PART OF THE BABYLON 5 WARS 2ND EDITION PRODUCT LINE

# EARTH ALLIANCE

MAXIM BATTLE SYSTEM COMPATIBLE

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# History of the Earth Alliance

The Earth Alliance can trace its origins back into the 21st century and the Third World War. During that planet-wide crisis, it became apparent that the United Nations had ultimately failed in it mission to unite the planet. It was dissolved and the fledgling Earth Alliance government was established to take its place. However, not all nations were willing to back this as yet unproven answer to the world's problems. For the next several decades, the young Alliance worked to increase its power base and reduce the sovereignty of member nations, as well as bring those nations that were holding out into the fold. Low level skirmishes were a common event across the planet as the various factions fought for power in one form or another.

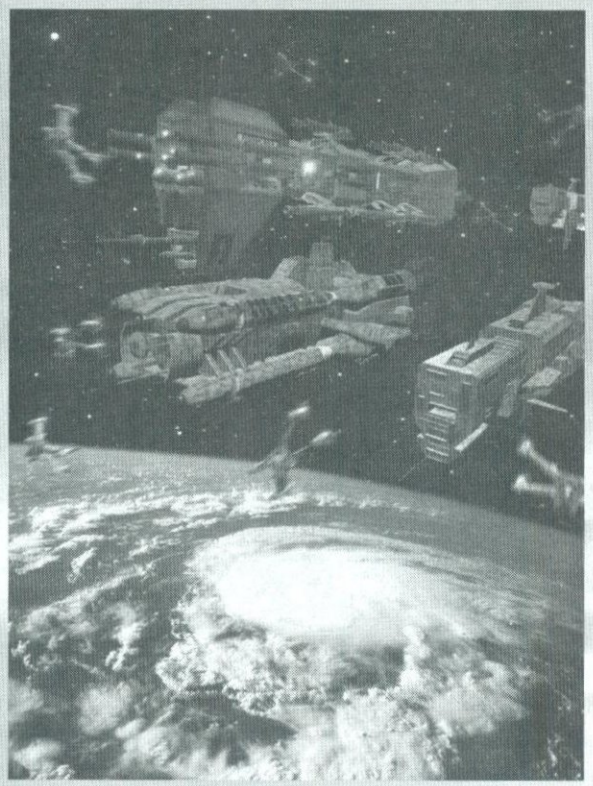
During this turbulent period, the exploitation of the solar system began to take place in earnest. Large corporations and governments spent billions of dollars establishing mining operations and shipping lanes to the asteroid belt, the Moon, and Mars. The bonds between the member nations of the Earth Alliance were stretched thin during this period as each nation sought to control their own chunk of the solar system. Piracy became a problem, with many nations accusing their adversaries of sponsoring these "privateers." In 2130, the Earth Alliance responded to these threats being posed to its legitimacy and survival by forming its own multi-national military organization: Earthforce. Nations at large were warned that should evidence surface of their duplicity with these pirate forces, they would be made to pay. For a time, the situation in the solar system stabilized as the Earthforce ferreted out the pirate bases and destroyed them. The stability, however, was not to last.

As the years rolled on the Earth Alliance continued to put pressure on those nations that would not sign the Alliance Charter. In response, those nations began military buildups under the guise of protecting their own nation's interests. In response, Earthforce began a similar buildup. Incidents between the various sides slowly began to escalate and soon it was apparent the Earth was about to face another World War. Then, in 2156, first contact occurred.

While exploring systems for potential conquest and exploitation, a Centauri Republic scout vessel jumped into the Sol system. While no hostilities resulted from this unexpected event, it had the effect of uniting the human race. Suddenly there was proof that humans were not the only sentient species to inhabit the galaxy, and their first encounter was with a race who were obviously significantly technologically more advanced than the Alliance, or any other human nation.

The Centauri saw the Sol system as fruit ripe for plucking, but it was a fruit with thorns. Knowing that the humans were heavily armed and facing internal problems within the Republic, the Centauri opted to try and trick the humans into voluntarily joining the Republic. Centauri ambassadors arrived with open arms, welcoming their long lost cousins back to the fold. "It seems," the ambassadors said, "that we have finally found our long lost colony." Human scientists, however, quickly disproved this theory. Caught red-handed, the Centauri government basically said, "Oops, our mistake," and offered to sell the secrets of jumpgate technology as a form of apology. Suddenly Earth had access to the galactic arena. Carefully, the Alliance began exploring the galaxy for both territorial expansion and commercial advantage.

The Alliance quickly entered into a highly prosperous era. However, many were nervous of the Alliance's apparent technological disadvantage with the rest of the galactic neighborhood. Major programs were undertaken to improve the space naval arm of Earthforce. This program quickly proved to be very costly, and Alliance officials began looking for



other programs to cut. Eyes quickly fell upon the ground armies of the Earthforce. Up until now much of the military budget had gone to the ground forces, as this was where the majority of military activity occurred before First Contact. However, as the size of other races' navies became apparent, many in Alliance felt that the era of ground warfare was past. Wars would be decided in space, many experts decreed. This was proven somewhat true in 2169 as a race known as the Koulani attacked and nearly destroyed an Alliance outpost at 61 Cygnus A II. The outpost was severely damaged from orbit, with ground troops never entering into the battle. Suddenly the Earthforce army found itself with a budget barely adequate to support itself, never mind continue their normal R&D operations. What little R&D the army was able to manage went to converting advances in naval weaponry to a form appropriate for ground roles.

In the beginning of the 23rd century, the Alliance began suffering from internal strife once again. Spearheading the internal difficulties was a Martian independence movement. A major faction in the Martian government wanted to secede from the Alliance and find their own way in the galaxy. Initially these rumblings were limited to within government halls. Eventually, however, many citizens of Mars began to take up the banner of independence. Underground rebel factions formed and low level acts of civil disobedience began to crop up across the surface of Mars. The Martians were, however, acutely aware of the presence of Earthforce and the power they represented.

During this same period of time, the Earth Alliance met another race new to the galactic arena, the Narn Regime. Recently freed from the bonds of Centauri oppression, the Narn were a fiercely independent people and friction was immediately felt between the two nations. The Narns saw the Alliance expansion as a potential wall to their own expansionistic plans.

In 2212, all-out war broke out between the Martian separatists and Earthforce. In the cold of space, a small Martian fleet bolstered by a limited number of disloyal Earthforce vessels fought a pitched battle for control over the orbital space around Mars. The Martians, however, were very aware that they would need to control the surface of the planet for any hope of maintaining their freedom. As battles were waged in space, Martian rebels unveiled a previously unknown army. Over the past years, as tensions had increased, the Martians had secretly purchased and smuggled Narn weapons and vehicles to Mars as well as purchasing a limited amount of Earthforce equipment. The Narns were more than willing to supply the rebels with arms as it would divert Alliance attention away from the frontier and towards Mars. Unfortunately for the Martians, Earthforce was more than ready for the war. In space, the small Martian fleet was quickly destroyed.

On the ground, the Earthforce armies faired worse as they were unprepared for the full-out war the Martians were willing to fight. Almost immediately Earthforce found itself pushed back on all fronts. However, within a few days control of the Mars orbital space was secured by Earthforce and those ships were able to turn their attentions to the

support of their ground-based brethren. With no way to counter Earthforce's orbital support, the Martian rebels were forced to retreat back underground. Shortly after the dust settled, it was discovered that the Narns had provided much of the hardware and equipment used by the rebels, further straining relations between the two nations.

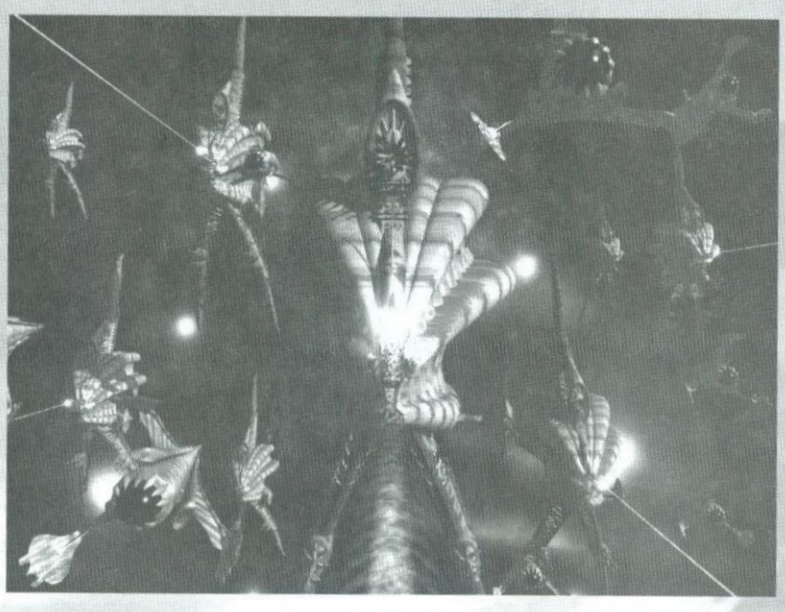
The difficulties encountered by the Earthforce army, however, woke many to the importance of maintaining an effective ground force. Suddenly fresh funds began to find their way into the army's budget. The army began a slow but steady program to update their equipment and expand their capabilities. In 2219 the efforts paid off.

Relations between the Narns and Earth continued to deteriorate as the years passed. Finally, in 2219 the Narns launched an invasion into the Epsilon Indi V system. Earthforce naval presence was light in the system as they had been diverted elsewhere to deal with a Narn diversionary raid. The Narns battled their way through the defense force and landed troops on the planet. The army, however, was ready for this and the Narns soon found themselves in a pitched battle. In addition, naval reinforcements quickly made their way to the system and forced the Narn navy to retreat. The stranded Narn army was quickly overwhelmed and forced to surrender. Some theorize that had the Narns been able to secure their position on the planet before the Alliance reinforcements arrived, the ultimate fate of the system would have been highly questionable.

Ultimately, Earth and the Narns found peace and a border both were happy with. Relations with the Centauri were good and the Alliance was on speaking terms with the other powers in the region. For a time, the Alliance enjoyed a period of peace and prosperity. Many argued that with the apparent stabilization of relations with the known powers, the military budget was well over what was needed. As arguments on this subject raged inside the Alliance, a race known as the Dilgar began preparations for a war that would end the debate.

Facing an unavoidable stellar catastrophe in their home system, the aggressive Dilgar chose to conquer new territory rather than negotiate for aid. To do this, they looked towards a section of space occupied by a number of smaller nations to claim as their new home territory. The war of conquest began in 2228 when the Dilgar invaded the Alaca system. Initially, the Earth Alliance ignored the threat the Dilgar represented, as they were far from Alliance borders. However, as time passed and the war progressed, the Dilgar crept ever closer to the Alliance's outer systems. As the Dilgar invasion continued, the embattled star nations sent envoys to Earth, begging the Alliance to intervene in the war. Initially, the Earth officials were dead-set against it. They had seen enough warfare over the last century and wanted no more part of it. In a final ploy to gain Alliance support, however, an Abbai officer in charge of gaining the support of Earth learned of an event in human history which closely paralleled the Dilgar: the Nazi Regime. Suddenly the Alliance took notice of the threat the Dilgar truly represented. Still, the Alliance was reluctant to engage in the kind of major war that would be required to beat back the Dilgar.

