nigel Shirow, leader of the Free Emirates rebellion in Basal, agrees not to seek allies from the North in exchange for neutrality on the part of the Republic. The deal is brokered by the Humanist Alliance.
42nd Summer, 1935	Second Follower Hutchinson informs Reverend Mother Maya Fajil that she will be removed as head of the Prophet's Shield. In his view, her beliefs amount to heresy, and he will no longer tolerate her actions as an ally.
1st Autumn, 1935	Col. Fulan assassinates Second Follower Hutchinson in public during a Day of Peace ceremony. He is gunned down seconds later by Hutchinson's security.
27th Autumn, 1935	After a long investigation, Second Follower Hutchinson's death is blamed on Southern agents, who influenced Col. Fulan through his bond-twin and lover, Sister Melissa Noble. The legitimacy of the investigation is far from clear. Several intelligence and law enforcement agencies have been treading on each others' toes, and there is considerable political pressure to blame the South.
27th Autumn, 1935	The Southern Republic discovers that the Republican power structure has been compromised by Humanist agents. Lord Chancellor Farzahd Hemami, the Southern politician assigned to supervise and control the Alliance, is also a Humanist agent. Republican Prime Minister Louis deRouen decides to solve the Humanist problem and deploy the Twin Falcon Contingent.
38th Autumn, 1935	The first outbreak of the Twin Falcon Contingent, or Theban Blight, occurs in the Humanist city of Thebes. The virus quickly spreads throughout the Alliance, obliterating the ruling Preceptor caste. Soon after, Farzahd Hemami is assassinated. His wife, Lysia Masao, manages to escape.
19th Spring 1936	Salvador Anastapulos, former ruler of the Humanist Alliance, is confirmed dead. The Alliance is annexed by the Republic and placed under its direct rule.
33rd Spring, 1936	The last HAPF hold-out, the fortress mountain of White Rock, is captured by the Republic. Many HAPF Protectors escape into the wilderness.
42nd Spring, 1936	The wandering GREL Monk Sebastopol, seeker of the Perfect Form, visits Jan Mayen and meets the half-GREL twins, Tara and Derek.





15th Summer, 1936

The Northern Desert Sharks regiment and the Southern Azure Devils regiment clash near Rahnguard Oasis. Both regiments suffer heavy casualties. War is declared soon after, but this is widely regarded as the first battle of the Interpolar War. As is standard procedure, elections are suspended in the North and Victoria Edden-Smythe assumes power.

30th Summer, 1936

Nigel Shirow concludes an alliance with the North as Northern forces advance into the Emirates. Northern Guard troops begin to reinforce the Free Emirate rebels, and use these positions as a base for further attacks, taking advantage of widespread local discontent and the South's relative weakness after cycles of civil war.

31st Summer, 1936

The Northern Guard's Mekong Task Force discovers that they have been betrayed. The Dominion has no intention of changing sides. Several regiments are annihilated by Peacekeeper traps, and the Task Force makes a hasty withdraw.

15th Autumn, 1936

Peacekeeper and MILICIA units catch up with the Guard's Mekong Task Force in NuCoal territory, near Erech and Nineveh. Fierce fighting ensues, and both sides attempt to capture local cities and oasis towers to establish a secure base of operations. NuCoal takes exception, and the PAK is deployed to defend its territory.

23rd Autumn, 1936

Southern and Northern forces withdraw from NuCoal territory. The PAK is bloodied but victorious.

28th Autumn, 1936

Yves Banderas' body is recovered from the crashed wreckage of his transport. The crash is blamed on an attack by a Southern Ghost stealth fighter. Unrest and anti-war protests begin to spread throughout the North.

41st Autumn, 1936

The Southern city of Aquitaine is bombarded by a Northern landship group lead by the landcarrier Vigilance. They are driven back by the arrival of the Southern landcarrier Draco and her combat group. The Vigilance and the Draco have a long history of rivalry, and the two groups begin a running duel across the Badlands.

Autumn, 1936

Amid a breakout of the Theban Blight in the city of Marigold, the Great Commune of the Blue Crescent seals its doors. All members of the Crescent within the commune commit suicide by poison.

17th Winter

1937

Fort Henry's air defense grid is knocked out by a commando strike. Southern forces use the opening to bombard the city and the nearby weapons testing range. Bandits take advantage of the carnage to raid the city and its environs.

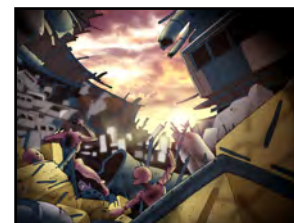
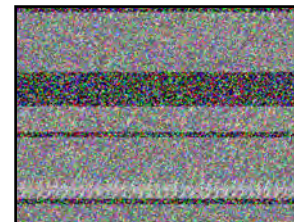
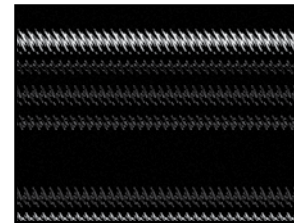
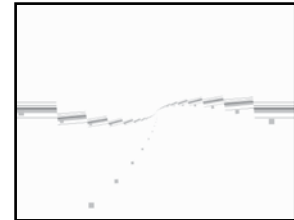
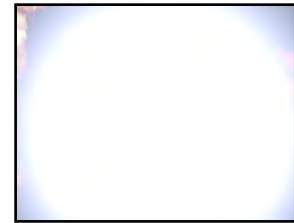
33rd Spring, 1937

Northern and Southern armies engage in battle over Jan Mayen. The half-GREL twins, Tara and Derek, disappear during the fighting. Tara is taken by Colonel Proust, while Derek is saved by Soldier Sebastopol.

Summer, 1937

A Southern offensive takes advantage of the damage to Henry to move past it into the south-east NLC, with additional MILICIA forces advancing through the ruins of Jan Mayen. Yele and Skadi fall to the Southern armies, but the NAF manages to blunt the Southern attack before it can reach Sorrento.

Autumn, 1937	Northern forces are entrenched in the Emirates and eastern Alliance and steadily gaining ground in both Leagues, but have had no success at invading the Dominion or Republic. Southern raids have done serious damage to cities all along the Northern border, but their NLC Task Force is slowly being pushed back toward Yele and Skadi. Power players on both sides are beginning to see their support wane, and fierce fighting continues across the Badlands.
20th Winter 1938	Helene del Pulciano, a Caprican Liberati, is recovered by a Northern gateship after making the crossing from Caprice through a micro-anomaly in a one-man gatecoffin.
Winter and Spring, 1938	In an attempt to restrict the flow of supplies to Northern forces in the Alliance and Emirates, the South launches another major offensive, this time striking at the eastern Federation and south-west NLC through the Karaq Wastes. The Northern Guard meets the offensive near the holy city of Massada, and the fighting quickly spills over into the Paxton Protectorate. Massada itself is devastated, and the PRDF is mobilized to secure Paxton Arms' territory. A vicious three-way war ensues.
15th Summer, 1938	Discontent across Terra Nova has reached a boiling point. After two cycles of bloody war, the people have had enough. Peace protests and riots shake city-states in both poles, and the fighting slows as supply lines are disrupted and military units are pulled back to help keep order. Attempts by the Revisionist Church and Southern propaganda ministries to shore up support for the war effort fall on deaf ears. The failure of military leaders and politicians to produce the easy victories they had promised empower opposition parties.
Winter 1939	With both poles still wracked with dissent and protest, the fighting has slowed. Most of the ongoing conflict is concentrated in the Badlands, with the polar armies attempting to gain favourable positions there before support for the war completely evaporates.
35th Spring, 1939	Exhausted by two and a half cycles of intense warfare, the North and South agree to participate in peace talks hosted by Peace River.
2nd Summer, 1939	Just before the Peace talks ceremony, Peace River is destroyed by an anti-matter bomb. Over 75% of the city's residents are killed. The majority of the PRDF is outside of the city at the time, but are quickly recalled to lead the rescue effort. Within hours, the Northern Guard and MILICIA forces in the Wastes stand down and are ordered to provide any and all assistance. The bulk of both polar peace delegations had been travelling towards the city by maglev when the bomb went off, and are instrumental in managing the explosion's aftermath.
18th Summer, 1939	Although the blast had initially been blamed on the Badlands Revolutionary Front, rover and former CEF collaborator Valis Garrick is identified as having been near Peace River prior to the bombing by Terra Novan super-spy Nicos Renault. A mysterious "Scruffy Man," believed to be a CEF agent, is also identified in the photos. Renault releases this information to AST Lord Chancellor Kenichi Tanaka and influential WFP politician Lang Regina.