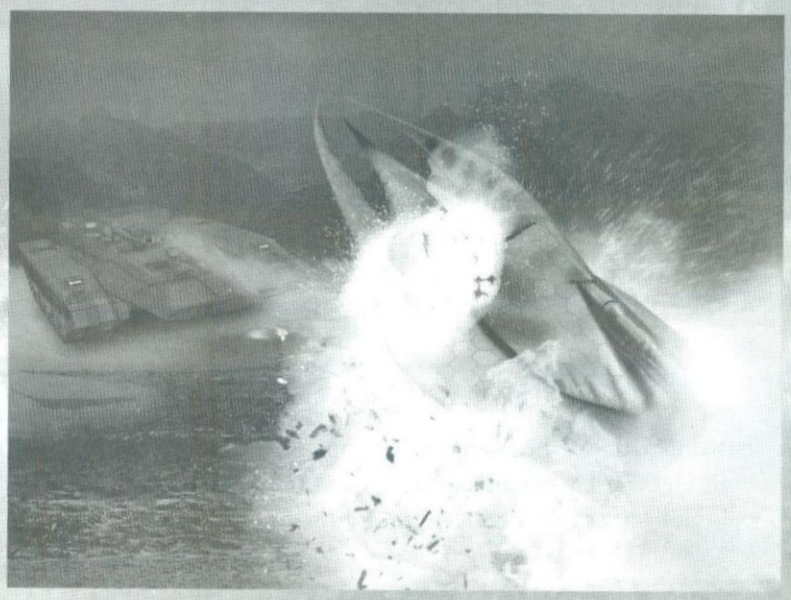
This all changed when the Dilgar invaded the Markab. Suddenly the Dilgar were occupying systems that put them one jump away from critical Alliance



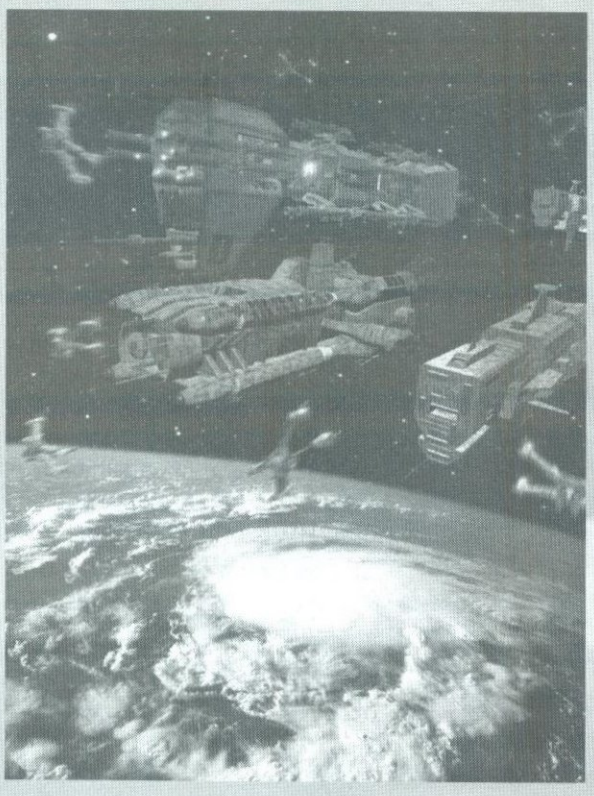
systems. In 2231, in response to the Dilgar threat, Earthforce once again moved to defend the Alliance. Sending in a large fleet, Earthforce almost immediately began rolling back the Dilgar. However, forcing the Dilgar out of a system was a much easier matter than returning control of the various planets to their respective nations. The Dilgar had been on many of the planets for a long while and were well entrenched. The revitalized Earthforce army fought many long and difficult campaigns. The Dilgar did not give ground easily and often fought to the last, even though their positions were obviously lost. With the need to keep civilian casualties to a minimum and reduce damage to the planet's infrastructure as much as possible, the army often found itself without the benefit of orbital support. Some campaigns for the recapture of planets lasted until well after the Dilgar had been pushed back into their own system.

The Dilgar Invasion instantly catapulted the Earth Alliance into the role of galactic superpower. Earthforce improved their technology by leaps and bounds as a result of studying captured Dilgar equipment. The Alliance once again began expanding their borders. For a decade the Alliance enjoyed a Golden Age. They also grew arrogant of their own power and ability, a fact which would cost them dearly.

Ten years after the Dilgar Invasion, the Alliance began looking towards a region of space occupied by the enigmatic Minbari Federation. Up until now, the Alliance had no contact with the Minbari and knew next to nothing about them. Despite warnings about "waking sleeping dragons," Earthforce sent a reconnaissance patrol to the suspected edges of Minbari territory. Unexpectedly, the patrol ran into a large Minbari contingent. Much like Earth had no knowledge of the Minbari, humans were an equal mystery to their reclusive neighbor. With no common language between them, the Minbari followed their own tradition and approached the Earthforce vessels with weapon ports open, as a sign of respect. The act was misinterpreted as aggressive by the Earthforce commander and the Alliance vessels fired upon the Minbari. While the exchange of fire was of very short duration, for the Earthforce patrol quickly jumped back into hyperspace, the damage was done. The initial volley of fire hit the lead Minbari ship, the Grey Sharlin, killing the Minbari leader, Dukhat. What followed was a crusade against the Alliance of a level never experienced by the humans.



For six years the Minbari slaughtered any human vessels they came upon. For the first several years of the war, the Minbari would enter a system, destroy any space-borne defensive forces, then land troops on the planet and destroy all resistance they encountered. While the Minbari knew no equal in space, on the ground Alliance troops were able to give a better account of themselves. While they ultimately were defeated time and again, the cost to the Minbari was grave. Towards the end of the war, the Minbari resorted to simply blockading colonies as their fleet moved closer to Earth.



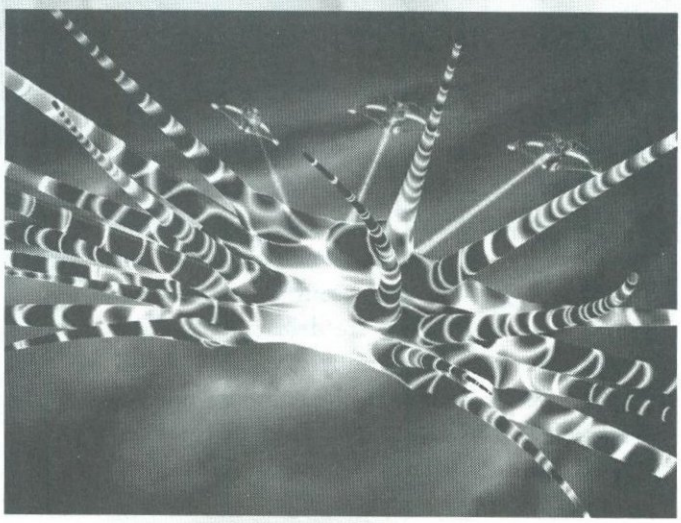
On the eve of total defeat, however, the Alliance was spared. In the space above Earth, humans and Minbari fought a one-sided battle. Earthforce and a myriad of desperate civilian defenders were being quickly annihilated by the Minbari fleet. As the Minbari neared the planet, however, they did the unexpected--they surrendered. Even today, only a very few know the reasons behind the unexpected reprieve.

Licking their wounds, the Alliance entered into a period of reconstruction. Races such as the Ch'Lonas began to pick at the remains of the Alliance like vultures over a corpse. Surviving Alliance shipyards began churning out warships as quickly as possible in order to secure their exposed borders. New research into better warships once again began to sap money from the army's coffers, and the Earthforce army was once again forced to face tight budgets. Eventually, however, the Alliance recovered from the war. Over the next 20 years the Alliance bolstered their fleet. As money permitted, the ground forces were also given new equipment and research budgets. Over the years, relations with the Minbari stabilized. In an effort to avoid another major war, the Alliance sponsored the Babylon Project. This was to become a diplomatic "neutral territory" where representatives from all races could work out their differences.

From the beginning the project faced difficulties. The first three stations were all destroyed before being completed. The fourth station vanished from space immediately after completion. With the cost of four failures hanging over their heads, the Alliance was about to abandon the project. However, all the major governments and many of the smaller ones pledged to help complete the station and in 2256 Babylon 5 was brought into service. Little did Earth know that the station of peace would be central to a bloody civil war.

In 2259 full-scale war broke out between the Narn and Centauri. As the Alliance watched this war, fearful it would spread beyond the two powerful nations, factions within the Alliance made their bid for power. Earthforce One, the space transport for President Santiago, exploded while the President was traveling to various portions of the Alliance. Taking his place, Vice-President Clark began taking the Alliance into a period of isolation. Ultimately, programs enacted by the Clarke administration caused factions to begin attempts to split from the Alliance. In an attempt to maintain his power base, Clark enacted more and more draconian policies. Ultimately, civil war broke out as elements of Earthforce, led by General Hague, chair of the Joint Chiefs, rebelled against the policies.

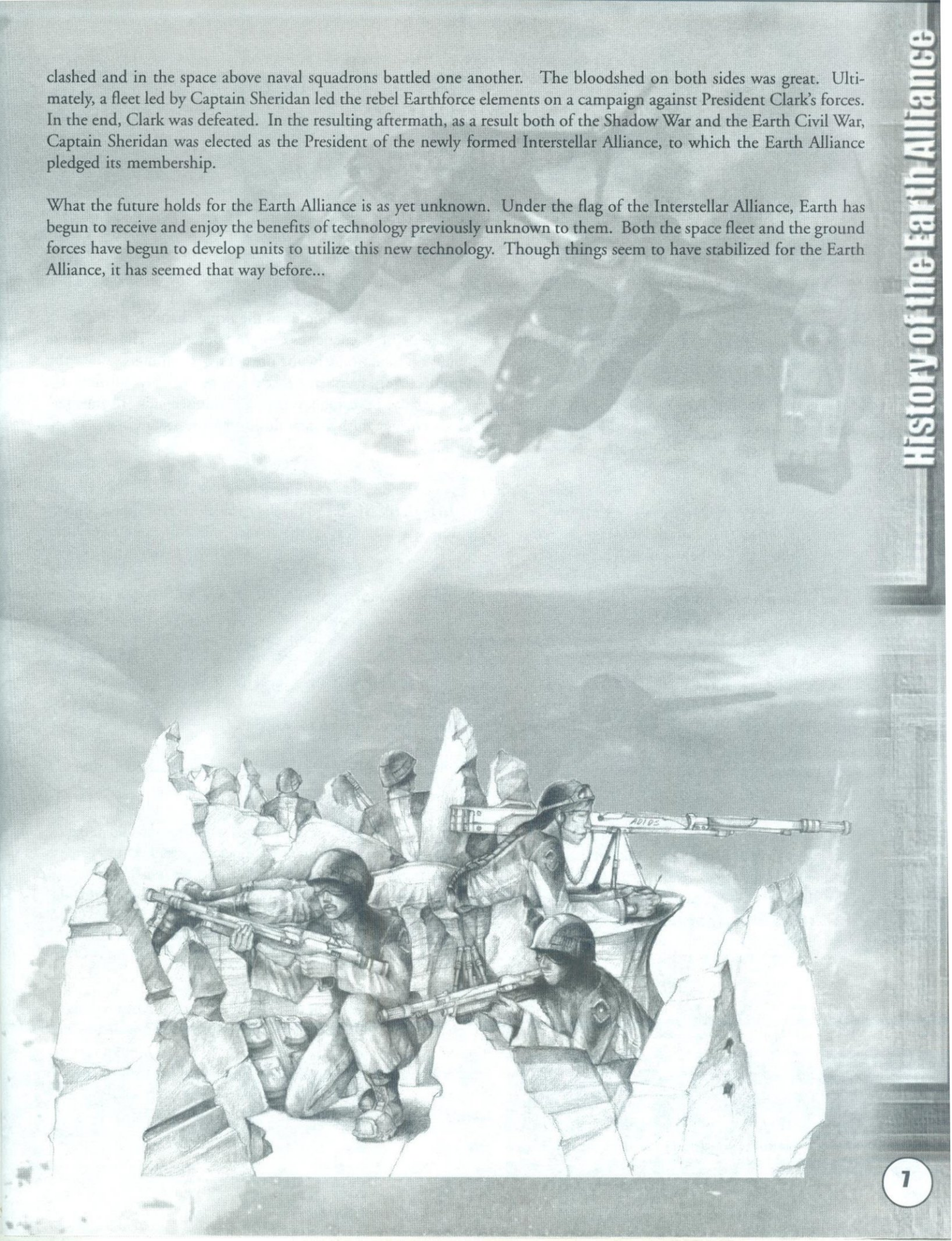
Simultaneously with these changes in policy, ancient and powerful races known as the Vorlons and Shadows began taking an active role in the galaxy. Ancient enemies, both sides battled for dominance amongst the younger races in a war that had been fought countless times before. Ultimately, the younger races resisted the machinations of the Shadows and Vorlons, causing these two final vestiges of the ancient races to leave for places beyond the rim of known space.



Babylon 5, under the command of Captain Sheridan, sided with General Hague and seceded from the Alliance. On colonies across the Alliance, ground forces on both sides

clashed and in the space above naval squadrons battled one another. The bloodshed on both sides was great. Ultimately, a fleet led by Captain Sheridan led the rebel Earthforce elements on a campaign against President Clark's forces. In the end, Clark was defeated. In the resulting aftermath, as a result both of the Shadow War and the Earth Civil War, Captain Sheridan was elected as the President of the newly formed Interstellar Alliance, to which the Earth Alliance pledged its membership.

What the future holds for the Earth Alliance is as yet unknown. Under the flag of the Interstellar Alliance, Earth has begun to receive and enjoy the benefits of technology previously unknown to them. Both the space fleet and the ground forces have begun to develop units to utilize this new technology. Though things seem to have stabilized for the Earth Alliance, it has seemed that way before...



# Weapons, Vehicles, and Technology

Earthforce Army weapon systems are relatively old compared to the cutting edge found on their naval ships. Old as they may be, however, they are still highly effective in combat. In most cases, they have damage potential equal to that of most other races, though some tend to be shorter ranged than similar devices their opponents may utilize.

The most common type of weapon systems found in the Alliance inventory are Binary Liquid Propellant Cannons (otherwise known as BilPro Cannons). This old technology mixes two inert liquids in the firing chamber milliseconds before the weapon fires. The resulting mixture is highly unstable, with tremendous explosive potential. The amount of propellant necessary to effectively engage the target is computed automatically by the fire control computers. Once this is done, the appropriate amount of propellant is injected into the firing chamber. Once the target lock is confirmed, the propellant is electrically ignited, firing the round at the target. All this occurs in less than 500 milliseconds. In emergencies, when a breach of the propellant tanks is imminent, an emergency flush system flushes the propellant of one of the tanks, virtually eliminating any chance of accidental detonation.

Another common weapon system found in the Earth Alliance is the missile. Earthforce employs these limited expenditure systems in a variety of roles, from anti-tank to artillery. In both the Modi and the Frey, missiles serve as their primary armament. Their primary disadvantage is their relatively slow speed, increasing the chance of enemy countermeasures taking the missile out before it arrives on target.

In recent times, the Alliance has begun developing a new primary weapon system for its Army: the Gauss Cannon. Gauss weapons are basically long barrels surrounded by a series of super-conducting electro-magnets. When fired in sequence, these magnets can propel a round of ammunition to incredible velocities. This gives the round both excellent range and penetrating power. The Alliance has utilized this sort of weaponry on their naval warships for some time. However, the power requirements necessary to fire these weapons meant that anything smaller than a starship or a fixed weapons emplacements simply could not use one. Recent Earthforce innovations, however, have begun to fight this problem, and the Alliance has deployed the first front-line tanks mounting gauss weapons.

Earthforce also employs a number of other weapon types including plasma and particle weapons, though these are generally limited to smaller caliber weapon systems.

The most common disadvantage Earthforce faces in ground combat lies in its relatively poor sensor and targeting systems. While there are a few races that have less effective systems, many of them have better systems than currently employed by the Alliance army. Both the Centauri Republic and Minbari Federation enjoy better sensor suites. The Narn Regime utilizes systems that are roughly on par with the Alliance. The League races vary widely in this regard, with some having improved sensors while most have system roughly equivalent to the Alliance.

**Weapon Name:** 165mm BilPro Cannon **Type:** Kinetic

**Features**
Direct Fire
Indirect Fire
Onboard
Offboard
Move/Shoot
No Move/Shoot
Anti-Air
Anti-Air Only
Min Indirect: 12"
Min Direct:
Lock Required

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| -- | -- | -- | 1 | 13 | 7 |

**Artillery Fire Statistics** *Spread Bonus* 1/2"

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | 2 | 2 | 3"R |
| Open Sheaf | 5 | 6 | 2"R |
| Closed Sheaf | 8 | 5 | 1"R |
| Pin Point | 13 | -- | 1 unit |
| Counter Battery | 8 | -- | 1"R |

## Weapon System Descriptions

*165mm BilPro Cannon:* This massive weapon is custom designed for the Loki Self-Propelled artillery vehicle. With rocket-assisted rounds, it has a potential range of over 50 miles, though it is generally closer than that to the front. In addition, its targeting systems will allow for direct fire, though it is not particularly effective at this.

**Weapon Name:** 135mm BilPro Cannon **Type:** Kinetic

**Features**
Direct Fire
Indirect Fire
Onboard
Offboard
Move/Shoot
No Move/Shoot
Anti-Air
Anti-Air Only
Min Indirect
Min Direct
Lock Required

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 12 | 24 | 36 | 1 | 11 | 2 |

**Artillery Fire Statistics** *Spread Bonus* --

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

***135mm BilPro Cannon:*** This is the largest standard cannon used in the Earth arsenal, and is only mounted on the Thor MBT. The 135mm has good range and excellent penetrating power, though is virtually useless against infantry.

**Weapon Name:** 90mm BilPro Cannon **Type:** Kinetic

**Features**
Direct Fire
Indirect Fire
Onboard
Offboard
Move/Shoot
No Move/Shoot
Anti-Air
Anti-Air Only
Min Indirect
Min Direct
Lock Required

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 9 | 18 | 27 | 1 | 9 | 4 |

**Artillery Fire Statistics** *Spread Bonus* --

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

***90mm BilPro Cannon:*** This intermediate cannon is utilized on the Hel. Its shorter range and lower damage potential makes it less effective against MBTs, but anything lighter is still likely destroyed by a single hit from one of these.

**Weapon Name:** 45mm BilPro Cannon **Type:** Kinetic

**Features**
Direct Fire
Indirect Fire
Onboard
Offboard
Move/Shoot
No Move/Shoot
Anti-Air
Anti-Air Only
Min Indirect
Min Direct
Lock Required

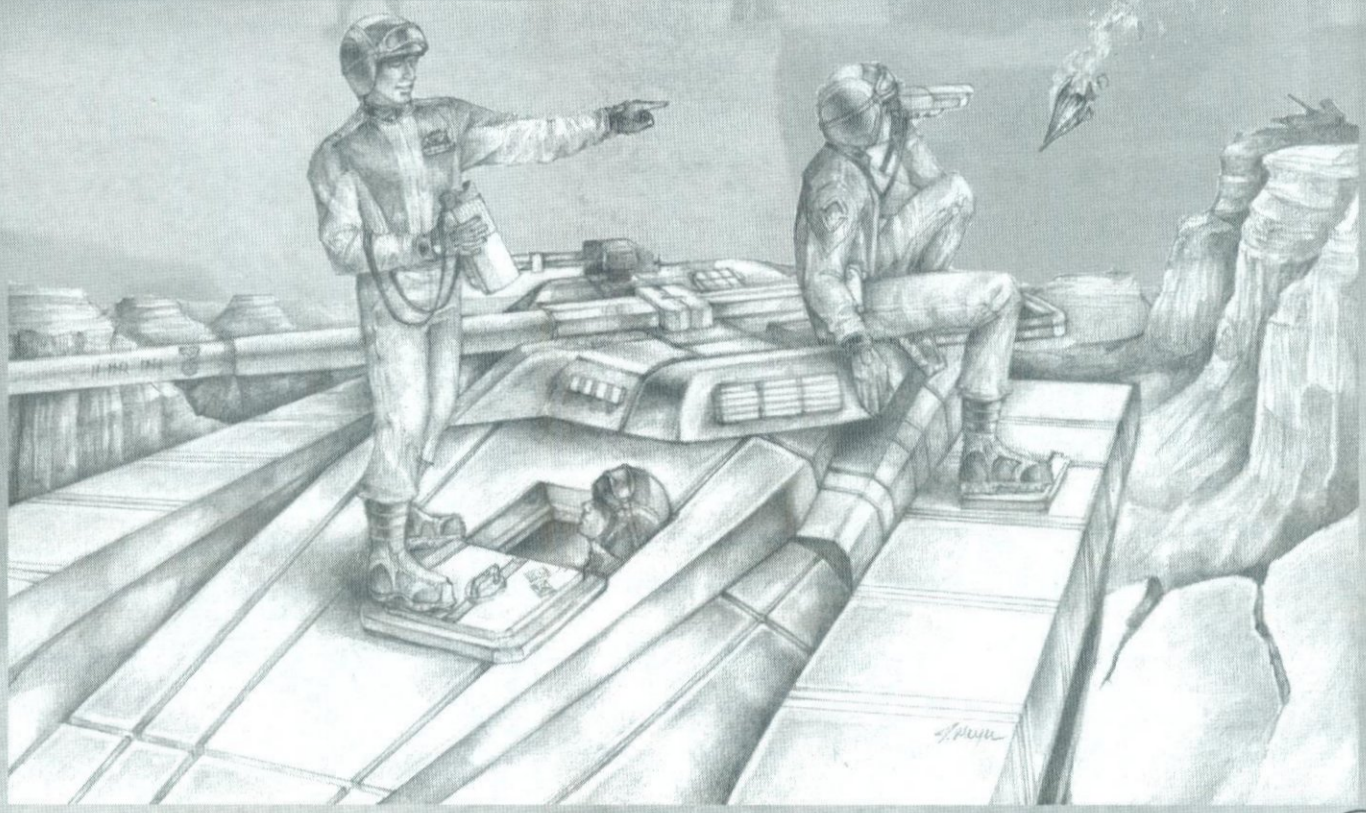
**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 6 | 12 | 18 | 2 | 6 | 6 |

**Artillery Fire Statistics** *Spread Bonus* --

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

***45mm BilPro Cannon:*** The lightest of the BilPro series, the 45mm is utilized on a number of Earthforce armor vehicles. While it is ineffective against an MBT, it can still damage lighter IFVs. In addition, it can fire special fragmentation shells that are effective against infantry.



## PPG Series

*Rules: Due to their special low-temp nature, PPGs lose one point of DvA when fired at target with an armor rating of greater than 10. Note that there is no effect on the close-combat rating when they engage an opponent with an armor greater than 10.*

**Weapon Name:** CPPG **Type:** Energy

**Features**
Direct Fire
~~Indirect Fire~~
Onboard
~~Offboard~~
Move/Shoot
~~No Move/Shoot~~
Anti-Air
~~Anti-Air Only~~
~~Min Indirect~~
~~Min Direct~~
~~Lock Required~~

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 3 | 6 | 9 | 2 | 3 | 6 |

**Artillery Fire Statistics** Spread Bonus --

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

*CPPG:* The CPPG is the standard vehicle mounted AP weapon. It can be found on nearly every vehicle in the army's inventory.

**Weapon Name:** EF-749 PPG Rifle **Type:** Energy

**Features**
Direct Fire
~~Indirect Fire~~
Onboard
~~Offboard~~
Move/Shoot
~~No Move/Shoot~~
~~Anti-Air~~
~~Anti-Air Only~~
~~Min Indirect~~
~~Min Direct~~
~~Lock Required~~

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 2 | 4 | 6 | 2 | 2 | 6 |

**Artillery Fire Statistics** Spread Bonus --

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

*EF-749 PPG Rifle:* This weapon is the standard issue rifle used by all branches in the Earthforce. It is a good anti-personnel weapon, but is virtually useless against armor, especially MBTs. The weapon is very similar to the CPPG used on vehicles, but has a shorter range.

**Weapon Name:** EF-449 Remote Platform **Type:** Energy

**Features**
Direct Fire
~~Indirect Fire~~
Onboard
~~Offboard~~
~~Move/Shoot~~
No Move/Shoot
Anti-Air
~~Anti-Air Only~~
~~Min Indirect~~
~~Min Direct~~
~~Lock Required~~

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 5 | 10 | 15 | 6 | 4 | 7 |

**Artillery Fire Statistics** Spread Bonus --

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

*EF-449 Heavy PPG Platform:* The 449 is a man-portable heavy gun. When deployed, the weapon is mounted to a remote turret, allow the operating crew to fire the gun from a hidden position without revealing their location. There have been noises about replacing the CPPG with a vehicle version of this weapon system, but their higher costs make this unlikely in the near future.

## Missile Series

*Hammer ATFFM:* The Hammer is the most common missile system in use by the Earth Alliance army. The Hammer is a "fire and forget" missile. That is, once the launching platform has obtained the initial targeting information, the Hammer takes over all guidance to the target from that point. The firing unit can move on to other tasks at hand. In addition, the Hammer can be programmed to pick up its initial targeting package after launch, from another unit who is painting the target. This enables the firing platform to fire from a safe position with no fear of retaliation.

**Weapon Name:** Hammer ATFFM **Type:** Missile

**Features**
Direct Fire
Indirect Fire
Onboard
~~Offboard~~
~~Move/Shoot~~
No Move/Shoot
~~Anti-Air~~
~~Anti-Air Only~~
~~Min Indirect~~
~~Min Direct~~
Lock Required

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 18 | -- | -- | 1 | 12 | -- |

**Artillery Fire Statistics** Spread Bonus --

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

**Weapon Name:** Yellow Jacket Rocket Sys. **Type:** Missile

**Features**
Direct Fire
Onboard
No Move/Shoot
Min Direct: 8

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| -- | 30 | -- | 1 | -- | -- |

**Artillery Fire Statistics** Spread Bonus 1/2"

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | 7 | 7 | 1.5"R |
| Pin Point | 9 | 7 | 1 unit |
| Counter Battery | -- | -- | |

*Yellow Jacket Missile System:* The Yellow Jacket is a direct fire missile system designed to provide heavy, long-range direct fire support of the front line troops. It can either be used against a specific target or against a clustered group of targets. In order to make room for more fuel (and thus, increased range), these weapons are outfitted with a more primitive and much smaller optical guidance system. The crewman who fires these weapons guides them using a tiny camera mounted in the nose of the rocket. This, unfortunately, means they are less accurate than a standard missile. All attacks by a Yellow Jacket are treated as though they were performed at medium range, not short.

*Hornet Multiple Launch Rocket System:* The Hornet is designed to provide off-board indirect support to troops on the front line. This weapon system can affect an incredibly large area of the battlefield. This large area-of-effect also makes them excellent counter-battery platforms. However, they are not able to perform any sort of pin-point fire and are less effective against armored targets than some other types of artillery. They also suffer from a fairly large myopic zone, making them vulnerable to close-in assaults. If these weapon systems are near the front line, they should always be protected because of this.