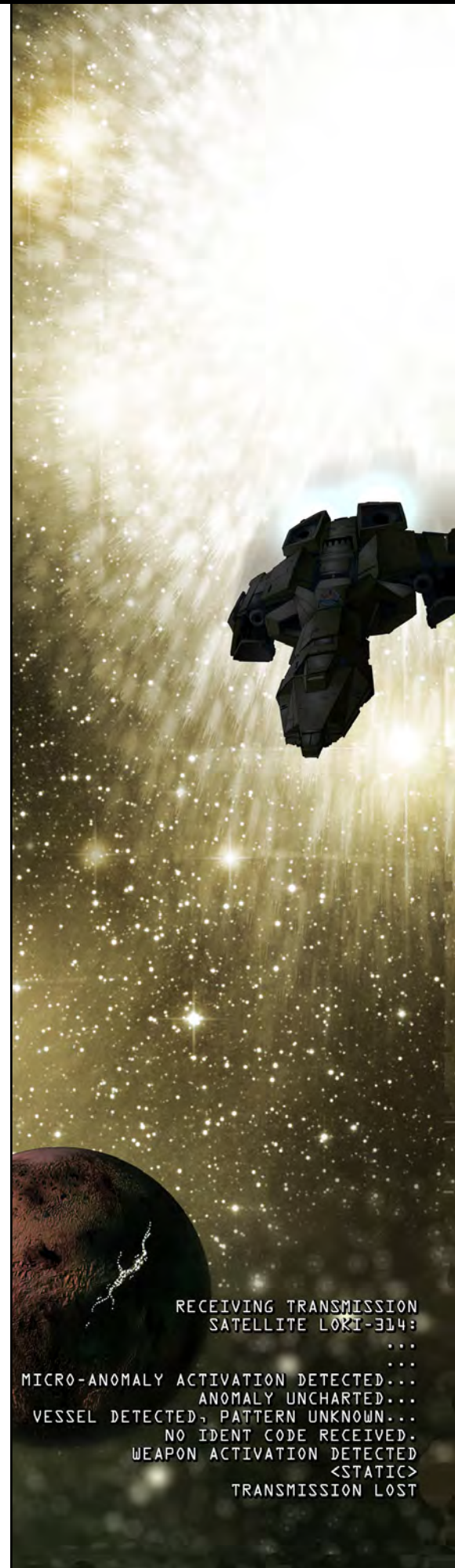




30th Summer, 1939	Kenichi Tanaka and Lang Regina begin discussing the formation of the Black Talons, a special forces unit to wage war against the CEF, and a political alliance to support it.
2nd Autumn, 1939	Kenichi Tanaka and Lang Regina form the Westphalia Cabinet to manage the upcoming war against Earth. The Cabinet is not a governing body, but a forum for the alliance and cooperation of all major powers of Terra Nova against a common foe. The Cabinet takes over the peace negotiations begun by Peace River. Though the war is effectively over, negotiating the return of territory and normalizing relations is a slow, delicate process.
3rd Autumn, 1939	Dreven Capac, formerly believed killed in the fighting in Massada, calls for an end to the division of the Revisionist Church. He asks for Revisionists throughout the North to support the Westphalia Cabinet and its peace initiative, then steps down. Shortly thereafter, he is elected head of the newly united Revisionist Church. Adrianna Xing takes over the leadership of Massada to allow Capac to focus on broader affairs.
30th Autumn, 1939	Louise deRouen, daughter of the Republican Prime Minister, and AST Lord Protector Molay conspire to bring about the downfall of the Westphalia Cabinet.
35th Autumn, 1939	Republican Prime Minister Louis deRouen and Lord Protector Molay discuss their demands for the peace process, including the disposition of the ESE.
42nd Autumn, 1939	ESE Patriarch Masao executes his director of public relations, who attempted to kill him with a contact poison during a card game.
1st Winter 1940	The Black Talons have nearly finished recruiting their first batch of agents.
12th Winter, 1940	The South and North agree to allow their gateships to cooperate in the search for micro-anomalies the Black Talons can use to infiltrate Caprice and to stand guard against further CEF infiltration attempts.
14th Winter, 1940	Peace negotiations under the Westphalia Cabinet are progressing slowly. Much of the Badlands has been returned to local control, and the North has agreed to withdraw from the former Humanist Alliance in exchange for the return of the occupied NLC territory. The fate of the Emirates remains contentious, with the North supporting Emir Shirow's claim to the Free Emirates and the South nominally backing Patriarch Masao. Edden-Smythe's remaining justification for keeping the North on a war footing disappears, and she steps down. Elections are declared across the North.
19th Winter, 1940	Mekongese Taipan Aaron Logan suspends his wide-spread intelligence operations in the Republic, turning his attention to some new project in the Emirates. The Northern elections conclude. A party dominated by the united Revisionist Church comes to power in the NLC thanks to the support of the growing Apostate Revisionist movement. In the UMF, the victor is a nationalist party dedicated to undoing Banderas' Mekong alliance reforms, while Lang Regina's cautious Maderian faction wins by a landslide in the WFP.

25th Winter, 1940	In a bizarre murder-suicide, Patriarch Masao massacres many of his loyal Emirs and supporters with poison at a banquet. An autopsy of the Patriarch reveals abnormally large quantities of otherwise natural chemicals in his brain, believed to be the cause of his madness. A genetic link is hypothesized.
27th Winter, 1940	The BRF disbands under the orders of Ernesto Jaxon. Nicosia Renault tracks down Valis Garrick and turns him over to the Westphalia Cabinet.
31st Winter, 1940	A brewing civil war in the ESE is defused when Nigel Shirow marries Lysia Masao, the last surviving Masao. The two jointly assume the throne of the ESE and all surviving Emirs swear loyalty to the couple, save Rafael Bhervo.
1st Spring, 1940	The 1st Black Talon Team is formed and begins training together.
3rd Spring, 1940	Ernesto Jaxon is captured by the Westphalia Cabinet. After determining that Jaxon was innocent, the Cabinet secretly places him in a high-ranking position in the Black Talons, putting his experience as a guerilla warfare commander to good use.
11th Spring, 1940	With Masao out of the picture, a final peace treaty is quickly reached. Shirow agrees to allow the ESE to rejoin the AST, albeit with significantly increased autonomy. He is named Lord Chancellor of the ESE, in place of the now-retired Tanaka. In exchange, the eastern half of the Humanist Alliance is returned to the control of his HAPF supporters. Humanism has broken down too far in the west, which remains under the control of the Republic. The new Humanist Alliance declares itself strictly neutral.
12th Spring, 1940	Valis Garrick is sprung from Westphalia custody by an incredibly professional commando raid. The DNA of the attackers confirms them to be Earthers.
17th Spring, 1940	The Westphalia Cabinet finalizes contracts with arms companies from across the planet to jointly develop new Gears and other vehicles for the Black Talons. Paxton Arms and the Humanist Alliance are to lead the effort.
22nd Spring, 1940	Antoni Mor meets Soldier Roskiman and Sand Rider Zaya. Zaya is extremely pregnant with Roskiman's child, which should be impossible. The child is born a week later, and is extremely healthy, which is even more rare - the first children of Sand Rider women are invariably stillborn.
14th Summer, 1940	The NHR launches an attack on NuCoal. The Black Talons, still in training, are deployed alongside the PAK and KADA. The NHR is crushed, but Colonel Proust and the half-GREL Tara are missing.
1st Summer 1941	After a quiet cycle of training, the first Black Talon team is deployed into the Loki system.

to be continued . . .



RECEIVING TRANSMISSION
SATELLITE LOKI-314:
...
...
MICRO-ANOMALY ACTIVATION DETECTED...
ANOMALY UNCHARTED...
VESSEL DETECTED, PATTERN UNKNOWN...
NO IDENT CODE RECEIVED.
WEAPON ACTIVATION DETECTED
<STATIC>
TRANSMISSION LOST



BEAR



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	5/10	-4	-1	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	17	SIZE	7
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	3				

ARMOR PERKS:
PERKS/FLAWS: LARGE SENSOR PROFILE (1), ARMS
AUX SYSTEMS:

#

ATT

DEF

EW

LD

ACTIONS

1

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	X12	ROF 1, R	
MRP/36	FF	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
MRP/36	FF	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
LMG	F	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
LGM	F	-1	5 / 9 / 18 / 36 / 72	X15	IF, G, AE1, MR	
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

MAULER BEAR: REMOVE HAC, LGM, ADD LGL (F, RELOADS), 2xHMG (FF, LINKED, NO RELOADS), APGL (F, LIMITED AMMO 6), AP CHARGES

HEAVY GEAR BLITZ



BLACK CAT



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	6/11	-1	+2	+4
DEFENSE	G	8/15	-1	+3	+4
ATTACK			+2	0	-3

DETECT	5	ARMOR	10	SIZE	6
SENSORS	+2	DAMAGE			
COMM	+1				
AUTO COMM	5				

ARMOR PERKS: EXPOSED AUX
PERKS/FLAWS: ARMS
AUX SYSTEMS: ECM (2), STEALTH (6), TD (2)

#

ATT

DEF

EW

LD

ACTIONS

1

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LRP/16	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 2, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	OOOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



BOBCAT



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/8	-2	0	+2
DEFENSE	G	7/13	-2	+2	+3
ATTACK			+2	0	-3

DETECT	4	ARMOR	13	SIZE	6
SENSORS	+1	DAMAGE			
COMM	+1				
AUTO COMM	6				

ARMOR PERKS: EXPOSED MOVEMENT
PERKS/FLAWS: IMPROVED OFF-ROAD (GROUND ONLY), ARMS
AUX SYSTEMS: ECM (2), TD (2)

#

ATT

DEF

EW

LD

ACTIONS

1

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	OOOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



CHEETAH PARATROOPER



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	6/11	-1	+2	+4
DEFENSE	G	8/15	-1	+3	+4
ATTACK			+2	0	-3

DETECT	5	ARMOR	10	SIZE	6
SENSORS	+2	DAMAGE			
COMM	+1				
AUTO COMM	5				

ARMOR PERKS: RUGGED MOVEMENT
PERKS/FLAWS: AIRDROPPABLE, ARMS
AUX SYSTEMS: ECM (3), TD (2)

#

ATT

DEF

EW

LD

ACTIONS

1

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LGL	F	-1	2 / 3 / 6 / 12 / 24	X15	ROF 2, IF, AE2	
CR	F	0		S+1	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



CHEETAH



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	6/11	-1	+2	+4
DEFENSE	G	8/15	-1	+3	+4
ATTACK			+2	0	-3

DETECT	5	ARMOR	10	SIZE	6
SENSORS	+2	DAMAGE			
COMM	+1				
AUTO COMM	5				

ARMOR PERKS:
PERKS/FLAWS: ARMS
AUX SYSTEMS: ECM (3), TD (2)

#

ATT

DEF

EW

LD

ACTIONS

1

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	OOOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



DEN MOTHER



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	5/10	-2	+2	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	17	SIZE	7
SENSORS	0	DAMAGE			
COMM	+1				
AUTO COMM	6				

ARMOR PERKS: REINFORCED ARMOR (FRONT 1)
PERKS/FLAWS: LSP (1), ARMS
AUX SYSTEMS: SATELLITE UPLINK

#

ATT

DEF

EW

LD

ACTIONS

1

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	X12	ROF 1, R	
MRP/36	FF	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
MRP/36	FF	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
LMG	F	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
LGM	F	-1	5 / 9 / 18 / 36 / 72	X15	IF, G, AE1, MR	
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



FERRET



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	7/13	-2	+2	+3
ATTACK			+2	0	-3

DETECT	5	ARMOR	12	SIZE	5
SENSORS	+1	DAMAGE			
COMM	+1				
AUTO COMM	5				

ARMOR PERKS: EXPOSED MOVEMENT
PERKS/FLAWS: LOW PROFILE (GROUND ONLY), ARMS
AUX SYSTEMS: TD (2)

#

ATT

DEF

EW

LD

ACTIONS

1

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	O
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ

WILD FERRET: REMOVE LRP AND TARGET DESIGNATOR, ADD ECM (2), ECM (2), SAT UPLINK, EXPOSED AUX, VULNERABLE TO HAYWIRE
FERRET MKII: REMOVE DPG, ADD LAC (F, RELOADS), UPGRADE SENSORS TO +2, INCREASE GROUND SPEED TO 8/16 (MODS UNCHANGED)



GRIZZLY



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	18	SIZE	7
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	3				

ARMOR PERKS: REINFORCED ARMOR (FRONT 2)
PERKS/FLAWS: LARGE SENSOR PROFILE (1), ARMS
AUX SYSTEMS:

#

ATT

DEF

EW

LD

ACTIONS

1

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	X12	ROF 1, R	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
HGM	F	-1	8 / 15 / 30 / 60 / 120	X20	IF, G, AE2, MR	
HMG	FF	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
VB	F	0		S+2	M	
PHYSICAL ATTACK (KICK)				S+1	M	

HEAVY GEAR BLITZ

THUNDER GRIZZLY: REMOVE HGM, ADD LGM (F, NO RELOADS), SAT UPLINK, STURDY BOX, UPGRADE COMM TO +2 AND AUTO COMM TO 5

HUNTER COMMANDO



#	
ATT	
DEF	
EW	
LD	
ACTIONS	1

M	SPEED	STOP	CBT	TOP
DEFENSE	W 4/7	-3	-1	+1
DEFENSE	G 7/13	-3	+1	+2
ATTACK		+2	0	-3

DETECT	3	ARMOR	15	SIZE	6
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS: REINFORCED ARMOR (FRONT 2)

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LBZK	F	0	3 / 6 / 12 / 24 / 48	X15	R	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
SKG	F	-1		X12	M	OOOOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HUNTER PARATROOPER