**Weapon Name:** Hornet Mult. Rocket Sys. **Type:** Missile

**Features**
Indirect Fire
Onboard
Offboard
No Move/Shoot
Min Indirect: 18

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| -- | -- | -- | 1 | -- | -- |

**Artillery Fire Statistics** Spread Bonus 1"

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | 3 | 4 | 4"R |
| Open Sheaf | 6 | 7 | 3"R |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | 6 | 7 | 3"R |

**Weapon Name:** Quiver Remote Platform **Type:** Missile

**Features**
Direct Fire
Indirect Fire
Onboard
No Move/Shoot
Anti-Air
Lock Required

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 18 | -- | -- | 1 | 12 | -- |

*Note: Has six shots available during a game.*

**Artillery Fire Statistics** Spread Bonus --

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

*Quiver Remote Platform:* The Quiver is used by Alliance infantry companies as heavy, portable fire support and air defense. It has the ability to fire up to six missiles during the course of a single game. The Quiver is considered air defense artillery and thus can be used in a regional air defense role. This system cannot both move and fire during a turn.

## Pulse Series

*Cyclone Pulse Cannon:* Mounted exclusively on the Valkyrie Gunship, the Cyclone is a devastating, though short-ranged, weapon system. Its high rate of fire and good damage potential means it can punch though most light armored vehicles and will devastate infantry. In the hands of an experienced crew, this weapon system even stands a reasonable chance of taking out main battle tanks.

**Weapon Name:** Cyclone Pulse Cannon **Type:** Energy

**Features**
Direct Fire
Onboard
Move/Shoot
Anti-Air

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 3 | 6 | 9 | 4 | 7 | 5 |

**Artillery Fire Statistics** Spread Bonus --

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

**Weapon Name:** TS-105 Gauss Cannon **Type:** Kinetic

**Features**
Direct Fire
Indirect Fire
Onboard
Offboard
Move/Shoot
No Move/Shoot
Anti-Air
Anti-Air Only
Min Indirect
Min Direct
Lock Required

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 15 | 30 | 45 | 1 | 12 | 2 |

**Artillery Fire Statistics** Spread Bonus –

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

## Gauss Series

*TS-105 Gauss Cannon:* The latest in Alliance ground weapon system technology, the TS-105 has a longer range and higher damage rating than any other weapon in the Alliance's inventory, barring a direct attack with a 165mm BilPro. While the Hammer can do as much damage, it is limited in range (less than half that of the TS-105). However, this power did not come without a price. Vehicles that mount this weapon system must also mount a power system dedicated to the weapon. This generally increases the profile of the vehicle, making it an easier and juicier target. These weapons currently have only seen limited deployment in Earthforce.

## Laser Series

*Air Suppressor Laser System:* Surprisingly, the Earth Alliance does not use many missiles in an anti-air role. Instead, they have developed the ASLS. When coupled with the Mark T-55 guidance system, the ASLS is a highly accurate, long-ranged AA system. These systems tend to be priority targets when in the region, but their incredible range make it difficult to get close enough to one to destroy from the air. As such, ground forces are often tasked with this job before the air support can roll in. ASLS can also be used against ground targets, but their targeting systems are not really designed for this function. As such, they suffer a –2 penalty when they attack a ground target. Keep in mind also that if they fire at a target on the ground, they will not be able to attack an airborne unit until the following turn.

**Weapon Name:** Air Suppressor Laser Can. **Type:** Energy

**Features**
Direct Fire
Indirect Fire
Onboard
Offboard
Move/Shoot
No Move/Shoot
Anti-Air
Anti-Air Only
Min Indirect
Min Direct
Lock Required

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 15 | 30 | 45 | 2 | 8 | 4 |

**Artillery Fire Statistics** Spread Bonus –

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

**Weapon Name:** EF-996 Sniper Rifle **Type:** Energy

**Features**
Direct Fire
Indirect Fire
Onboard
Offboard
Move/Shoot
No Move/Shoot
Anti-Air
Anti-Air Only
Min Indirect
Min Direct
Lock Required

**Direct Fire Weapon Statistics**

| Short | Medium | Long | RoF | DvA | DvD |
|---|---|---|---|---|---|
| 6 | 12 | 18 | 1 | 8 | 8 |

**Artillery Fire Statistics** Spread Bonus –

| Mode | DvA | DvD | AoE |
|---|---|---|---|
| Suppression | -- | -- | -- |
| Open Sheaf | -- | -- | -- |
| Closed Sheaf | -- | -- | -- |
| Pin Point | -- | -- | -- |
| Counter Battery | -- | -- | -- |

*EF-996 Sniper Rifle:* The Earth Alliance has long understood the use of snipers, and employs them on nearly every battlefield they take. Snipers can be incredibly useful in destroying the morale of the enemy and taking out key components of enemy vehicles. The EF-996 has a good range, 3 times that of most standard infantry weapons, and stands a reasonable chance of damaging components on armored targets as well. Only the EA sniper can use this weapon system following standard sniper rules given in the GROPOS Master Book.

## Earth Alliance Vehicles and Infantry

Earthforce utilizes a wide variety of vehicles and infantry to support them. In general, each vehicle is designed around a particular task. For example, the Thor MBT's sole job is to counter and eliminate enemy heavy armor. The Modi is designed to provide long range support and gets in trouble when the enemy closes with it. Properly orchestrated, an Earthforce battalion is a monster to face to combat.

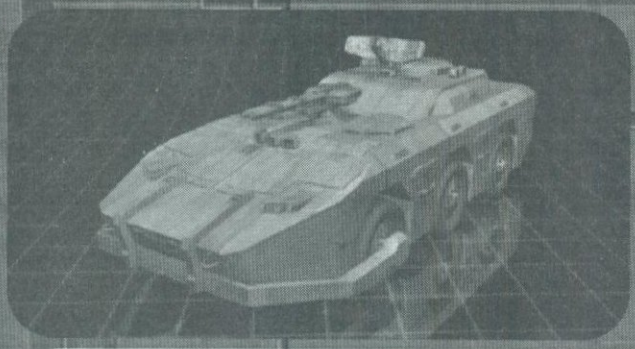
For the most part, the Alliance uses mostly tracked vehicles with a couple of wheeled cars utilized as fast recon vehicles. Tracked vehicles are tried and true and are only moderately expensive to build, maintain and train on. While there have

been some experiments utilizing GEV and hover vehicles, their cost and maintenance requirements have consistently caused the projects to fail.

*Rules: All Earth Alliance units use a d8 targeting die. They utilize the standard armor arrangements (when using the optional rule on page 32 of the main book) of full front rating, one point less on the side and top, two points less on the back.*

*As a note, the LAP Drop entry on these tables indicate if the unit can perform a LAP Drop. It is assumed that all units can be LAP dropped unless specified otherwise in the rules for that vehicle.*

## Aegir Command Car



A variant of the Sliepner, the Aegir has had its transport capability supplanted by an extensive command and control suite. Like the Sliepner, they are very lightly armed, thus encouraging their crews to avoid any direct conflict. These vehicles are often escorted by heavier armor, the type depending upon the company the car is attached to.

### Key Vehicle Statistics

**General Data**
Cost per Vehicle: 19/37/56/83

**Movement Data**
Type: Wheeled
Base Move Rate: 8"

**Sensor Data**
Target Die: d8
Search Die: d8
Spot Checks: 1

**Defensive Data**
Profile: 9
Signature: 4
Armor Ratings:
Damaged: 8
Destroyed: 13
Close Combat: 6*

### Weapon Statistics

| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| CPPG AP | Universal | 3/6/9 | 3/6 | yes |

**Artillery Statistics**

*Weapon: -- Spread Bonus: --*

| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | -- | -- |
| Open Sheaf | -- | -- |
| Closed Sheaf | -- | -- |
| Pin Point | -- | -- |
| Counter-Battery | -- | -- |

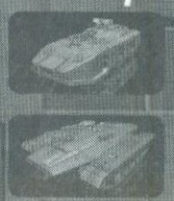
### Cmd. Grp A

Aegir/Thor Escort

### Cmd. Grp B

Aegir/Hel Escort

### Cmd. Grp C



Aegir/Baldur Escort

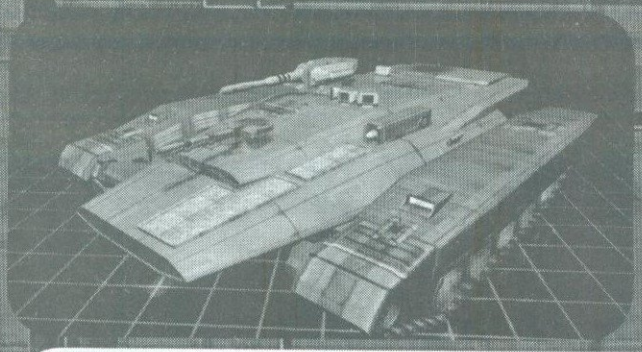
### Company Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *Yes (Group A)* |
| *Mech Infantry* | *Yes (Group C)* |
| *Garrison* | *Yes (Group C)* |
| *Armor Cavalry* | *Yes (Group B)* |
| *Air Cavarly* | *No* |
| *Special Ops* | *No* |

## Aegir Rules

The Aegir is the command vehicle for all companies except air cavalry. It is always considered a forward observer. The Aegir has had its transport capability replaced with an extensive command and control suite. As a result, it cannot carry any infantry stands, and its crew never leaves the vehicle. An Aegir will always be paired with other, heavier vehicle as indicated in the table above. If the Aegir is a battalion or regimental level command vehicle, it can call in orbital bombardment missions.

# Baldur Infantry Vehicle



The Baldur is the chief infantry mover used by Earthforce. It has the ability to carry two stands of infantry. Once it has delivered infantry to their destination, the Baldur can offer heavy support in the form of a 45mm BilPro cannon and light support with its CPPG. Lightly armored, this vehicle is not supposed to engage enemy main battle tanks. To assist it when forced to do so, the Baldur also sports a single Hammer ATFFM, allowing it to destroy enemy MBTs it cannot evade.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 24/48/72/108

**Movement Data**
Type: Tracked
Base Move Rate: 6"

**Sensor Data**
Target Die: d8
Search Die: d6
Spot Checks: 2

**Defensive Data**
Profile: 9
Signature: 4
Armor Ratings:
Damaged: 9
Destroyed: 14
Close Combat: 6*

**Transport Data:**
Transport: 2(0V)
LAP Drop: No

## Weapon Statistics

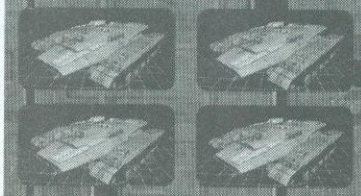
| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| 45mm BilPro | Universal | 6/12/18 | 6/6 | no |
| CPPG AP | Flex Fwd | 3/6/9 | 3/6 | yes |
| Hammer Mx1 | Fixed Fwd | 18/--/-- | 12/-- | no |

### Artillery Statistics

*Weapon:* -- *Spread Bonus:* --

| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | -- | -- |
| Open Sheaf | -- | -- |
| Closed Sheaf | -- | -- |
| Pin Point | -- | -- |
| Counter-Battery | -- | -- |

## Platoon Formation A



4 Vehicles

## Platoon Formation B

3 Vehicles

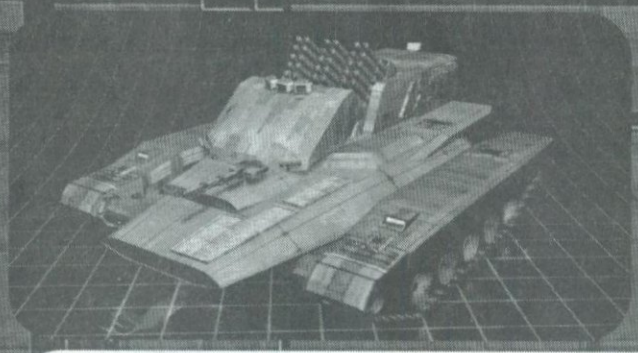
## Company Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *No* |
| *Mech Infantry* | *Yes (Plt A)* |
| *Garrison* | *Yes (Plt A)* |
| *Armor Cavalry* | *Yes (Plt B)* |
| *Air Cavarly* | *No* |
| *Special Ops* | *No* |

## Baldur Rules

Baldurs may carry two stands of infantry. This includes remote turrets such as the EF-449 and the Quiver. It must follow standard mounting and dismounting rules as presented in the GROPOS Master Book.