#	
ATT	
DEF	
EW	
LD	
ACTIONS	1

M	SPEED	STOP	CBT	TOP
DEFENSE	W 4/7	-3	-1	+1
DEFENSE	G 6/12	-3	0	+2
ATTACK		+2	0	-3

DETECT	2	ARMOR	15	SIZE	6
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	3				

ARMOR PERKS: RUGGED MOVEMENT

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LGL	F	-1	2 / 3 / 6 / 12 / 24	X15	ROF 2, IF, AE2	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOO
APGL	FFr	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOO
CR	F	0		S+1	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HUNTER



#	
ATT	
DEF	
EW	
LD	
ACTIONS	1

M	SPEED	STOP	CBT	TOP
DEFENSE	W 4/7	-3	-1	+1
DEFENSE	G 6/12	-3	0	+2
ATTACK		+2	0	-3

DETECT	2	ARMOR	15	SIZE	6
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	3				

ARMOR PERKS:

PERKS/FLAWS: ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEADHUNTER: UPGRADE COMM TO +1 AND AUTO COMM TO 5

JAGUAR



#	
ATT	
DEF	
EW	
LD	
ACTIONS	1

M	SPEED	STOP	CBT	TOP
DEFENSE	W 5/9	-2	+1	+2
DEFENSE	G 7/13	-2	+2	+3
ATTACK		+3	+1	-2

DETECT	3	ARMOR	16	SIZE	6
SENSORS	0	DAMAGE			
COMM	+1				
AUTO COMM	4				

ARMOR PERKS:

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MAC	F	0	5 / 9 / 18 / 36 / 72	X10	ROF 1, R	
LRP/32	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 4, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

THUNDER JAGUAR: ADD SAT UPLINK, UPGRADE AUTO COMM TO 5

HODIAK



#	
ATT	
DEF	
EW	
LD	
ACTIONS	1

M	SPEED	STOP	CBT	TOP
DEFENSE	W 3/6	-4	-2	-1
DEFENSE	G 6/11	-4	-1	+1
ATTACK		+2	0	-3

DETECT	2	ARMOR	20	SIZE	7
SENSORS	+1	DAMAGE			
COMM	+1				
AUTO COMM	4				

ARMOR PERKS: REINFORCED ARMOR (FRONT 3), IMP. BEAR DEF.

PERKS/FLAWS: LSP (1), ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LPA	F	+1	3 / 6 / 12 / 24 / 48	X10	MB1, H	
MRP/36	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
AGM	F	+1	5 / 9 / 18 / 36 / 72	X15	IF, G	
HMG(x2)	FF	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	O OOOOO
HHG	F	-1	THROWN	X25	T, AE2	O OOOOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (KICK)				S+1	M	
PHYSICAL ATTACK (PUNCH/RAM)				S	M	

MAD DOG R



#	
ATT	
DEF	
EW	
LD	
ACTIONS	1

M	SPEED	STOP	CBT	TOP
DEFENSE	W 3/5	-4	-2	-1
DEFENSE	G 5/10	-4	-1	+1
ATTACK		+2	0	-3

DETECT	2	ARMOR	16	SIZE	7
SENSORS	-2	DAMAGE			
COMM	0				
AUTO COMM	3				

ARMOR PERKS:

PERKS/FLAWS: LARGE SENSOR PROFILE (1), ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	X12	ROF 1, R	
MRP/9	FF	-1	3 / 6 / 12 / 24 / 48	X18	ROF 1, IF	
MRP/9	FF	-1	3 / 6 / 12 / 24 / 48	X18	ROF 1, IF	
LMG	FF	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
LMG	FF	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

PANTHER



#	
ATT	
DEF	
EW	
LD	
ACTIONS	1

M	SPEED	STOP	CBT	TOP
DEFENSE	W 5/9	-2	+1	+2
DEFENSE	G 7/13	-2	+2	+3
ATTACK		+3	+1	-2

DETECT	3	ARMOR	16	SIZE	6
SENSORS	+1	DAMAGE			
COMM	+1				
AUTO COMM	4				

ARMOR PERKS: EXPOSED AUX

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS: STEALTH (5), TD (4)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HRF	F	0	6 / 12 / 24 / 48 / 96	X12	SNP, R	
LRP/16	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 2, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

RABID GRIZZLY



#	
ATT	
DEF	
EW	
LD	
ACTIONS	1

M	SPEED	STOP	CBT	TOP
DEFENSE	W 3/6	-4	-2	-1
DEFENSE	G 6/11	-4	-1	+1
ATTACK		+2	0	-3

DETECT	2	ARMOR	18	SIZE	7
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	3				

ARMOR PERKS: REINFORCED ARMOR (FRONT 3)

PERKS/FLAWS: LARGE SENSOR PROFILE (1), ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LGL	F	-1	2 / 3 / 6 / 12 / 24	X15	ROF 2, IF, AE2, R	
MRP/36	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
MFM	F	-1	8 / 15 / 30 / 60 / 120	X20	IF, AE3, MR	
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
HMG	FF	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (KICK)				S+1	M	
PHYSICAL ATTACK (PUNCH/RAM)				S	M	



RAZORBACK



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	5/10	-4	-1	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	20	SIZE	7
SENSORS	0	DAMAGE			
COMM	0			L	H
AUTO COMM	3				C

ARMOR PERKS:

PERKS/FLAWS: DEFECTIVE ACTIVE SENSORS (1), LSP (1), ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
SC	F	-1	2 / 3 / 6 / 12 / 24	X28		
MRP/9	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 1, IF	
LMG	FF	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

PEACEMAKER RAZORBACK: REMOVE SC AND MRP, ADD VHAC (F, RELOADS), HRP/24 (F, ROF3, NO RELOADS), CR (F)

HEAVY GEAR BLITZ



STRIKE CHEETAH



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	6/11	-1	+2	+4
DEFENSE	G	8/15	-1	+3	+4
ATTACK			+2	0	-3

DETECT	5	ARMOR	12	SIZE	6
SENSORS	+2	DAMAGE			
COMM	+1			L	H
AUTO COMM	5				C

ARMOR PERKS:

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS: ECM (2)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
RFB	F	0	2 / 3 / 6 / 12 / 24	X14	ROF 2, R	
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



STRIPPED-DOWN HUNTER



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/8	-3	-1	+1
DEFENSE	G	7/13	-3	+1	+2
ATTACK			+2	0	-3

DETECT	2	ARMOR	15	SIZE	6
SENSORS	0	DAMAGE			
COMM	0			L	H
AUTO COMM	3				C

ARMOR PERKS:

PERKS/FLAWS: ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



TIGER



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/8	-3	-1	+1
DEFENSE	G	6/12	-3	+0	+2
ATTACK			+3	+1	-2

DETECT	3	ARMOR	17	SIZE	6
SENSORS	0	DAMAGE			
COMM	0			L	H
AUTO COMM	4				C

ARMOR PERKS:

PERKS/FLAWS: ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MAC	F	0	5 / 9 / 18 / 36 / 72	X10	ROF 1, R	
MRP/9	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 1, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ

SABERTOOTH: ADD DPG (F, NO RELOADS), VB, ECCM (2), STURDY BOX, UPGRADE COMM TO +1



WEASEL



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	7/13	-3	+1	+2
ATTACK			+1	-1	-4

DETECT	10	ARMOR	14	SIZE	6
SENSORS	0	DAMAGE			
COMM	+2			L	H
AUTO COMM	7				C

ARMOR PERKS: EXPOSED AUX, VULNERABLE TO HAYWIRE

PERKS/FLAWS: ARMS

AUX SYSTEMS: ECM (4), ECCM (4), SAT, UPLINK

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	O
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



WHITE CAT



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	6/11	-1	+2	+4
DEFENSE	G	8/15	-1	+3	+4
ATTACK			+2	0	-3

DETECT	7	ARMOR	10	SIZE	6
SENSORS	+2	DAMAGE			
COMM	+1			L	H
AUTO COMM	5				C

ARMOR PERKS: EXPOSED AUX, VULNERABLE TO HAYWIRE

PERKS/FLAWS: ARMS

AUX SYSTEMS: ECM (4), ECCM (2), TD (2), SL (F, 30°), SAT UPLINK

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LRP/8	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 1, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	OOOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



ALLER



#

ATT

DEF

EW

LD

ACTIONS

3

	M	SPEED	STOP	CBT	TOP
DEFENSE	G	5/10	-5	-2	0
ATTACK			+2	0	-3

DETECT	2	ARMOR	40	SIZE	14
SENSORS	0	DAMAGE			
COMM	0			S	L
AUTO COMM	4				H

ARMOR PERKS: REINFORCED ARMOR (FRONT 5), BACKUP SENSORS, RUGG. MOVE.

PERKS/FLAWS: LARGE SENSOR PROFILE (2), SENSOR DEPENDENT

AUX SYSTEMS: AUTOPILOT, SMOKE X10

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HRG	T	0	15 / 30 / 60 / 120 / 240	X35	SNP	
LPLC	T	+1	5 / 9 / 18 / 36 / 72	X20	MB3, AA	
MAC	T	0	5 / 9 / 18 / 36 / 72	X10	ROF 1	
LMG	T	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
LMG	T	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ



BADGER APC



#

ATT

DEF

EW

LD

ACTIONS

2

	M	SPEED	STOP	CBT	TOP
DEFENSE	G	10/20	-6	-1	0
ATTACK			+2	0	-3

DETECT	2	ARMOR	12	SIZE	8
SENSORS	0	DAMAGE			
COMM	0			S	L
AUTO COMM	3				H

ARMOR PERKS: EXPOSED FIRECON

PERKS/FLAWS: TRANSPORT (2 SQUADS)

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	T	0	3 / 6 / 12 / 24 / 48	X8	ROF 2	
LAC	T	0	3 / 6 / 12 / 24 / 48	X8	ROF 2	
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ

COMMAND BADGER: ADD ECCM (2) AND UPGRADE COMM TO +1

CAVALRY BADGER: LOWER TOP SPEED TO 19, TOP SPEED DEFENSE MODIFIER TO -1, REMOVE TRANSPORT, REPLACE BOTH LACS WITH 2x MRP/36 (T, ROF 4, RELOADS)

**BANDIT HUNTER HLEMM**

#	
ATT	
DEF	
EW	
LD	
ACTIONS	3



	M	SPEED	STOP	CBT	TOP
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

DETECT	3	ARMOR	25	SIZE	10
SENSORS	+1	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS: REINFORCED ARMOR (FRONT 5),
BACKUP SENSORS
PERKS/FLAWS:
AUX SYSTEMS: AUTOPILOT, SMOKE (10)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HRF	T	0	6 / 12 / 24 / 48 / 96	X12		
MRP/36	T	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
APGL	T	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
HMG	F	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ

**HARDY ALLER**

#	
ATT	
DEF	
EW	
LD	
ACTIONS	3



	M	SPEED	STOP	CBT	TOP
DEFENSE	G	4/8	-5	-3	-1
ATTACK			+2	0	-3

DETECT	2	ARMOR	40	SIZE	14
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS: REINFORCED ARMOR (FRONT 5),
BACKUP SENSORS, RUGG. MOVE
PERKS/FLAWS: LARGE SENSOR PROFILE (2),
SENSOR DEPENDENT
AUX SYSTEMS: AUTOPILOT, SMOKE (10)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
VHFG	T	0	15 / 30 / 60 / 120 / 240	X33	IF, AE2, R	
HAAC	T	0	5 / 9 / 18 / 36 / 72	X12	ROF 3, AA	
MAC	T	0	5 / 9 / 18 / 36 / 72	X10	ROF 1	
LMG	T	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
LMG	T	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ

**JAXON SUPPORT TANK**

#	
ATT	
DEF	
EW	
LD	
ACTIONS	2



	M	SPEED	STOP	CBT	TOP
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

DETECT	1	ARMOR	25	SIZE	10
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS: REINFORCED ARMOR (FRONT 5),
BACKUP SENSORS
PERKS/FLAWS:
AUX SYSTEMS: AUTOPILOT

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HRP/48	T	-1	5 / 9 / 18 / 36 / 72	X20	ROF 4, IF	
HRP/48	T	-1	5 / 9 / 18 / 36 / 72	X20	ROF 4, IF	
APGL	T	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ

**HLEMM**

#	
ATT	
DEF	
EW	
LD	
ACTIONS	3



	M	SPEED	STOP	CBT	TOP
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

DETECT	1	ARMOR	25	SIZE	10
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS: REINFORCED ARMOR (FRONT 5),
BACKUP SENSORS
PERKS/FLAWS:
AUX SYSTEMS: AUTOPILOT

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
ATM	T	+1	5 / 9 / 18 / 36 / 72	X25	IF, G	OOOOO
LAC	T	0	3 / 6 / 12 / 24 / 48	X8	ROF 2	
APGL	T	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ

MASTER KLEMM: ADD ECCM (2), EXPOSED AUX, UPGRADE COMM TO +1, AUTO COMM TO 5

**NAVAL SUPPORT ALLER**

#	
ATT	
DEF	
EW	
LD	
ACTIONS	3



	M	SPEED	STOP	CBT	TOP
DEFENSE	G	4/8	-5	-3	-1
ATTACK			+2	0	-3

DETECT	2	ARMOR	45	SIZE	14
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS: BACKUP SENSORS, RUGG.
MOVE, SHIELDED WEAPONS
PERKS/FLAWS: LARGE SENSOR PROFILE (2),
SENSOR DEPENDENT
AUX SYSTEMS: AUTOPILOT, TD (5)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HRG	T	0	15 / 30 / 60 / 120 / 240	X35	SNP, R	
LPLC	T	+1	5 / 9 / 18 / 36 / 72	X20	MB3, AA	
MAC	T	0	5 / 9 / 18 / 36 / 72	X10	ROF 1	
HATM	T	+1	8 / 15 / 30 / 60 / 120	X30	IF, G	OOOOO
HMG	T	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
HAAC	T	0	5 / 9 / 18 / 36 / 72	X12	ROF 3, AA	
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ

**TYBUR**

#	
ATT	
DEF	
EW	
LD	
ACTIONS	3



	M	SPEED	STOP	CBT	TOP
DEFENSE	G	5/10	-5	-2	0
ATTACK			+2	0	-3

DETECT	1	ARMOR	25	SIZE	10
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS: REINFORCED ARMOR (FRONT 5),
BACKUP SENSORS
PERKS/FLAWS:
AUX SYSTEMS: AUTOPILOT

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LFG	T	0	8 / 15 / 30 / 60 / 120	X22	IF, AE1	
HMG	T	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ

**COMMAND MAMMOTH**

#	
ATT	
DEF	
EW	
LD	
ACTIONS	2



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/5	-5	-3	-2
ATTACK			+2	0	-3

DETECT	6	ARMOR	25	SIZE	9
SENSORS	+2	DAMAGE			
COMM	+1				
AUTO COMM	5				

ARMOR PERKS: BACKUP SENSORS
PERKS/FLAWS: LSP(2), IMP. OFF-ROAD ABILITY,
ARMS
AUX SYSTEMS: TD (1), ECM (2), AMS

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MAC	F	0	5 / 9 / 18 / 36 / 72	X10	ROF 1	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
SC	F	-1	2 / 3 / 6 / 12 / 24	X28		
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ

THE COMMAND MAMMOTH ALLOWS THE CREW TO ADD 1 TO THEIR LEADERSHIP ROLL RESULTS.

**MAMMOTH**

#	
ATT	
DEF	
EW	
LD	
ACTIONS	2



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/5	-5	-3	-2
ATTACK			+2	0	-3

DETECT	3	ARMOR	25	SIZE	9
SENSORS	+1	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS: REINFORCED ARMOR (FRONT 2),
BACKUP SENSORS
PERKS/FLAWS: LSP(2), SENSOR DEPENDENT,
IMP. OFF-ROAD ABILITY, ARMS
AUX SYSTEMS: TD (1)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MAC	F	0	5 / 9 / 18 / 36 / 72	X10	ROF 1	
ATM	F	+1	5 / 9 / 18 / 36 / 72	X25	IF, G	OOO OOOO
SC	F	-1	2 / 3 / 6 / 12 / 24	X28		
LMG	FF	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
LMG	FF	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



THUNDERHAMMER



#

ATT

DEF

EW

LD

ACTIONS

3

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/5	-5	-3	-2
ATTACK			+3	+1	-2

DETECT	5	ARMOR	35	SIZE	12
SENSORS	0	DAMAGE			
COMM	0		S	L	H
AUTO COMM	4				

ARMOR PERKS: IMPROVED REAR DEFENSE, BACKUP SENSORS
PERKS/FLAWS: IMP. OFF ROAD, LSP (2), SENSOR DEPENDENT
AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	X12	ROF 1	
LFG	T	0	8 / 15 / 30 / 60 / 120	X22	IF, AE1	
MRP/36	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
APGL	T	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
PHYSICAL ATTACK (RAM)				S	M	



ANOLIS REFIT



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/13	-2	+2	+3
ATTACK			+2	0	-3

DETECT	4	ARMOR	11	SIZE	6	
SENSORS	+1	DAMAGE				
COMM	+1			L	H	C
AUTO COMM	4					

ARMOR PERKS:
PERKS/FLAWS: DEFECTIVE ACTIVE SENSORS (1), ARMS
AUX SYSTEMS: TD (2)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
VLAC	F	0	3 / 6 / 12 / 24 / 48	X6	ROF 2, R	
LRP/16	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 2, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	O
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ

HEAVY GEAR BLITZ



ASP



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	6/12	-3	0	+2
ATTACK			+2	0	-3

DETECT	2	ARMOR	13	SIZE	6	
SENSORS	0	DAMAGE				
COMM	0			L	H	C
AUTO COMM	3					

ARMOR PERKS: REINFORCED ARMOR (FRONT 3), EXPOSED AUX, WEAK REAR
PERKS/FLAWS: ARMS
AUX SYSTEMS: SL (F, 25")

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HMG	F	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O O O O O
HG	F	-1		X15	T, AI, AE2	O O O O
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ

HEAVY GEAR BLITZ



BLACK ADDER



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	6/12	-3	0	+2
ATTACK			+2	0	-3

DETECT	2	ARMOR	16	SIZE	7
SENSORS	0	DAMAGE			
COMM	0	S	S	L	H
AUTO COMM	3	C			

ARMOR PERKS:
PERKS/FLAWS: SENSOR DEPENDENT, ARMS
AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
SC	F	-1	2 / 3 / 6 / 12 / 24	X28		
MRP/36	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O O O O O O
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ

HEAVY GEAR BLITZ



BLACK MAMBA MP



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+3	+1	-2

DETECT	3	ARMOR	17	SIZE	6
SENSORS	0	DAMAGE			
COMM	+1		S	L	H
AUTO COMM	4				C

ARMOR PERKS: BACKUP SENSORS, WEAK FACING (Rr)
PERKS/FLAWS: AIRDROPPABLE, ARMS
AUX SYSTEMS: AUTOPILOT

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
FGC	F	+1	2 / 3 / 6 / 12 / 24	X7	ROF 2, AI, R	
MPZF	F	-1	2 / 3 / 6 / 12 / 24	X15		O O
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ

HEAVY GEAR BLITZ

RAZOR FANG MP: ADD SAT UPLINK



CHAMELEON



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+2	0	-3

DETECT	4	ARMOR	14	SIZE	6	
SENSORS	+1	DAMAGE				
COMM	+2			L	H	C
AUTO COMM	5					

ARMOR PERKS: EXPOSED AUX
PERKS/FLAWS: ARMS
AUX SYSTEMS: STEALTH (S), TD (3)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



COBRA MP



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	5/10	-4	-1	+1
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	2	-1	-1	3

ARMOR PERKS:

PERKS/FLAWS: LARGE SENSOR PROFILE (1), ARMS

AUX SYSTEMS: SL (F, 25")

	ARMOR	SIZE
	21	7

DAMAGE

S L H C

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
APM	F	0	3 / 6 / 12 / 24 / 48	X4	IF, AI, AE4, MR	
HPZF	F	-1	3 / 6 / 12 / 24 / 48	X20		OO
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LMG	FF	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
CR	F	0		S+1	M	
PHYSICAL ATTACK (RAM)				S	M	



DARTJÄGER



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/8	-3	-1	+1
DEFENSE	G	7/14	-3	+1	+2
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	2	0	0	3

ARMOR PERKS: EXPOSED MOVEMENT

PERKS/FLAWS: IMP. OFF-ROAD, ARMS

AUX SYSTEMS:

	ARMOR	SIZE
	12	6

DAMAGE

S L H C

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LRP/16	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 2, IF	
APGL	F	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	O
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



DESERT VIPER



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	3	0	0	3

ARMOR PERKS: REINFORCED ARMOR (FRONT, 2), RUGGED MOVEMENT

PERKS/FLAWS: IMP. OFF-ROAD, LSP (1), DEFECTIVE ACTIVE SENSORS (2), ARMS

AUX SYSTEMS:

	ARMOR	SIZE
	16	6

DAMAGE

S L H C

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HGL	F	-1	3 / 6 / 12 / 24 / 48	X20	ROF 1, IF, AE2	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
APGL	F	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	O
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



GREEN MAMBA



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/13	-2	+2	+3
ATTACK			+3	+1	-2

	DETECT	SENSORS	COMM	AUTO COMM
	3	+1	+1	4

ARMOR PERKS: EXPOSED AUX

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS: ECM (2), STEALTH (3)

	ARMOR	SIZE
	17	6

DAMAGE

S L H C

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MAC	F	0	5 / 9 / 18 / 36 / 72	X10	ROF 1, R	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



IGUANA COMMANDO



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	4	+1	+2	5

ARMOR PERKS: RUGGED MOVEMENT

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS: ECM (2), SMOKE (6)

	ARMOR	SIZE
	14	6

DAMAGE

S L H C

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HGL	F	0	3 / 6 / 12 / 24 / 48	X15		
SKG	F	-1		X12	M	
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



IGUANA MP



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	3	0	+1	4

ARMOR PERKS: BACKUP SENSORS

PERKS/FLAWS: ARMS

AUX SYSTEMS:

	ARMOR	SIZE
	14	6

DAMAGE

S L H C

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
FGC	F	+1	2 / 3 / 6 / 12 / 24	X7	ROF 2, AI, R	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



IGUANA PARATROOPER



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	4	+1	+2	5

ARMOR PERKS: RUGGED MOVEMENT

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS: ECM (2)

	ARMOR	SIZE
	14	6

DAMAGE

S L H C

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LGL	F	-1	2 / 3 / 6 / 12 / 24	X15	ROF 2, IF, AE2	
CR	F	0		S+1	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



IGUANA



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	4	+1	+2	5

ARMOR PERKS: BACKUP SENSORS

PERKS/FLAWS: ARMS

AUX SYSTEMS: ECM (2), TD (3)

	ARMOR	SIZE
	14	6

DAMAGE

S L H C

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



JÄGER PARATROOPER



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	6/12	-3	0	+2
ATTACK			+2	0	-3

DETECT	2	ARMOR	15	SIZE	6
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	3				

ARMOR PERKS: RUGGED MOVEMENT

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LGL	F	-1	2 / 3 / 6 / 12 / 24	X15	ROF 2, IF, AE2	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOO
APGL	FRr	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE	OOOOO
CR	F	0		S+1	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



JÄGER



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	6/12	-3	0	+2
ATTACK			+2	0	-3

DETECT	2	ARMOR	15	SIZE	6
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	3				

ARMOR PERKS:

PERKS/FLAWS: ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ

COMMAND JAGER: UPDATE COMM TO +1 AND AUTO COMM TO 4



KING COBRA



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	21	SIZE	7
SENSORS	0	DAMAGE			
COMM	+1				
AUTO COMM	4				

ARMOR PERKS: IMPROVED REAR DEFENSE, REINFORCED ARMOR (FRONT 2)

PERKS/FLAWS: LARGE SENSOR PROFILE (1), ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LPA	F	+1	3 / 6 / 12 / 24 / 48	X10	MB1, H	
MRP/36	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
HRP/24	F	-1	5 / 9 / 18 / 36 / 72	X20	ROF 3, IF	
LGM	F	-1	5 / 9 / 18 / 36 / 72	X15	IF, G, AE1, MR	
LAC	FF	0	3 / 6 / 12 / 24 / 48	X8	ROF 2	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	O OOOOO
VB	F	0		S+2	M	
CR	F	0		S+1	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



PYTHON



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	5/10	-4	-1	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	19	SIZE	7
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	3				

ARMOR PERKS:

PERKS/FLAWS: DEFECTIVE ACTIVE SENSORS (1), LSP (1), ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	X12	ROF 1, R	
LGM	F	-1	5 / 9 / 18 / 36 / 72	X15	IF, G, AE1, MR	
HRP/24	F	-1	5 / 9 / 18 / 36 / 72	X20	ROF 3, IF	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



RATTLESNAKE



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	6/11	-3	0	+2
ATTACK			+2	0	-3

DETECT	2	ARMOR	13	SIZE	6
SENSORS	-1	DAMAGE			
COMM	-1				
AUTO COMM	3				

ARMOR PERKS:

PERKS/FLAWS: DEFECTIVE FIRE CONTROL (1), ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
MRP/9	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 1, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOOO
VB		0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



SIDEWINDER



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/8	-3	-1	+1
DEFENSE	G	7/13	-3	+1	+2
ATTACK			+2	0	-3

DETECT	3	ARMOR	16	SIZE	6
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS:

PERKS/FLAWS: ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MAC	F	0	5 / 9 / 18 / 36 / 72	X10	ROF 1, R	
MRP/36	FF	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



SILVERSCALE



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	7/13	-3	+1	+2
ATTACK			+2	0	-3

DETECT	5	ARMOR	14	SIZE	6
SENSORS	+1	DAMAGE			
COMM	+1				
AUTO COMM	4				

ARMOR PERKS:

PERKS/FLAWS: SENSOR BOOM, ARMS

AUX SYSTEMS: ECM (2), TD (2)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LRP/8	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 1, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOOO
HG	F	-1		X15	T, AI, AE2	OOO
VB		0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



SNAKEYE BLACK MAMBA



#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+3	+1	-2

DETECT	2	ARMOR	17	SIZE	6
SENSORS	+1	DAMAGE			
COMM	+1				
AUTO COMM	3				

ARMOR PERKS: EXPOSED AUX

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS: AUTOPILOT, STEALTH (5)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
SLC		+1	8 / 15 / 30 / 60 / 120	X12	MB1	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
APGL	FRr	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1		X15	T, AI, AE2	OOO
VB		0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

HEAVY GEAR BLITZ



SPITTING COBRA

#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	5/10	-4	-1	+1
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	2	0	0	3

ARMOR	SIZE
21	7

ARMOR PERKS:

PERKS/FLAWS: LARGE SENSOR PROFILE (1), ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	X12	ROF 1, R	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
HRP/48	F	-1	5 / 9 / 18 / 36 / 72	X20	ROF 4, IF	
LGM	F	-1	5 / 9 / 18 / 36 / 72	X15	IF, G, AE1, MR	
LMG	FF	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
HG	F	-1		X15	T, AI, AE2	O OOOOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)						S M

RAZOR FANG: REMOVE MRP/18, ADD SAT. UPLINK, EXPOSED AUX.
UPGRADE DETECT TO 4, SENSORS TO +1, COMM TO +2, AUTO COMM TO 5



STRIPPED-DOWN JÄGER

#

ATT

DEF

EW

LD

ACTIONS

1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/8	-3	-1	+1
DEFENSE	G	7/13	-3	+1	+2
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	2	0	0	3

ARMOR	SIZE
15	6

ARMOR PERKS:

PERKS/FLAWS: ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1		X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)						S M



FIRE DRAGON

#

ATT

DEF

EW

LD

ACTIONS

3

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-5	-3	-1
DEFENSE	G	5/9	-5	-2	-1
ATTACK			+3	+1	-2

	DETECT	SENSORS	COMM	AUTO COMM
	2	+1	+1	4

ARMOR	SIZE
28	11

ARMOR PERKS: BACKUP SENSORS

PERKS/FLAWS: IMP. OFF-ROAD, LSP (2), SENSOR DEPENDENT

AUX SYSTEMS: AMS

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	L	0	3 / 6 / 12 / 24 / 48	X8	ROF 2	
LAC	R	0	3 / 6 / 12 / 24 / 48	X8	ROF 2	
MFL	F	+1	1 / 2 / 4 / 8 / 16	X7	ROF 1, AE1, SB, IF	
HRP/48	T	-1	5 / 9 / 18 / 36 / 72	X20	SNP, ROF 4, IF	
PHYSICAL ATTACK (KICK/RAM)						S M



NAGA

#

ATT

DEF

EW

LD

ACTIONS

2

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-5	-3	-1
DEFENSE	G	6/12	-5	-2	0
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	4	0	0	3

ARMOR	SIZE
23	8

ARMOR PERKS:

PERKS/FLAWS: LARGE SENSOR PROFILE (1), SENSOR BOOM

AUX SYSTEMS: TD (1)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MAC	F	0	5 / 9 / 18 / 36 / 72	X10	ROF 1	
ATM	F	+1	5 / 9 / 18 / 36 / 72	X25	IF, G	OOOO
ATM	F	+1	5 / 9 / 18 / 36 / 72	X25	IF, G	OOOO
PHYSICAL ATTACK (KICK/RAM)						S M

COMMAND NAGA: REMOVE ONE ATM, ADD ECM (2), ECCM (3), BACKUP COMM, SAT. UPLINK, UPGRADE COMM TO +1, AUTO COMM TO 5



SAGITTARIUS

#

ATT

DEF

EW

LD

ACTIONS

2

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-5	-2	-1
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	4	+1	+0	3

ARMOR	SIZE
32	9

ARMOR PERKS:

PERKS/FLAWS: AMPHIBIOUS, IMP. OFF-ROAD, WEAPON LINK (VLRPS)

AUX SYSTEMS: ECM (2)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
VLRP/128	FF	-1	2 / 3 / 6 / 12 / 24	X8	ROF 6, IF	
VLRP/128	FF	-1	2 / 3 / 6 / 12 / 24	X8	ROF 6, IF	
VLRP/128	FF	-1	2 / 3 / 6 / 12 / 24	X8	ROF 6, IF	
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2	
HMG	F	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
APGL	F	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOO
PHYSICAL ATTACK (KICK/RAM)						S M



CAIMAN APC

#

ATT

DEF

EW

LD

ACTIONS

2

	M	SPEED	STOP	CBT	TOP
DEFENSE	G	8/16	-6	-2	0
ATTACK			+1	-1	-4

	DETECT	SENSORS	COMM	AUTO COMM
	2	0	0	2

ARMOR	SIZE
13	8

ARMOR PERKS: SHIELDED WEAPONS

PERKS/FLAWS: TRANSPORT (1 SQUAD)

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MAC	T	0	5 / 9 / 18 / 36 / 72	X10	ROF 1	
LMG	T	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
PHYSICAL ATTACK (RAM)						S M

CAIMAN COMMAND: ADD ECM (2), ECCM (2), UPGRADE COMM TO +1



HETAIROI

#

ATT

DEF

EW

LD

ACTIONS

2

	M	SPEED	STOP	CBT	TOP
DEFENSE	H	10/19	-5	+0	+0
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	3	0	+1	4

ARMOR	SIZE
29	11

ARMOR PERKS: EXPOSED MOVEMENT, WEAK FACING (UNDERSIDE)

PERKS/FLAWS: RAM PLATE (F), LARGE SENSOR PROFILE (2)

AUX SYSTEMS: AUTOPILOT, JUMP JETS (6), SMOKE (10)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
VHAC	T	0	5 / 9 / 18 / 36 / 72	X15	ROF 1	
HMG	T	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
PHYSICAL ATTACK (RAM)						S M



HITTITE

#

ATT

DEF

EW

LD

ACTIONS

2

	M	SPEED	STOP	CBT	TOP
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

	DETECT	SENSORS	COMM	AUTO COMM
	2	0	0	4

ARMOR	SIZE
25	10

ARMOR PERKS: REINFORCED ARMOR (FRONT 3)

PERKS/FLAWS: AMPHIBIOUS, TRANSPORT (1 SQUAD)

AUX SYSTEMS: AUTOPILOT

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HFL	T	+1	2 / 3 / 6 / 12 / 24	X9	ROF 2, AE2, SB, IF	
HMG	L	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
HMG	L	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
HMG	R	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
HMG	R	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
PHYSICAL ATTACK (RAM)						S M



HUN

#

ATT

DEF

EW

LD

ACTIONS

2



	M	SPEED	STOP	CBT	TOP
DEFENSE	G	6/12	-4	-1	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	25	SIZE	10
SENSORS	0	DAMAGE			
COMM	0		S	L	H
AUTO COMM	4				C

ARMOR PERKS: REINFORCED ARMOR (FRONT 3), SHIELDED WEAPONS

PERKS/FLAWS: AMPHIBIOUS

AUX SYSTEMS: AUTOPILOT

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HRF	T	0	6 / 12 / 24 / 48 / 96	X12		
LLC	T	+1	8 / 15 / 30 / 60 / 120	X16	MB2, AA	
MRP/36	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
PHYSICAL ATTACK (RAM)				S	M	

RECON HUN: REMOVE MRP/36, ADD SMOKE(10), TRANSPORT (3 DRONES)



VISIGOTH

#

ATT

DEF

EW

LD

ACTIONS

3



	M	SPEED	STOP	CBT	TOP
DEFENSE	G	5/10	-5	-2	0
ATTACK			+2	0	-3

DETECT	2	ARMOR	40	SIZE	13
SENSORS	0	DAMAGE			
COMM	0		S	L	H
AUTO COMM	4				C

ARMOR PERKS: REINFORCED ARMOR (FRONT 5), BACKUP SENSOR, RUGG. MOVE.