# Frey Mult. Launch Rocket Sys.



The Frey is called in when a large area needs to be pounded into submission. While not as damaging to armor as the Loki SP Artillery, the Frey more than makes up for this in area-of-effect. When needing to suppress the enemy in a region, there is no better unit to call upon. However, like most artillery, it is best to keep it behind the front lines, for it will not stand up in a direct firefight and, in fact, has a rather large minimum range.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 36/71/107/160

**Movement Data**
Type: Tracked
Base Move Rate: 5"

**Sensor Data**
Target Die: d8
Search Die: d4
Spot Checks: 1

**Defensive Data**
Profile: 7
Signature: 3
Armor Ratings:
Damaged: 8
Destroyed: 13
Close Combat: 6*

## Weapon Statistics

| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| Hornet ML | Fixed Fwd | min18 | -- | no |
| CPPG AP | Flex Fwd | 3/6/9 | 3/6 | yes |

**Artillery Statistics**

*Weapon: Hornet MRLS Spread Bonus: 1"*

| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | 3/4 | 4"R |
| Open Sheaf | 6/7 | 3"R |
| Closed Sheaf | -- | -- |
| Pin Point | -- | -- |
| Counter-Battery | 6/7 | 3"R |

## Standard Battery

2 Vehicles

## Heavy Battery

3 Vehicles

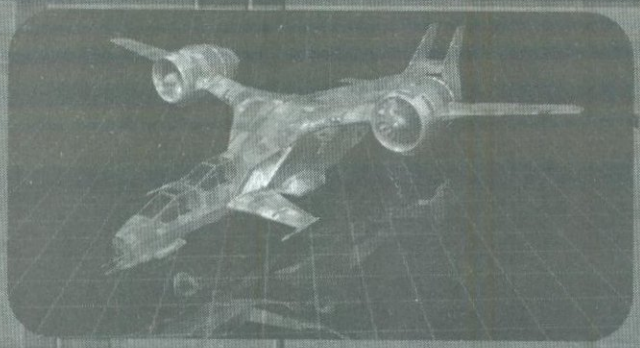
## Support Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *Yes* |
| *Mech Infantry* | *Yes* |
| *Garrison* | *Yes* |
| *Armor Cavalry* | *Yes* |
| *Air Cavarly* | *No* |
| *Special Ops* | *No* |

## Frey Rules

The Frey may be used either on or off the game board. If used on board, keep the 18-inch minimum range in mind. However, when used on board it follows the standard onboard indirect fire rules. This means it will generally be able to fire on targets more efficiently as they do not have to wait for a call from a forward observer. However, they do risk the enemy closing to within their minimum range.

# Frigga Assault Craft



Designed to allow the rapid transport and deployment of large numbers of infantry, the Frigga excels at its job...and nothing else. The Frigga is able to transport up to four stands of infantry and armed with enough AP weaponry to clear a LZ of enemy infantry. However, it is lightly armored and does not stand up to fire well.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 20/40/60/90

**Movement Data**
Type: VTOL
Base Move Rate: 12"

**Sensor Data**
Target Die: d8
Search Die: d6
Spot Checks: 1

**Defensive Data**
Profile: 7
Signature: 2
Armor Ratings:
Damaged: 8
Destroyed: 13
Close Combat: 0*

**Transport Data:**
Transport: 4(0V)
LAP Drop: No

## Weapon Statistics

| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| CPPG x3 | (1) Fwd. Hem | 3/6/9 | 3/6 | yes |
| | (1) Left Hem | | | |
| | (1) Right Hem | | | |

### Artillery Statistics

*Weapon:* -- *Spread Bonus:* --

| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | -- | -- |
| Open Sheaf | -- | -- |
| Closed Sheaf | -- | -- |
| Pin Point | -- | -- |
| Counter-Battery | -- | -- |

## Platoon Formation A

2 Vehicles

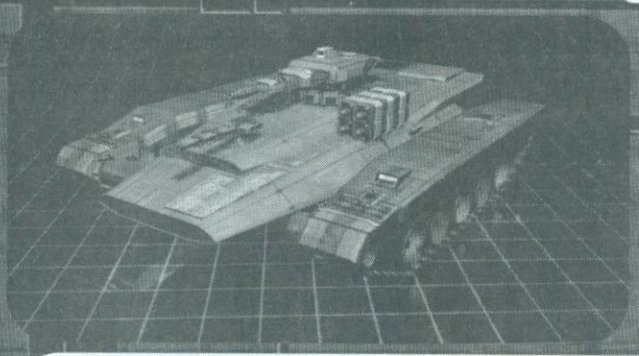
## Platoon Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *No* |
| *Mech Infantry* | *As Support* |
| *Garrison* | *No* |
| *Armor Cavalry* | *As Support* |
| *Air Cavarly* | *Yes* |
| *Special Ops* | *Yes* |

## Frigga Rules

The Frigga can carry up to four stands of infantry and/or remote turrets. It cannot carry vehicles of any kind. Friggas may not LAP drop their cargo, though they can hover above the drop point rather than actually land (and thus be vulnerable to a close assault). The Frigga may fire all three of their CPPGs during a turn, thus allowing them to clear out enemy infantry from the landing zone. Note that the Frigga may fire its left side and right side CPPGs even while landed. It may not, however, fire its forward CPPG when landed.

# Hel Armored Fighting Vehicle



Built to support its lightly armed cousin the Baldur, the Hel is equipped with a middle-of-the-range BilPro cannon. In its primary role, the suppression of enemy light armor, the vehicle excels. When facing heavier armor such as MBTs, it switches to its quad-pack of Hammer ATFFMs.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 26/52/78/117

**Movement Data**
Type: Tracked
Base Move Rate: 6"

**Sensor Data**
Target Die: d8
Search Die: d6
Spot Checks: 2

**Defensive Data**
Profile: 9
Signature: 4
Armor Ratings:
Damaged: 9
Destroyed: 14
Close Combat: 6*

Note: The Hammers may be fired 1, 2 or 4 at a time. See rules in this book.

## Weapon Statistics

| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| 90mm BilPro | Universal | 9/18/27 | 9/4 | no |
| CPPG AP | Flex Fwd | 3/6/9 | 3/6 | yes |
| Hammer Mx4 | Fixed Fwd | 18/--/-- | 12/-- | no |

**Artillery Statistics**

*Weapon: --* *Spread Bonus: --*

| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | -- | -- |
| Open Sheaf | -- | -- |
| Closed Sheaf | -- | -- |
| Pin Point | -- | -- |
| Counter-Battery | -- | -- |

## Platoon Formation A

4 Vehicles

## Platoon Formation B

3 Vehicles

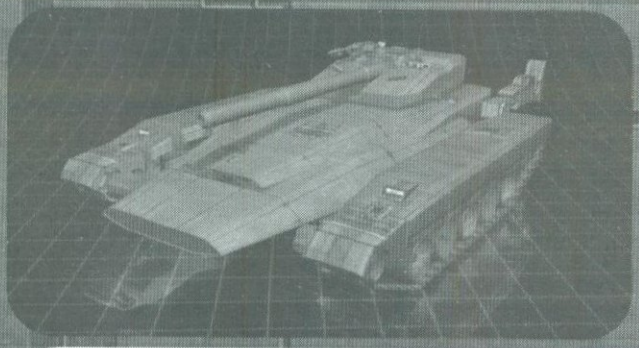
## Company Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *Yes (Plt A)* |
| *Mech Infantry* | *Yes (Plt A)* |
| *Garrison* | *No* |
| *Armor Cavalry* | *Yes (Plt B)* |
| *Air Cavarly* | *No* |
| *Special Ops* | *No* |

## Hel Rules

Hels, while based upon the Baldur hull, cannot carry infantry themselves. The Hel has four Hammer ATFFM shots. If a Hammer is destroyed due to enemy fire, all remaining Hammers are destroyed, not just one. Finally, if a lock-on attempt with a Hammer fails, it may fire the 90mm BilPro Cannon instead.

# Loki Self-Propelled Artillery



The Loki is the primary artillery used by the Earth Alliance. Its 165mm cannon propels a round capable of penetrating virtually any armor. The recoil on this massive cannon means the Loki must brace itself via retractable feet located on the back of the tank. Failure to do this reduces the accuracy of the weapon and potentially damages the vehicle.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 38/76/114/171

**Movement Data**
Type: Tracked
Base Move Rate: 4"

**Sensor Data**
Target Die: d8
Search Die: d4
Spot Checks: 1

**Defensive Data**
Profile: 6
Signature: 2
Armor Ratings:
Damaged: 10
Destroyed: 15
Close Combat: 6*

*Note: May operate on or off the game map.*

## Weapon Statistics

| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| 165mm BilPro | Fixed Fwd | min12 | 13/7 | no |
| CPPG AP | Universal | 3/6/9 | 3/6 | yes |

### Artillery Statistics

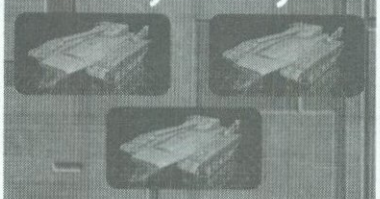
*Weapon: 165mmBilPro* *Spread Bonus: 1/2"*

| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | 2/2 | 3"R |
| Open Sheaf | 5/6 | 2"R |
| Closed Sheaf | 8/5 | 1"R |
| Pin Point | 13/-- | 1 unit |
| Counter-Battery | 5/6 | 2"R |

## Standard Battery

2 Vehicles

## Heavy Battery



3 Vehicles

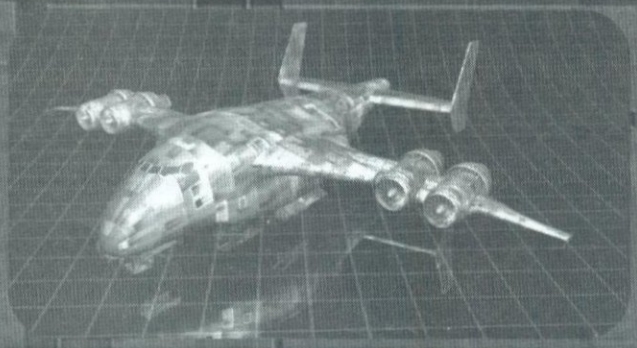
## Company Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *Yes* |
| *Mech Infantry* | *Yes* |
| *Garrison* | *Yes* |
| *Armor Cavalry* | *Yes* |
| *Air Cavarly* | *No* |
| *Special Ops* | *Yes* |

## Loki Rules

The Loki may be employed either on or off the game board. If employed on the board keep in mind its 12-inch minimum range when firing the 165mm BilPro cannon indirectly. It is possible to fire this weapon directly, though it has not been deisgned to do so. When firing it directly, any shot that is 20 inches or closer is considered medium range, while 21 inches or longer is considered long range. It may not move and fire this weapon, even when firing directly.

# Magni Heavy Lifter



When a commander needs to move heavy equipment, such as a MBT, he calls for a Magni. These large VTOLs are large enough to hold two Thors or Odins. In addition, the Magni is capable of LAP dropping these vehicles wherever they are needed. However, they have very weak armor and no armaments of any kind, so they must be escorted.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 15/30/45/68

**Movement Data**
Type: VTOL
Base Move Rate: 12"

**Sensor Data**
Target Die: d8
Search Die: d6
Spot Checks: 1

**Defensive Data**
Profile: 7
Signature: 2
Armor Ratings:
Damaged: 7
Destroyed: 12
Close Combat: 0*

**Transport Data:**
Transport: 8(2V)
LAP Drop: Yes

## Weapon Statistics

| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| --- | --- | --- | --- | --- |

**Artillery Statistics**

*Weapon:* -- *Spread Bonus:* --

| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | -- | -- |
| Open Sheaf | -- | -- |
| Closed Sheaf | -- | -- |
| Pin Point | -- | -- |
| Counter-Battery | -- | -- |

## Platoon Formation A

2 Vehicles

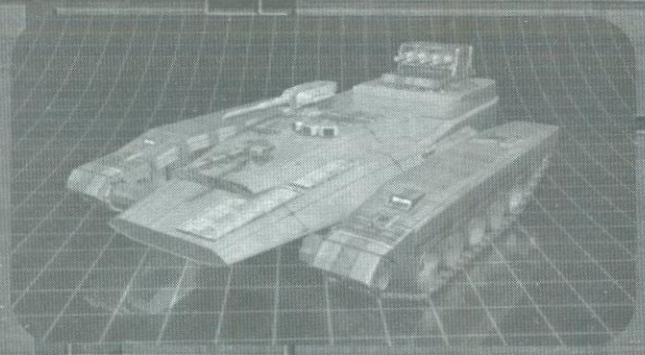
## Platoon Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *As Support* |
| *Mech Infantry* | *As Support* |
| *Garrison* | *No* |
| *Armor Cavalry* | *As Support* |
| *Air Cavarly* | *No* |
| *Special Ops* | *No* |

## Magni Rules

The Magni may transport up to 8 stands of infantry or 2 vehicles. It may LAP drop any type of cargo. The Magni may not carry VTOLs of any type unless specified differntly within the rules for that VTOL. If a Magni is not LAP dropping its cargo, then it must land to off-load.