PERKS/FLAWS: LARGE SENSOR PROFILE (2), SENSOR DEPENDENT

AUX SYSTEMS: AUTOPILOT, SMOKE (10)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HFG	T	0	12 / 24 / 48 / 60 / 192	X28	IF, AE1	
HAC	T	0	5 / 9 / 18 / 36 / 72	X12	ROF 1	
LLC	T	+1	8 / 15 / 30 / 60 / 120	X16	MB2, AA	
MRP/9	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 1, IF	
MRP/9	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 1, IF	
PHYSICAL ATTACK (RAM)				S	M	

VISIGOTH KHAN: ADD ECM (2), ECCM (2), UPGRADE COMM TO +1, DOWNGRADE LSP TO 1



CATAPHRACT

#

ATT

DEF

EW

LD

ACTIONS

1



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	6/12	-4	-1	+1
ATTACK			+2	0	-3

DETECT	3	ARMOR	23	SIZE	8
SENSORS	0	DAMAGE			
COMM	0		S	L	H
AUTO COMM	3				C

ARMOR PERKS: IMPROVED REAR DEFENSE

PERKS/FLAWS: LARGE SENSOR PROFILE (1), LINK (LMGS), ARMS

AUX SYSTEMS: ECM (1)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LRG	F	0	8 / 15 / 30 / 60 / 120	X14	ROF 2, R	
MFM	F	-1	8 / 15 / 30 / 60 / 120	X20	IF, AE3, MR	
LMG	F	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
LMG	F	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
HWG	F	-1	THROWN	X10	TH, H, AE1	OOO
HG	F	-1	THROWN	X15	TH, AI, AE2	OOO
HVS	F	-1		S+8	M, AC	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

CATAPHRACT LORD: ADD ECCM (1), UPGRADE COMM TO +1, AUTO COMM TO 4



CRUSADER MK IV

#

ATT

DEF

EW

LD

ACTIONS

1



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/5	-4	-2	-1
DEFENSE	G	5/10	-4	-1	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	19	SIZE	7
SENSORS	0	DAMAGE			
COMM	0		S	L	H
AUTO COMM	3				C

ARMOR PERKS: VULNERABLE TO HAYWIRE

PERKS/FLAWS: LARGE SENSOR PROFILE (1), WEAPON LINK (MRPS), ARMS

AUX SYSTEMS: ECM (1)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	X12	ROF 1	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
LFM	F	-1	6 / 12 / 24 / 48 / 96	X15	IF, AE3, MR	
APGL	F	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOOO
APGL	Rr	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOOO
VA	F	-1		S+4	M, AC	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



PIT BULL

#

ATT

DEF

EW

LD

ACTIONS

1



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/8	-2	0	+2
DEFENSE	G	8/15	-3	+1	+2
ATTACK			+2	0	-3

DETECT	3	ARMOR	12	SIZE	6
SENSORS	+1	DAMAGE			
COMM	+1			L	H
AUTO COMM	3				C

ARMOR PERKS: BACKUP SENSORS

PERKS/FLAWS: ARMS

AUX SYSTEMS: ECM (1), SL (FF, 30")

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LMG	F	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
APGL	FRr	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



SHINOBI

#

ATT

DEF

EW

LD

ACTIONS

1



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/10	-2	+1	+3
DEFENSE	G	8/15	-2	+2	+3
ATTACK			+2	0	-3

DETECT	5	ARMOR	13	SIZE	6
SENSORS	+1	DAMAGE			
COMM	+1			L	H
AUTO COMM	4				C

ARMOR PERKS:

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS: ECM (3), STEALTH (4)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	SNF, ROF 2, R	
LRP/16	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 2, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



SKIRMISHER

#

ATT

DEF

EW

LD

ACTIONS

1



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/10	-2	+1	+3
DEFENSE	G	8/15	-2	+2	+3
ATTACK			+2	0	-3

DETECT	5	ARMOR	13	SIZE	6
SENSORS	+1	DAMAGE			
COMM	+1			L	H
AUTO COMM	4				C

ARMOR PERKS:

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS: ECM (3)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LRP	F	0	5 / 9 / 18 / 36 / 72	X8	R	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	



WARRIOR MK IV

#

ATT

DEF

EW

LD

ACTIONS

1



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-3	0	+1
DEFENSE	G	7/14	-3	+1	+2
ATTACK			+3	+1	-2

DETECT	3	ARMOR	17	SIZE	6
SENSORS	0	DAMAGE			
COMM	0			L	H
AUTO COMM	4				C

ARMOR PERKS:

PERKS/FLAWS: RAM PLATE (F), AIRDROPPABLE, ARMS

AUX SYSTEMS: ECM (2)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

CHIEFTAIN IV: ADD ECCM (1), UPGRADE COMM TO +1



WARRIOR



#	
ATT	
DEF	
EW	
LD	
ACTIONS	1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	6/12	-3	0	+2
ATTACK			+2	0	-3

DETECT	3	ARMOR	15	SIZE	6
SENSORS	0	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS:

PERKS/FLAWS: ARMS

AUX SYSTEMS: ECM (1)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	OOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

CHIEFTAIN: ADD ECCM (1), UPGRADE COMM TO +1

HEAVY GEAR BLITZ



HOPLITE APC



#	
ATT	
DEF	
EW	
LD	
ACTIONS	2

	M	SPEED	STOP	CBT	TOP
DEFENSE	G	9/18	-6	-2	-1
ATTACK			+2	0	-3

DETECT	2	ARMOR	12	SIZE	8
SENSORS	0	DAMAGE			
COMM	+1				
AUTO COMM	3				

ARMOR PERKS: RUGGED MOVEMENT

PERKS/FLAWS: TRANSPORT (2 SQUADS), RAM PLATE (F)

AUX SYSTEMS: SL (50", T)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LRF	T	0	5 / 9 / 18 / 36 / 72	X8		
APGL	T	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
PHYSICAL ATTACK (RAM)				S	M	

HOPLITE COMMAND: ADD ECM (2), ECCM (2), EXPOSED AUX, SAT. UPLINK

HIPPEIS: REMOVE ALL WEAPONS AND TRANSPORT PERK, ADD LFM (F, RELOADS)

HEAVY GEAR BLITZ



COYOTE



#	
ATT	
DEF	
EW	
LD	
ACTIONS	2

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	6/11	-4	-2	0
ATTACK			+2	0	-3

DETECT	4	ARMOR	25	SIZE	9
SENSORS	+1	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS:

PERKS/FLAWS: IMP. OFF-ROAD (W), LSP (1, G), LOW PROFILE (GROUND)

AUX SYSTEMS: ECM (1)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LRG	T	0	8 / 15 / 30 / 60 / 120	X14	ROF 2	
MAAC	T	0	5 / 9 / 18 / 36 / 72	X10	ROF 4, AA	
APGL	T	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
PHYSICAL ATTACK (KICK/RAM)				S	M	

WILD COYOTE: ADD ECCM (3), UPGRADE ECM TO 3, COMM TO +1, AUTO COMM TO 5

ALPHA DOG: AS WILD COYOTE, BUT ADD SATELLITE UPLINK

HEAVY GEAR BLITZ



RED BULL MK II



#	
ATT	
DEF	
EW	
LD	
ACTIONS	2

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-5	-3	-2
DEFENSE	G	5/9	-5	-2	-1
ATTACK			+2	0	-3

DETECT	5	ARMOR	40	SIZE	12
SENSORS	+1	DAMAGE			
COMM	0				
AUTO COMM	4				

ARMOR PERKS: BACKUP SENSORS

PERKS/FLAWS: LSP (3), WEAPON LINK (LFGS), IMP. OFF. ROAD, SNR DEP.

AUX SYSTEMS: AP CHARGES

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LFG	T	0	8 / 15 / 30 / 60 / 120	X22	IF, AE1	
LFG	T	0	8 / 15 / 30 / 60 / 120	X22	IF, AE1	
MAAC	T	0	5 / 9 / 18 / 36 / 72	X10	ROF 4, AA	
PHYSICAL ATTACK (KICK/RAM)				S	M	

HEAVY GEAR BLITZ



HPC-64 PACIFIER CLASS APC



#	
ATT	
DEF	
EW	
LD	
ACTIONS	2

	M	SPEED	STOP	CBT	TOP
DEFENSE	H	12/24	-5	+0	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	12	SIZE	10
SENSORS	+0	DAMAGE			
COMM	+1				
AUTO COMM	4				

ARMOR PERKS: EXPOSED MOVEMENT, WEAK FACING (UNDERSIDE)

PERKS/FLAWS: AIRDROPPABLE, LSP (3), RAM PLATE (F), TRANSPORT (1 SQUAD)

AUX SYSTEMS: AUTOPILOT, JUMP JETS (6)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MAC	T	0	5 / 9 / 18 / 36 / 72	X10	ROF 1	
PHYSICAL ATTACK (RAM)				S	M	

COMMAND OPTION: ADD AUTOPILOT, ECM (3), ECCM (3), SAT UPLINK

HEAVY GEAR BLITZ



HT-68 PREDATOR-CLASS HOVERTANK



#	
ATT	
DEF	
EW	
LD	
ACTIONS	2

	M	SPEED	STOP	CBT	TOP
DEFENSE	H	10/20	-5	+0	+1
ATTACK			+2	0	-3

DETECT	4	ARMOR	32	SIZE	11
SENSORS	+1	DAMAGE			
COMM	+1				
AUTO COMM	4				

ARMOR PERKS: RF (3), EXP. MOVEMENT, WEAK FACING (UNDERSIDE)

PERKS/FLAWS: LSP (3), RAM PLATE (F), SENSOR DEP.

AUX SYSTEMS: AUTOPILOT, JUMP JETS (6), TD (2)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
VHAC	T	0	5 / 9 / 18 / 36 / 72	X15	SNP, ROF 1	
AGM	T	+1	5 / 9 / 18 / 36 / 72	X15	IF, G	OOOO
ATM	T	+1	5 / 9 / 18 / 36 / 72	X25	IF, G	OOOO
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ



HT-72 PREDATOR-CLASS HOVERTANK



#	
ATT	
DEF	
EW	
LD	
ACTIONS	2

	M	SPEED	STOP	CBT	TOP
DEFENSE	H	11/21	-5	+0	+1
ATTACK			+2	0	-3

DETECT	4	ARMOR	34	SIZE	11
SENSORS	+2	DAMAGE			
COMM	+1				
AUTO COMM	4				

ARMOR PERKS: EXP. MOVEMENT, IMP. REAR DEF, WEAK FACING (UNDERSIDE)

PERKS/FLAWS: LSP (3), RAM PLATE (F), SENSOR DEP.

AUX SYSTEMS: AUTOPILOT, JUMP JETS (6), TD (2)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
VHAC	T	0	5 / 9 / 18 / 36 / 72	X15	SNP, ROF 1	
AGM	T	+1	5 / 9 / 18 / 36 / 72	X15	IF, G	OOOO
ATM	T	+1	5 / 9 / 18 / 36 / 72	X25	IF, G	OOOO
ABM	T	0	5 / 9 / 18 / 36 / 72	X10	IF, BLAST(2)	OO
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ



LHT-67 PROWLER-CLASS HOVERTANK



#	
ATT	
DEF	
EW	
LD	
ACTIONS	2

	M	SPEED	STOP	CBT	TOP
DEFENSE	H	13/26	-4	+1	+2
ATTACK			+2	0	-3

DETECT	4	ARMOR	22	SIZE	10
SENSORS	+1	DAMAGE			
COMM	+1				
AUTO COMM	4				

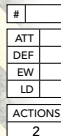
ARMOR PERKS: EXP. MOVEMENT, RF (3), WEAK FACING (UNDERSIDE)

PERKS/FLAWS: AIRDROPPABLE, LSP (2), RAM PLATE (F), SENSOR DEP.

AUX SYSTEMS: AUTOPILOT, JUMP JETS (6), TD (2)

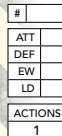
NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	T	0	5 / 9 / 18 / 36 / 72	X12	ROF 1	
MRP/9	T	-1	3 / 6 / 12 / 24 / 48	X18	ROF 1, IF	
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ



ARMOR PERKS:	EXP. MOVEMENT, IMP. REAR DEF., WEAK FACING (UNDERSIDE)
PERKS/FLAWS:	AIRDROPPABLE, LSP (3), RAM PLATE (F), SENSOR DEP.
AUX SYSTEMS:	AUTOPILOT, JUMP JETS (6), TD (2)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	T	0	5 / 9 / 18 / 36 / 72	X12	ROF 1	
MRP/18	T	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
PHYSICAL ATTACK (RAM)				S	M	

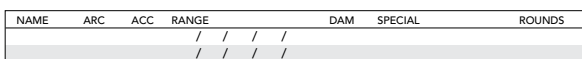


ARMOR PERKS: REINFORCED ARMOR (FRONT 2), SH. WEAPON, EXP. MOVEMENT
PERKS/FLAWS:
AUX SYSTEMS:

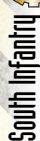
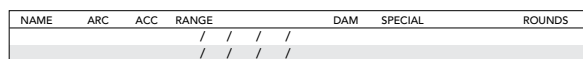
NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LFG	F	0	8 / 15 / 30 / 60 / 120	X22	IF, AE1	
PHYSICAL ATTACK (RAM)				S	M	



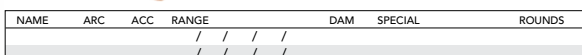
NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
			/ / / /			
			/ / / /			



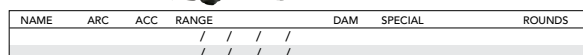
NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
			/ / / /			
			/ / / /			



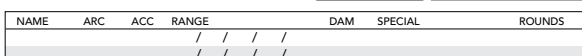
NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
			/ / / /			
			/ / / /			



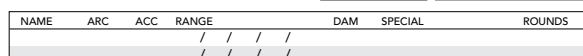
NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
			/ / / /			
			/ / / /			



NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
			/ / / /			
			/ / / /			



NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
			/ / / /			
			/ / / /			



COUNTERS & STANDARD LOADOUT - DATACARDS



PAH ORV Infantry

SQUAD NAME		M	SPEED	STOP	CBT	TOP
DEFENSE	W	2/4	+1	+1	+1	
DEFENSE	H	5/10	+1	+1	+1	
ATTACK			+1	0	-3	

ARMOR	
# BASES	
SKILL	
MOUNT	JETBIKE

PERKS/FLAWS:	JUMP JETS (2)
EQUIPMENT:	

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
/ / / /						

HEAVY GEAR BLITZ

SQUAD NAME		M	SPEED	STOP	CBT	TOP
DEFENSE	W	2/4	+1	+1	+1	
DEFENSE	G	8/16	0	0	+1	
ATTACK			+1	0	-3	

ARMOR	
# BASES	
SKILL	
MOUNT	ORV

PERKS/FLAWS:	
EQUIPMENT:	

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
/ / / /						



Turrets

SQUAD NAME		ARMOR	25	DEFENSE	Always Rolls a 3
DETECT	3			ATTACK	2D6+2
SENSOR	0			ACTIONS	1

MAY ONLY USE REACTION FIRE AND STANDBY

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
2xHAC	T	0	5 / 9 / 18 / 36 / 72	X12	LINKED, ROF 1, R	

HEAVY GEAR BLITZ

SQUAD NAME		ARMOR	25	DEFENSE	Always Rolls a 3
DETECT	3			ATTACK	2D6+2
SENSOR	0			ACTIONS	1

MAY ONLY USE REACTION FIRE AND STANDBY

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
2xHRP/48	T	0	5 / 9 / 18 / 36 / 72	X20	LINKED, ROF 4, R	



Combined Models

SQUAD NAME		M	SPEED	STOP	CBT	TOP
DEFENSE	/					
DEFENSE	/					
ATTACK						

DETECT	
SENSORS	
COMM	
AUTO COMM	

ARMOR	
DAMAGE	
SIZE	

ARMOR PERKS:	
PERKS/FLAWS:	
AUX SYSTEMS:	

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS



Combined Models

SQUAD NAME		M	SPEED	STOP	CBT	TOP
DEFENSE	/					
DEFENSE	/					
ATTACK						

ARMOR	
# BASES	
SKILL	
MOUNT	

PERKS/FLAWS:	
EQUIPMENT:	

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
/ / / /						

HEAVY GEAR BLITZ

SQUAD NAME		M	SPEED	STOP	CBT	TOP
DEFENSE	/					
DEFENSE	/					
ATTACK						

ARMOR	
# BASES	
SKILL	
MOUNT	

PERKS/FLAWS:	
EQUIPMENT:	

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
/ / / /						

AIRSTRIKE
TYPE

NUMBER

AIRSTRIKE TYPE											
NUMBER											

NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO
NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO
S	S	S	S	S	S	S	S	S	S	S	S
S	S	S	S	S	S	S	S	S	S	S	S
L	L	ACTION	ACTION	DESIGNATED	DESIGNATED	FO	FO	HIDING	HIDING	STANDBY	STANDBY
L	L	ACTION	ACTION	DESIGNATED	DESIGNATED	FO	FO	HIDING	HIDING	STANDBY	STANDBY
H	H	ACTION	ACTION	DESIGNATED	DESIGNATED	FO	FO	HIDING	HIDING	STANDBY	STANDBY
C	C	ACTION	ACTION	DESIGNATED	DESIGNATED	FO	FO	HIDING	HIDING	STANDBY	STANDBY

PRIORITY LEVEL 1

This is the lowest priority level you may choose and represents a force deployed to a backwater area, on a perceived "useless" patrol or otherwise deemed a low priority by command.

Core	Minimum of one Core Combat Group, Maximum is unlimited
Auxiliary	Up to two Auxiliary Combat Groups may be taken
Specialist	Up to one Specialist Combat Group may be taken, but you must first have two or more Core Combat Groups
Elite	No Elite Combat Groups may be taken at this Level
Veterans	Any one Combat Group may be made Veterans

PRIORITY LEVEL 2

From garrisoning an area to patrols of a contested area, to taking a moderately important objective, this Priority Level represents a standard deployment in the field.

Core	Minimum of two Core Combat Groups, Maximum is unlimited
Auxiliary	Up to three Auxiliary Combat Groups may be taken
Specialist	Up to three Specialist Combat Groups may be taken
Elite	One Elite Combat Group may be taken at this Priority Level, but you must first have three or more Core Combat Groups
Veterans	Up to two Combat Groups may be made Veterans

PRIORITY LEVEL 3

As the importance of missions increases, so do the options made available by command. This Priority Level is your standard Hollywood movie-level military force with specialized squads and fairly important objectives.

Core	One Core Combat Group may be taken for each Auxiliary bought
Auxiliary	An unlimited number of Auxiliary Combat Groups may be taken
Specialist	One Specialist Combat Group must be taken, and there is a maximum of three Specialist Combat Groups
Elite	Up to two Elite Combat Groups may be taken
Veterans	Up to three Combat Groups may be made Veterans

PRIORITY LEVEL 4

At this Priority Level, the objectives are simply too important to ignore or require the utmost skill to complete. Quite often, Special Ops commando raids and other "deniable actions" take place with forces such as these, as do top-priority missions that general troops normally cannot perform.

Core	One Core Combat Group may be taken for each Specialist bought
Auxiliary	An unlimited number of Auxiliary Combat Groups may be taken
Specialist	Up to four Specialist Combat Groups may be taken
Elite	One Elite Combat Group Must be taken, and there is a maximum of three Elite Combat Groups
Veterans	Up to four Combat Groups may be made Veteran

FORMULAS

Command Points (CP): Commanders LD + (1 per 500pts or portion)

Support Points (SP): PL + (1 per full 500pts)

Objective Points (OP): 2 + (2 per 750pts or portion)

Success Level: ([VP / OP] x 100) %

THE NORTH

	NorGuard	NAF	UMFA	WFGA
GP	Core	Core	Core	Core
Recon	Aux	Core	Aux	Aux
Strike	Elite	Elite	Spec	Elite
Fire Support	Aux	Aux	Spec	Aux
Dragoon	Aux	Spec	Spec	Core
Ranger	Spec	Spec	Spec	Spec
Airborne	Spec	Spec	Aux	Elite
Strider	Spec	Aux	Spec	Aux
Heavy Tank	Spec	Spec	Elite	Spec
Light Tank	Aux	Spec	Spec	Aux
Infantry	Core	Core	Aux	Core
Field Gun	Spec	Spec	Elite	Aux
Cavalry	Aux	Aux	Aux	Aux

THE SOUTH

	SRA*	MILICIA	HAPF	MDP	ESE
GP	Core	Core	Aux	Aux	Aux
Recon	Aux	Aux	Aux	Aux	Aux
Strike	Spec	Elite	Elite	Elite	Spec
Fire Support	Aux	Aux	Spec	Spec	Aux
MP	—	Aux	Spec	Core	Aux
Paratroop	Spec	Spec	Spec	Aux	Spec
Opsec	Elite*	Elite*	Elite*	Elite*	Elite*
Strider	Spec	Spec	Core	Spec	Aux
Tank	Aux	Spec	Aux	Elite	Aux
Cavalry	Aux	Aux	Aux	Aux	Aux
Infantry	Core	Core	Core	Aux	Core
Field Gun	Spec	Aux	Spec	Elite	Aux

* SRA armies must be built at PL 2 or more. MILICIA Auxiliaries attached to an SRA army are always built at PL1. Opsec squads occupy a Veteran slot.