# Modi Armored Fighting Vehicle



Armed with the long ranged Yellow Jacket Missile System, the Modi makes an excellent long range support platform. Backing up the Yellow Jacket is a single 45mm BilPro Cannon, used when enemy armor gets within the missiles' minimum range. The biggest disadvantage this unit suffers is that it must remain stationary to utilize its primary weapon.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 32/64/96/144

**Movement Data**
Type: Tracked
Base Move Rate: 5"

**Sensor Data**
Target Die: d8
Search Die: d4
Spot Checks: 1

**Defensive Data**
Profile: 8
Signature: 3
Armor Ratings:
Damaged: 9
Destroyed: 14
Close Combat: 6*

## Weapon Statistics

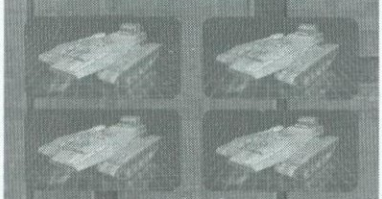
| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| Yellow Jacket | Fixed Fwd | min8/30/-- | see arty | no |
| 45mm BilPro | Flex Fwd | 6/12/18 | 7/7 | no |
| CPPG | Flex Fwd | 3/6/9 | 3/6 | yes |

**Artillery Statistics**

*Weapon: Yellow Jacket* *Spread Bonus: 1/2"*

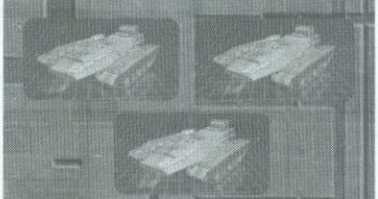
| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | --/-- | -- |
| Open Sheaf | --/-- | -- |
| Closed Sheaf | 7/7 | *1.5"R* |
| Pin Point | 9/7 | *1 unit* |
| Counter-Battery | --/-- | -- |

## Platoon Formation A



4 Vehicles

## Platoon Formation B



3 Vehicles

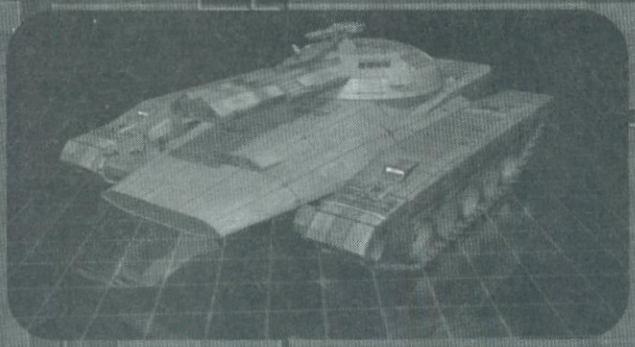
## Company Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *Yes (Plt A)* |
| *Mech Infantry* | *Yes (Plt B)* |
| *Garrison* | *No* |
| *Armor Cavalry* | *Yes (Plt B)* |
| *Air Cavarly* | *No* |
| *Special Ops* | *No* |

## Modi Rules

The Modi may not move and fire its Yellow Jacket. When firing the Yellow Jacket, the player must announce what type of strike (closed sheaf or pinpoint) is being fired before rolling any dice. If nothing is declared, is it assumed to be a closed sheaf strike. Modi platoon commanders do not count as limited forward observers as do most platoon commanders (see company organization rules later in this book and the limited forward observer rules in the GROPOS Master Book p. 49).

# Odin Main Battle Tank



The Odin is the result of a project by Earthforce to bring the power of the railgun to the ground theater. With more range and damage than the Thor, many consider the Odin a success. However, crews are not happy with the larger profile the large turret makes, as it decreases their survivability.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 28/56/84/126

**Movement Data**
Type: Tracked
Base Move Rate: 5"

**Sensor Data**
Target Die: d8
Search Die: d4
Spot Checks: 1

**Defensive Data**
Profile: 7
Signature: 2
Armor Ratings:
Damaged: 12
Destroyed: 17
Close Combat: 6*

## Weapon Statistics

| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| TS105 Gauss | Universal | 15/30/45 | 12/2 | no |
| CPPG AP | Universal | 3/6/9 | 3/6 | yes |

**Artillery Statistics**

*Weapon: --* *Spread Bonus: --*

| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | --/-- | -- |
| Open Sheaf | --/-- | -- |
| Closed Sheaf | --/-- | -- |
| Pin Point | --/-- | -- |
| Counter-Battery | --/-- | -- |

## Platoon Formation A

4 Vehicles

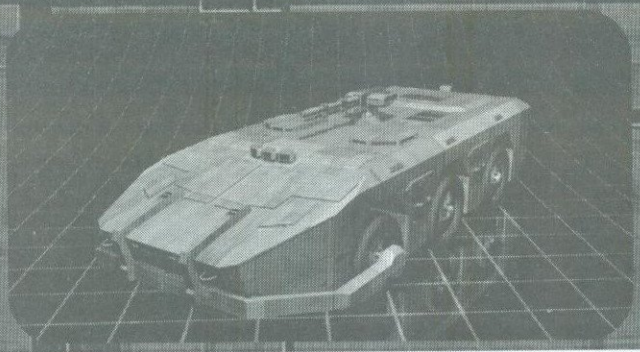
## Company Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *Yes* |
| *Mech Infantry* | *No* |
| *Garrison* | *No* |
| *Armor Cavalry* | *No* |
| *Air Cavarly* | *No* |
| *Special Ops* | *No* |

## Odin Rules

Keep in mind the Odin is a limited deployment unit. This means that only one platoon in an armored company may be comprised of Odin MBTs. Historically, this tank was not deployed until 2249. Thus, if fighting a historical battle prior to this date, the Odin is not available.

# Sliepner Scout Vehicle



Designed as a pure recon vehicle, the Sliepner is good at its job. Good speed and a low profile and signature make this vehicle difficult to spot when it doesn't want to be seen. To discourage crews from attempting ambushes, the Sliepner is armed solely with a single CPPG to defend again infantry.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 19/38/57/86

**Movement Data**
Type: Wheeled
Base Move Rate: 8"

**Sensor Data**
Target Die: d8
Search Die: d8
Spot Checks: 3

**Defensive Data**
Profile: 10
Signature: 5
Armor Ratings:
Damaged: 7
Destroyed: 12
Close Combat: 6*

**Transport Data:**
Transport: 1(0V)
LAP Drop: No

## Weapon Statistics

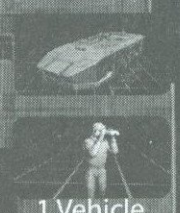
| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| CPPG AP | Universal | 3/6/9 | 3/6 | yes |

### Artillery Statistics

*Weapon: --* *Spread Bonus: --*

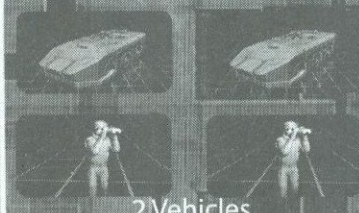
| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | -- | -- |
| Open Sheaf | -- | -- |
| Closed Sheaf | -- | -- |
| Pin Point | -- | -- |
| Counter-Battery | -- | -- |

## Support Group A



1 Vehicle

## Support Group B



2 Vehicles

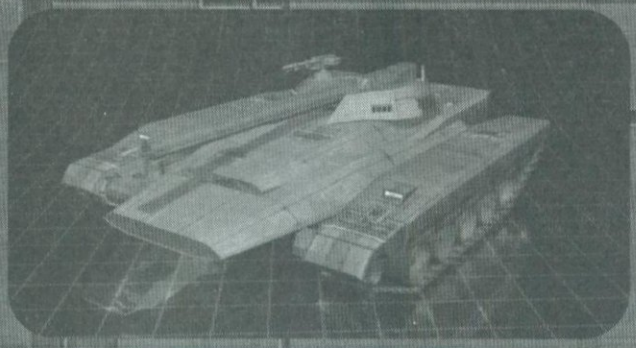
## Company Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *Yes* |
| *Mech Infantry* | *Yes* |
| *Garrison* | *Yes* |
| *Armor Cavalry* | *Yes* |
| *Air Cavarly* | *Yes* |
| *Special Ops* | *No* |

## Sliepner Rules

The Sliepner carries one recon infantry stand. This stand may be dismounted per the normal rules and follows all the cohesion rules as stated in the GROPOS Master Book, page 24. Sliepners and their associated infantry recon team are both forward observers. However, the recon team transmits its spotting data through the recon vehicle. This means that if the infantry team calls in for support, the Sliepner itself may not call in support. If the Sliepner itself is destroyed, the associated recon team is downgraded to a limited forward observer status as it must now transmit all support requests through its company/battallion/regimental commander. As such, it is a good idea to drop your recon team forward then retreat the Sliepner away from the front lines of the battle. Note that the Sliepner maintains its forward observer status even if its recon team is destroyed.

# Thor Main Battle Tank



The Thor is the mainstay of Earthforce armor. It has been in existence since shortly before the Dilgar War, where it proved itself in a number of campaigns. The Thor is both fast, for a main battle tank, and heavily armored. In addition, the Thor has a 135mm BilPro Cannon as its main armament giving it a reach and penetrating capability respected by all who must face them. To protect it from infantry, the Thor mounts the standard CPPG though, like most MBTs, it tends to rely on allied infantry to keep the enemy at bay.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 27/53/80/119

**Movement Data**
Type: Tracked
Base Move Rate: 5"

**Sensor Data**
Target Die: d8
Search Die: d4
Spot Checks: 1

**Defensive Data**
Profile: 8
Signature: 3
Armor Ratings:
Damaged: 12
Destroyed: 17
Close Combat: 6*

## Weapon Statistics

| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| 135mm BilPro | Universal | 12/24/36 | 11/2 | no |
| CPPG AP Gun | Universal | 3/6/9 | 3/6 | yes |

**Artillery Statistics**

*Weapon: --* *Spread Bonus: --*

| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | --/-- | -- |
| Open Sheaf | --/-- | -- |
| Closed Sheaf | --/-- | -- |
| Pin Point | --/-- | -- |
| Counter-Battery | --/-- | -- |

## Platoon Formation A

4 Vehicles

## Platoon Formation B

3 Vehicles

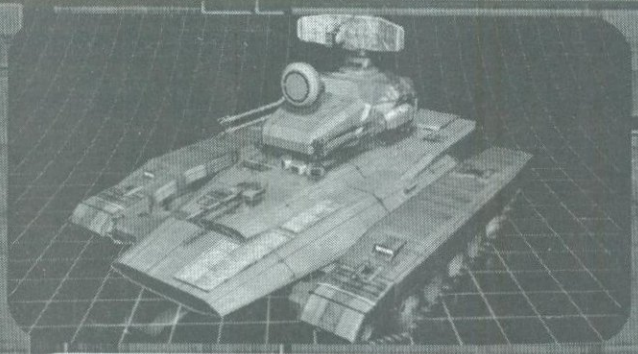
## Company Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *Yes (Plt A)* |
| *Mech Infantry* | *No* |
| *Garrison* | *No* |
| *Armor Cavalry* | *Yes (Plt B)* |
| *Air Cavarly* | *No* |
| *Special Ops* | *No* |

## Thor Rules

The Thor requires no special rules or notes.

# Uller Air Defense Artillery



The Uller specializes is removing enemy craft from nearby airspace. With quad mounted anti-air laser cannons, this unit has an impressive operational history. While it is possible for the Uller to engage targets on the ground, it does not do so well in this role, as its targeting systems are not designed with this mission in mind.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 21/42/63/95

**Movement Data**
Type: Tracked
Base Move Rate: 5"

**Sensor Data**
Target Die: d8
Search Die: d6
Spot Checks: 2

**Defensive Data**
Profile: 7
Signature: 2
Armor Ratings:
Damaged: 8
Destroyed: 13
Close Combat: 6*

## Weapon Statistics

| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| Air Suppressor | Univ. | 15/30/45 | 8/8 | yes |
| CPPG AP | Flex Fwd | 3/6/9 | 3/6 | yes |

**Artillery Statistics**

*Weapon: --* *Spread Bonus: --*

| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | -- | -- |
| Open Sheaf | -- | -- |
| Closed Sheaf | -- | -- |
| Pin Point | -- | -- |
| Counter-Battery | -- | -- |

## Support Group

2 Vehicles

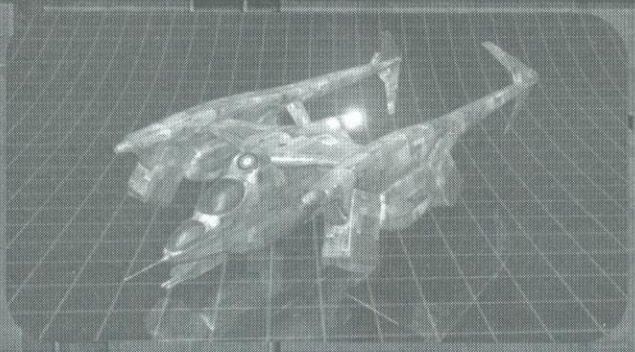
## Support Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *Yes* |
| *Mech Infantry* | *Yes* |
| *Garrison* | *Yes* |
| *Armor Cavalry* | *Yes* |
| *Air Cavarly* | *No* |
| *Special Ops* | *No* |

## Uller Rules

The Uller is treated as a dedicated air defense unit as described on page 56 of the GROPOS Master Book. So long as it is within the ranges indicated above, it is treated as regional air defense. In addition, this vehicle can fire at ground based units with any of its weapon systems, but suffers a -2 if firing the Air Suppressor in such a role. Keep in mind that if it fires at a unit on the ground, it cannot later fire at an airborne unit. Also keep in mind that when attacking VTOLs, they are treated as normal ground-based units and so must be fired at using the normal combat rules, not the Anti-Air rules on page 56 of the GROPOS Master Book, though they are considered flying targets (not ground targets).