ESE Honor Guard	Core Unit
GP	GP
Recon	GP
Strike	GP
Fire Support	Recon
MP	MP
Paratroop	Recon
Strider	Tank
Cavalry	Infantry
Infantry	Infantry

THE BADLANDS

	POC	PRDF	PAK
GP	Aux	Core	Aux
Support	—	—	Spec
Anti-Rover	Core	Aux	—
Patrol	Spec	Aux	—
Strike	Elite	Spec	—
Fire Support	Spec	Aux	—
Special Forces	Elite	Spec*	—
Light Tankstrider	Spec	Aux	—
Support Tankstrider	Elite	Spec	—
Light Hovortank	—	—	Aux
Heavy Hovortank	—	—	Spec
Cavalry	Aux	Aux	—
Hover Cavalry	—	—	Core
Infantry	Core	Core	Core

COMBAT TURN SEQUENCE [p17]

Step One:	Determine Player Order
Step Two:	Activation
Step Three:	Support Events
	1) Reserves
	2) Airstrikes
	3) Artillery
Step Four:	Miscellaneous Events

DETERMINE PLAYER ORDER [p17]

Each player rolls 1D	
Army Commander has the highest Leadership	+1
Fewest Combat Groups on the Table	+1
The high roller may choose to act first or defer	

MOVEMENT

SPEED BANDS [p19]

Stationary:	Move up to 1"
Combat Speed:	Move at least 1"
Top Speed:	Move at least Combat Speed, costs an Action

MOVEMENT MODES [p21]

Walker	-1 MP for any Rough, +1 MP for any Soft terrain
Stationary:	Move / Turn freely, in any direction
Combat Speed:	Move / Turn freely, in any direction
Top Speed:	One turn per 2" of Movement
Ground	Double movement along roads
Stationary:	May make up to 2 turns
Combat Speed:	One turn per 2" of Movement
Top Speed:	One turn per 3" of Movement
Hover	Treat Water as Open. Any Dense terrain is Impassable
	Must drift through turns [p20]
Stationary:	May make up to 3 turns
Combat Speed:	One turn per 2" of Movement
Top Speed:	One turn per 3" of Movement

Emergency Turn / Brake: Any Model may immediately turn by 120° or slow by one band by taking a Stun Counter

TERRAIN AND MOVEMENT [p21]

Clear / Open	1 MP / 1"
Soft	2 MP / 1"
Rough or Dense	3 MP / 1"
Very Rough or Dense	4 MP / 1"
Impassable	N/A
Structures	N/A
Road	1 MP / 1" See Ground Vehicles
Shallow Water	2 MP / 1"
Deep Water	1 MP / 1" Often Impassable
Rough Water	+1 MP Cost
Travelling Uphill (per 1")	+1 MP Cost
Travelling Downhill (per 1")	+0 MP Cost

Difficult / Dangerous Terrain: Roll Piloting vs 3/5 or take one box of Damage when entering or starting activation in this Terrain.

ACTIONS

Requires an Action	Does not require an Action
Attacking	Defending against any Attack
Active Lock	Stationary or Combat Speed Movement
Top Speed Movement	
Some Perks	
Some Special Actions	

DETECTION [p22]

COMBAT LOCK [p22]

You have combat lock if:

- The Target is not wholly hidden from your Model
- The Target is within its Size in inches of your Model
- Your Model's Detect Rating is greater than the total Concealment to the Target

ACTIVE LOCK [p22]

Roll EW Skill + Sensor Rating > Concealment – If successful, you may immediately perform one of the below at no further Action cost

- Attack the Target with an IF or Thrown Weapon (Model has Forward Observed for itself)
- Designate a Priority target for Coordinated Attacks
- Forward Observe the Target for IF attacks from other Models

CONCEALMENT [p23]

Light Cover	+1 / 4"	Min. of +1 for 2"+
Medium Cover	+1 / 2"	Min. of +1 for 1"+
Heavy Cover	+1 / 1"	Min. of +1 if there is any
Vehicle	+1 per vehicle	
Solid Cover (under 50%)	+1	
Solid Cover (over 50%)	+2	
Solid Cover (total)	May not be detected, IF only	
Movement: Stationary	+0	
Movement: Combat Speed	-1	
Movement: Top Speed	-2	
Used a Weapon	-1	
Perks and Flaws	Varies (see Perk / Flaw)	

All cover (unless solid) must protect at least 50% of the Model.
Lock always lasts until the Target Moves or the end of the turn.

SPECIAL ACTIONS

Coordinated Fire [p30]: Combat Group Leader spends an action to nominate a target. The target has a -1 Defense penalty to attacks from this squad until the end of the Combat Groups Activation.

Hull Down [p30]: Spend an Action while stationary in or adjacent to terrain. When you make ranged defense tests your minimum defense total is: Light Cover: 1, Heavy Cover: 2, Hard Cover: 3, Solid Cover: 4. Lasts until you Accelerate or leave the Cover.

Hiding [p31]: Spend an Action while at Combat Speed or Stationary and in or touching terrain. Gain +1 Concealment from the Terrain. Gain an extra +1 Concealment if Stationary. Lasts until you Accelerate to Top Speed or leave the Cover.

Reaction Fire [p31]: Declare a shot during an opponent's turn. Make the shot after his next inch of movement or Action.

Stand-By [p31]: Save up to one Action per IF weapon after your turn. When another Model Forward Observes up to its EW skill level in Stand-by tokens may be spent for IF shots at that Target.

We're In Trouble [p31]: Spend any number of Actions. Each Action spent adds one to your current Defense Mod (but cannot take it above 0). Lasts until you change Speed, Movement Mode or Activate again.

ECM [p34]: Block any Communications Event from a Unit you have Lock to by spending an Action. Make EW + Com + ECM vs. EW + Com + ECCM roll, if the ECM unit rolls higher the Communication is blocked. Additionally block any Active Lock Test against a unit you have Lock to by spending an Action. Roll EW + Com + ECCM vs. the Active Lock roll. If the ECM total is higher the Active Lock is blocked.

ECCM [p34]: Block any ECM action created by a unit you have Lock to by rolling EW + Com + ECCM, use this in place of your current total.

ATTACKS AND DEFENDING

RANGED ATTACK ROLLS [p25]

Range: Point Blank	+1
Range: Short	+0
Range: Medium	-1
Range: Long	-2
Range: Extreme	-3
Cover: Open	+1
Cover: Some	+0
Cover: Partial	-1
Cover: Full	-2
Any Solid or Hard Cover	-1
Weapon Accuracy	+/- Acc
Vehicle Attack Modifier	+/- Mod
Scenario Effects, Perks, Flaws, etc.	Varies

RANGED DEFENSE ROLLS [p27]

Vehicle Defense Modifier	+/- Mod
Attacker in Rear Arc	-1
No Lock to the Attacker	-1
Attacked from above	-1
Subject to Crossfire	-1
Subject to Coordinated Fire	-1

RoF USED [p27]

Ammo Check

None (RoF 0)	Fumble
Less than half	2 or less
Half or more	3 or less
Full RoF with a RoF 1 weapon	3 or less
Full RoF	4 or less

MELEE ATTACKS [p28]

Attacker		Defender	
Greater Size	+1	Greater Size	+1 die
Weapon Accuracy	+/- Acc	Attacker in Rear Arc	-1
Higher Speed Band	+1	Defense Modifier	+/- Mod

Free Strikes

Against a Model who attempted a Melee Attack or Ram against your Model and fumbled

Model in contact with or made a Melee Attack against your Model Starts moving away from your Model

Fumbled Free Strikes open your Model to a Free Strike

DAMAGE [p29]

Boxes Lost Effect

Sturdy	None
Light	-1 to Difficult or Dangerous Terrain tests
Heavy	-1 to all Skill Rolls. May not travel at Top Speed
Critical	-2 to all Skill Rolls. May not travel at Top Speed. Aux Systems Destroyed.
Dead	Tip the Model over. It is now Very Rough Terrain
Destroyed	Remove the Model from play

Stun [p30]

While a Model has a Stun Counter it suffers a -1 Penalty to all Skill Rolls. In the case of Defense tests ignore this penalty if the vehicle has a current Defense Modifier of +0 or worse. A Model may remove a Stun Counter by spending an Action. A unit may only ever have one stun counter at a time, they do not compound.

PRE GAME SETUP

Step One:	Build Armies [p36]
Step Two:	Set Up the Table [p38]
Step Three:	Deployment Zones [p40]
Step Four:	Mission Generation [p42]
Step Five:	1) Choose Half or more of Support Options [p44] 2) Select Remaining Support Options
Step Six:	Deployment [p48]
Step Seven:	Battle! [p17]
Step Eight:	Victory Conditions [p48]

DEPLOYMENT [p48]

Both players roll their Army Commander's Leadership Skill, re-rolling ties. The highest roll may choose their deployment zone or pass the chance to their opponent. The person who chooses deployment zone also places the first Combat Group in their Deployment zone. Players then alternate placement of Combat Groups until all Combat Groups are placed, at which point the game may begin.

Players may choose to have their Combat Groups start the game at any speed, but this must be indicated and marked as they are being placed.

COMMAND POINTS [p35 & p47]

Your Commander may spend CP = Leadership.

Other Combat Group Leaders may spend CP = Leadership / 2.

Each Model may use 1 CP per turn.

Command Points may be used for the following:

- Reroll any Skill Test
- Activate out of Sequence
- Grant an Immediate Action
- Take a Parting Shot when Destroyed

Each side has a number of Command Points equal to their Army Commander's Leadership Score plus 1 for every 500TV or portion thereof of your Army. Additionally, the side with the least number of Combat Groups will gain a bonus number of CP equal to the difference in Combat Group numbers.

GAME DURATION & VICTORY CONDITIONS [p48]

Games last four rounds, plus one round for every 1000TV of game limit or portion thereof.

(VP/OP) x 100

Find the force's PL on the table below, and scan across to find the first value equal to or greater than the result of the above formula.

The force with the higher mission success level is the winner of the engagement. Break ties first by total VPs (highest wins), then by PL (lowest wins).

PL	Total Failure	Failure	Disputed	Success	Overwhelming Success
1	5%	25%	50%	75%	100%
2	10%	33%	55%	80%	100%
3	15%	42%	63%	85%	100%
4	20%	50%	70%	90%	100%

USEFUL PAGE REFERENCES

Forward Observation	p22	Indirect Fire	p25
Thrown and Placed Weapons	p26	RoF Attacks	p26
Crossfire	p27	Weapon Traits	p177
Weapon Tables	p178	Perks & Flaws	p180

HEAVY GEAR

BLITZ!

Welcome to the 62nd century and the world of Terra Nova. Colonized by humans, left to fend for itself, and divided between two rival superpowers, recent events have brought this formerly united planet once more to the brink of war. The harsh battlefields of Terra Nova are home to a new type of fighting machine: the 15 foot tall war walkers called Heavy Gears. Filling a role between tanks and infantry, it has radically altered the face of warfare. The battle for Terra Nova has begun. Will you fight for honor, for pride, or for the land to call your own?

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