# Valkyrie Gunship



Heavily armed but lightly armored, the Valkyrie is a devastating gunship to any opponent. With weapons ranging from the Cyclone Pulse Cannon to Hammer ATFFMs, the Valkyrie can deal with any type of target. Its high speed and profile make it difficult to fight on your terms. Only ADA can truely engage one of these with a reasonable chance of victory.

## Key Vehicle Statistics

**General Data**
Cost per Vehicle: 41/81/122/182

**Movement Data**
Type: VTOL
Base Move Rate: 14"

**Sensor Data**
Target Die: d8
Search Die: d6
Spot Checks: 2

**Defensive Data**
Profile: 10
Signature: 3
Armor Ratings:
Damaged: 8
Destroyed: 13
Close Combat: 6*

## Weapon Statistics

| System | Arc | Range | DvA/DvD | AA |
|---|---|---|---|---|
| Cyclone Pulse | Fix Fwd | 3/6/9 | 7/5 | yes |
| Yellow Jacket | Fix Fwd | min8/30/-- | -- | no |
| Hammer Mx6 | Fix Fwd | 18/--/-- | 12/-- | no |

**Artillery Statistics**

*Weapon: Yellow Jacket* *Spread Bonus: 1/2"*

| *Strike Type* | *DvA/DvD* | *AoE* |
|---|---|---|
| Suppression | -- | -- |
| Open Sheaf | -- | -- |
| Closed Sheaf | 7/7 | *1.5"R* |
| Pin Point | 9/7 | *1 unit* |
| Counter-Battery | -- | -- |

## Platoon Formation A

2 Vehicles

## Company Availability

| *Type* | *Available* |
|---|---|
| *Armor* | *As Support* |
| *Mech Infantry* | *As Support* |
| *Garrison* | *No* |
| *Armor Cavalry* | *As Support* |
| *Air Cavarly* | *Yes* |
| *Special Ops* | *No* |

## Valkyrie Rules

The Valkyrie may move and fire its Yellow Jacket when fired in closed sheaf mode. It may not move and fire either its Hammer or Yellow Jacket in pin point mode, though it may perform a pop-up attack with either of these weapons. Note that the Valkyrie never enjoys the highly stable platform bonus for not moving, as hovering is not a highly stable postion and VTOLs may not fire while landed unless the unit specifically states otherwise.

# Earthforce Infantry Units

Earthforce utilizes a number of different types of infantry units. The most common of these are the standard and anti-tank infantry. Also commonly seen are the recon teams that accompany Sliepner Recon Cars. Less commonly spotted are snipers, infiltrators and special forces units - each of which serve very specific purposes.

### General Infantry Statistics

| Infantry Type | Cost | Move | Profile | Sig | Disc | Srch/Spot | Cls Cmbt | Equipment |
|---|---|---|---|---|---|---|---|---|
| Standard | 6/11/17/25 | 3 | 8 | 4 | 9 | d6/2 | 6 | EF-749 PPG Rifle |
| Anti-Tank | 9/18/27/41 | 3 | 8 | 4 | 9 | d6/2 | 6 | Hammer/EF-749 |
| Recon Team | 7/14/21/32 | 4 | 9 | 5 | 10 | d8/3 | 4 | EF-749 PPG Rifle |
| Sniper | --/20/30/45 | 4 | 10 | 5 | 10 | d6/3* | 2 | EF-996 Sniper Rifle |
| Infilitrator | --/25/50/56 | 4 | 9 | 6 | 9 | d6/2 | 5 | EF-749/Demo Pak |
| Special Force | --/--/36/54 | 3 | 9 | 5 | 11 | d6/2 | 8 | Hammer/EF-749 |

### Infantry Weapon Systems

| System | Range | RoF | DvA/DvD | AA | AoE | Move | Profile | Armor | Sig |
|---|---|---|---|---|---|---|---|---|---|
| EF-749 PPG Rifle | 2/4/6 | 2 | 2/6 | no | -- | -- | -- | -- | -- |
| EF-996 Sniper Rifle | 6/12/18 | 1 | 8/8 | no | -- | -- | -- | -- | -- |
| EF-449 Remote Turret | 5/10/15 | 3 | 4/7 | yes | -- | 2 | 10 | 12 | 5 |
| Quiver Remote Launcher | 18/--/-- | 1 | 12 | yes | -- | 2 | 10 | 12 | 5 |
| Demo Package | attached | 1 | 14+d8 | never | 2" | -- | -- | -- | -- |

## Standard Infantry

Standard Infantry follow the normal infantry rules as presented in the GROPOS Master Book.

## Anti-Tank Infantry

These infantry follow the standard rules for infantry as presented in the GROPOS Master Book. Each stand of anti-tank infantry have one Hammer shot. Note that if the Hammer does not achieve a lock-on, it does not fire and is available for use later. If an AT stand and its a transport from its platoon are in base-to-base contact at the end of movement and neither one is fire on and the infantry stand does not fire, the AT stand may pull a reload from the transport.

## Recon Team

Recon teams are only available when a Sliepner recon car is purchased as a support asset. As long as the car is alive, the recon team is considered a forward observer. If the recon car is destroyed, the recon team reverts to a limited forward observer status.

## Sniper

The Earth Alliance sniper follows the standard rules for snipers as presented in the GROPOS Master Book. Note that

snipers can only attempt 3 spots if they do not move. If they move, they may only spot twice. Finally, no matter the grade of a sniper, it will only ever have one point of damage.

## Infiltrator

These extremely rare units are equipped with a highly specialized item known as a *changeling net*. It allows the person wearing it to either assume the appearance of another race or to cloak itself in a light-bending field, rendering him virtually invisible. As such, infiltrators are always considered hidden, even when out in the open. This hidden status is broken in one of the following methods:

A) The unit fires at an enemy stand.

B) An enemy infantry stand gets to within 3 inches AND makes a successful spot roll.. Note that this does NOT apply to vehicles, only infantry.

C) Any enemy unit makes two successful spot rolls.

D) The stand places a Demo Pack (real or fake) and is spotted by any enemy unit (only a single spot roll is necessary in this case).

Infilitrators can regain their hidden status only by remaining out of the LoS of all enemy units for one entire turn. During this turn, the stand cannot move or fire a weapon.

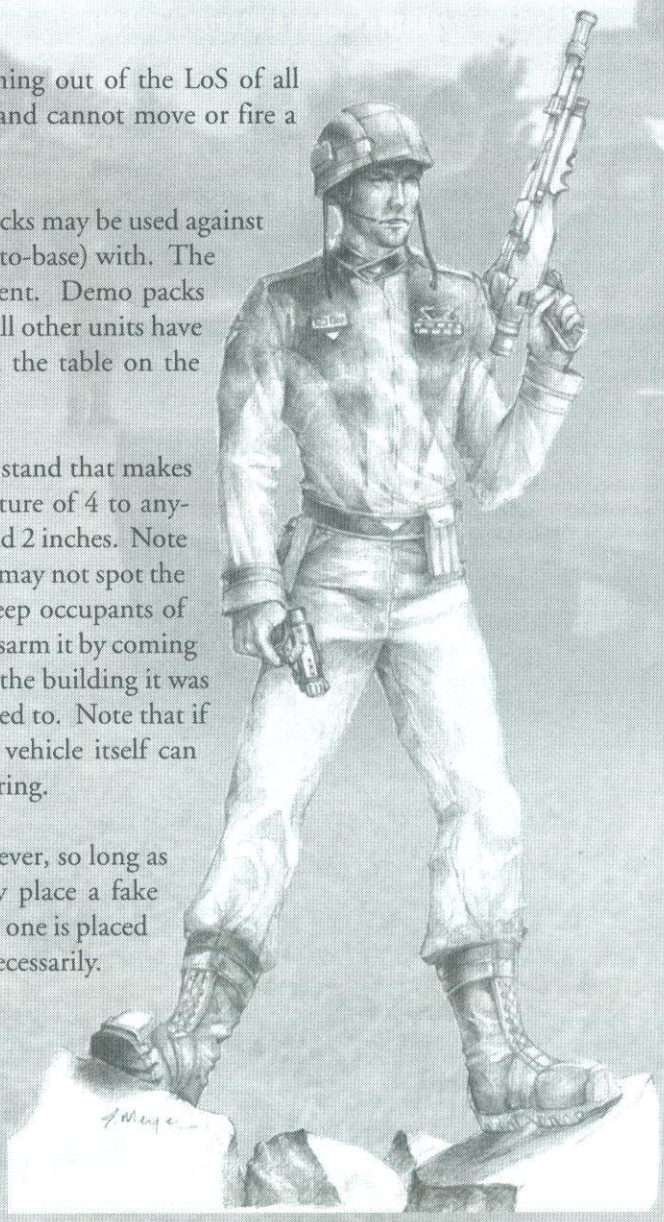
Infiltrator stands each carry one demolition pack. These packs may be used against any vehicle or building the stand comes into contact (base-to-base) with. The demo pack may be set by expending one inch of movement. Demo packs will explode the following turn at the end of the turn after all other units have moved and fired. Demo packs use the stats indicated in the table on the previous page.

A demo pack can be spotted and disarmed by any infantry stand that makes a successful spot roll against it. Demo packs have a signature of 4 to anything within 2 inches of its location and 6 to anything beyond 2 inches. Note that infantry inside a building the demo pack is attached to may not spot the pack (it is assumed to be placed in such a postion as to keep occupants of the building from seeing it). Once spotted, any unit may disarm it by coming into contact with the vehicle it was attached to, the side of the building it was attached to, or by any unit inside the building it was attached to. Note that if a demo pack is attached to a vehicle and is spotted, the vehicle itself can disarm it by moving at cautious advance or less and not firing.

When a demo pack is placed it must be announced. However, so long as the 1 inch of movement is expended the infiltrator may place a fake pack. This will keep the enemy guessing as to when the real one is placed and force him to use spotting rolls to detect the pack unnecessarily.

## Special Forces

These infantry follow all the normal infantry rules as presented in the GROPOS Master Book. Each special forces unit has one Hammer shot. If a Hammer does not achieve a lock-on, it is not fired and is available for use later in the game.



## Air Support Assets

The Earth Alliance utilizes four main types of aircraft in the support of their ground forces. The most commonly seen is the Hades assault shuttle. The Hades's primary role is the transport of the ground forces from orbit. Once down, it supports the ground troops either with strafing attacks or bombing runs, depending upon how it is armed. The Hades, however, has a relatively poor profile and is easily hit by anti-air fire.

The Wraith fighter/bomber is an atmospheric fighter with a variable mission profile. It can strafe, precision strike and bomb effectively. It is also a difficult target to engage, thus lending in excellent mission survivability.

The Banshee is designed for bombing missions first and foremost. Its bomb load is the most devastating load that can be dropped by anything short of an orbital spacecraft. While it can also carry precision munitions and has the ability to strafe, it is not nearly as effective at these jobs.

Finally, Earthforce has recently begun to deploy the Thunderbolt. This craft can interface between the atmosphere and space allowing it to lend support to the Hades as they deploy troops from orbit then follow up with highly destructive precision strikes and bombing runs in support of the ground troops. It should be noted, however, that in battles taking place before 2259, the Thunderbolt cannot be deployed.

### EARTH ALLIANCE AIRSTRIKE DATACARD

**GENERAL DATA**
RACE: EARTH ALLIANCE
LIMITED: SUPPORT ELEMENT
COST: 100

**AIRSTRIKE DATA**

| | | | ARMOR RATINGS | | ORDINANCE | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | STRAFE (2+) | | | PRECISION (3-6, 10) | | BOMB (7-10) | | | |
| ROLL | AIRCRAFT TYPE | PROFILE | ABORT | DEST. | DvA | DvD | CREW | DvA | CREW | DvA | DvD | AoE | CREW |
| 1-2 | THUNDERBOLT | 12 | 9 | 12 | 7 | 5 | D10 | 10 | D10 | 8 | 6 | 2"R | D6 |
| 3-6 | HADES | 9 | 11 | 14 | 6 | 6 | D6 | -- | -- | 8 | 7 | 3"R | D6 |
| 7-8 | WRAITH | 11 | 9 | 12 | 7 | 4 | D8 | 9 | D8 | 9 | 7 | 3"R | D8 |
| 9-10 | BANSHEE | 10 | 10 | 13 | 5 | 7 | D8 | 9 | D6 | 10 | 8 | 4"R | D8 |

**NOTES:**

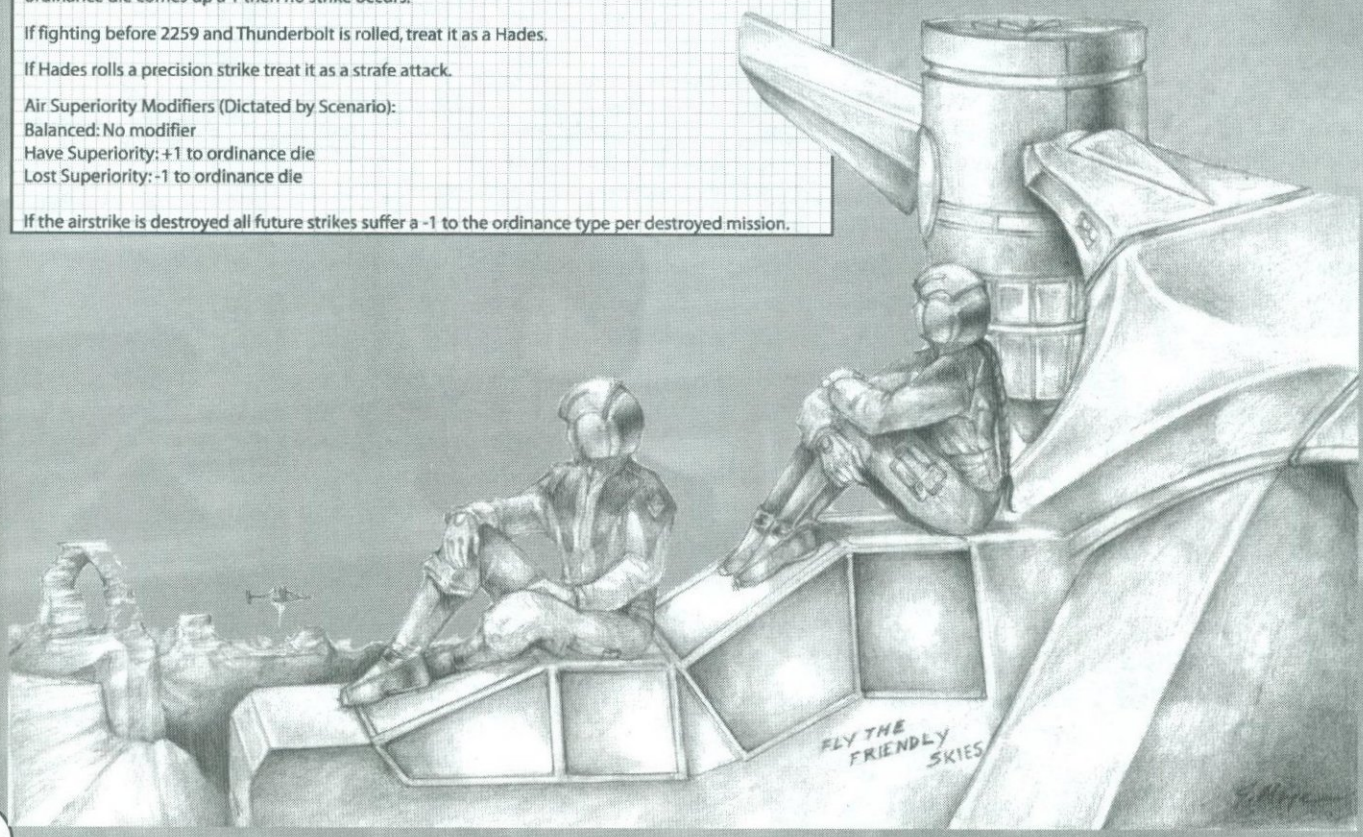
When strike arrives roll 2d10, each a differnt color. Nominate one for type and one for ordinance. If ordinance die comes up a 1 then no strike occurs.

If fighting before 2259 and Thunderbolt is rolled, treat it as a Hades.

If Hades rolls a precision strike treat it as a strafe attack.

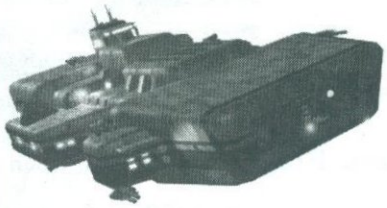
Air Superiority Modifiers (Dictated by Scenario):
Balanced: No modifier
Have Superiority: +1 to ordinance die
Lost Superiority: -1 to ordinance die

If the airstrike is destroyed all future strikes suffer a -1 to the ordinance type per destroyed mission.



## Orbital Assets

Earthforce supports their ground troops from orbit whenever possible. The following table indicates the combat capactilities of 21 Earthforce starship classes when performing ground supporting roles.



# Orbital Bombardment Table

## Earth Alliance Orbital Assets

Random Determination Cost: 215
Pick Cost: As Noted

| Roll(d100) | Orbital Asset | Year | Target | Strike Type | Delay | Crew Die | DvA | DvD | AoE | Pick Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| 01-07 | Artemis-B | 2190 | d6 | Precision | 3 | d6 | kill | | | 150 |
| | | | | Precision | 3 | d6 | kill | | | |
| 08-11 | Artemis-Z | 2242 | d6 | Pulse | 2 | d8 | 10 | 5 | | 173 |
| | | | | Pulse | 2 | d8 | 10 | 5 | | |
| 12-19 | Hyperion-T | 2246 | d6 | Pulse | 2 | d8 | 10 | 5 | | 180 |
| | | | | Laser | 4 | d6 | 14 | 6 | | |
| | | | | Bombardment | 3 | d6 | 6 | 6 | 1"R | |
| 20-25 | Hyperion-G | 2230 | d6 | Bombardment | 3 | d6 | 8 | 8 | 1.5"R | 140 |
| | | | | Bombardment | 3 | d6 | 8 | 8 | 1.5"R | |
| 26-29 | Nova-B | 2242 | d6 | Laser/Pulse | 3 | d6/d8 | 10/10 | 4/5 | | 293 |
| | | | | Laser/Pulse | 3 | d6/d8 | 10/10 | 4/5 | | |
| | | | | Laser/Pulse | 3 | d6/d8 | 10/10 | 4/5 | | |
| | | | | Laser/Pulse | 3 | d6/d8 | 10/10 | 4/5 | | |
| 30-36 | Olympus-B | 2229 | d6 | Laser | 3 | d6 | 10 | 4 | | 171 |
| | | | | Precision | 2 | d8 | 8 | 8 | | |
| | | | | Precision | 2 | d8 | 8 | 8 | | |
| 37-40 | Olympus-D | 2241 | d8 | Precision | 3 | d6 | kill | | | 218 |
| | | | | Pulse | 2 | d8 | 10 | 5 | | |
| | | | | Bombardment | 2 | d8 | 6 | 4 | 2"R | |
| 41-48 | Omega-A | 2250 | d8 | Laser | 4 | d6 | 14 | 6 | | 180 |
| | | | | Pulse | 3 | d8 | 12 | 6 | | |
| 49-54 | Omega-B | 2255 | d8 | Pulse | 3 | d8 | 12 | 6 | | 180 |
| | | | | Pulse | 3 | d8 | 12 | 6 | | |
| 55-57 | Oracle-G | 2216 | d10 | Laser | 3 | d6 | 10 | 4 | | 75 |
| 58-62 | Orestes-E | 2249 | d6 | Precision | 3 | d6 | kill | | | 246 |
| | | | | Laser | 4 | d6 | 14 | 6 | | |
| | | | | Pulse | 3 | d8 | 10 | 5 | | |
| 63-66 | Sagittarius-B | 2230 | d8 | Bombardment | 2 | d6 | 6 | 4 | 2"R | 203 |
| | | | | Bombardment | 2 | d6 | 6 | 4 | 2"R | |
| | | | | Bombardment | 2 | d6 | 6 | 4 | 2"R | |
| 67-70 | Hyperion-E | 2246 | d6 | Laser | 4 | d6 | 14 | 4 | | 216 |
| | | | | Pulse | 3 | d6 | 12 | 6 | | |
| | | | | Pulse | 2 | d8 | 10 | 5 | | |
| 71-74 | Hyperion-B | 2217 | d6 | Bombardment | 3 | d8 | 6 | 4 | 2"R | 117 |
| | | | | Bombardment | 3 | d6 | 6 | 4 | 2"R | |
| 75-77 | Hyperion-D | 2240 | d6 | Pulse | 3 | d8 | 12 | 6 | | 220 |
| | | | | Pulse | 3 | d8 | 12 | 6 | | |
| | | | | Pulse | 3 | d8 | 10 | 5 | | |
| 78-80 | Hyperion-Z | 2246 | d6 | Precision | 3 | d6 | kill | | | 200 |
| | | | | Precision | 3 | d6 | kill | | | |
| | | | | Pulse | 3 | d8 | 10 | 5 | | |
| 81-83 | Omega-G | 2258 | d8 | Laser/Pulse | 4 | d6/d8 | 14/12 | 6/6 | | 293 |
| | | | | Laser/Pulse | 4 | d6/d8 | 14/12 | 6/6 | | |
| 84-85 | Shadow Omega | 2260 | d8 | Laser | 3 | d10 | 16 | 8 | | 322 |
| | | | | Pulse | 3 | d6 | 14 | 6 | | |
| | | | | Pulse | 3 | d6 | 8 | 4 | | |
| 86-87 | Poseidon-A | 2262 | d8 | Pulse | 3 | d6 | 10 | 5 | | 147 |
| | | | | Pulse | 3 | d6 | 10 | 5 | | |
| 88-94 | Heavy O-Sat A | 2252 | d6 | Laser | 6 | d8 | 14 | 6 | | 214 |
| | | | | Bombardment | 3 | d8 | 6 | 6 | 4"R | |
| 96-99 | Heavy O-Sat B | 2252 | d6 | Laser | 3 | d10 | 16 | 8 | | 248 |
| | | | | Bombardment | 3 | d8 | 6 | 6 | 4"R | |
| 100 | Warlock | 2261 | d8 | Laser | 6 | d10 | 16 | 8 | | 425 |
| | | | | Laser | 6 | d10 | 16 | 8 | | |
| | | | | Bombardment | 2 | d8 | 6 | 6 | 3"R | |
| | | | | Laser/Pulse | 3 | d6/d8 | 10/10 | 4/5 | | |
| | | | | Laser/Pulse | 3 | d6/d8 | 10/10 | 4/5 | | |
| | | | | Laser/Pulse | 3 | d6/d8 | 10/10 | 4/5 | | |

*Purchasing Earth Alliance Orbital Support*

There are two methods to purchasing orbital support. You can either roll randomly for what unit is available or you can choose a speicifc unit. The method must be chosen before rolling any dice (thus you cannot roll to see what you get then decide to purchase a specific unit). If you opt to roll randomly, orbital support assets cost 205 points. Note that only one side may ever have orbital assets unless the specific scenario states otherwise.

*Terms*

The following terms are used on the orbital Bombardment Table on the previous page.

*Roll (d100):* When rolling randomly roll a d100. What ever number is indicated is the unit available for support. Thus, if you roll a 43 you would have an Omega-A supporting your ground troops.
*Orbital Asset:* The name of the orbital asset.
*Year:* This is the year of availability and should be used if running a historical game. It should be noted that when running a historical game players must purchase their asset, they cannot roll for it.
*Target:* This is the unit's targeting die.
*Strike Type:* This will list one or more types of strikes the unit can perform. It should be noted that each entry is a separate strike. If several of the same strike are indicated, that unit can perform that type of strike the indicated number of times. However, each strike must be called seperately (thus if a ship has 3 strikes available to it, 3 call rolls must be made). The same commander may call for each of these strikes. If a call roll fails, it is still considered expended (it was diverted elsewhere) and is not available for the normal delay indicated.
*Delay:* This is the number of turns before the strike can be called again. Thus, if a strike has a delay of 3 and is called on the first turn it could not be called on again until turn 4.
*Crew Die:* This is the crew die for that particular strike.
*DvA/DvD:* These function exactly as they do for normal ground units.
*AoE:* Area-of-Effect - functions as normally indicated in the rules.
*Pick Cost:* This is how much it costs to specifically pick the unit in question.

## Transport Capabilities

Some starships, shuttles and VTOLs have the ability to transport units between the stars or across the battlefield. For units such as the Frigga, this ability is defined in its description. Other units are defined in this section. It should be noted that the data for starships is generally used for campaign purposes.

*Hades Assault Shuttle*

The Hades is the primary means by which troops are transported from orbit to the ground and back. A single Hades has the ability to transport either one platoon of vehicles (up to 4 strong) or one company of infantry without any ground transport. If transporting a platoon of vehicles normally capable of carrying infantry, the infantry may also be transported at the same time. Hades may perform LAP drops. Remember, anytime a Hades enters the board it is subject to anti-air fire. If forced to abort it can attempt to drop its troops the next turn. If destroyed, all units inside are also destroyed. Landed Hades may load troops normally for transport off planet. They could also (if allowed by the scenario) load troops for deployment elsewhere on the battlefield. If they do this, however, the following procedure must be followed: (1) Load troops on one turn. (2) Take off and leave the map on the next turn. When leaving the map the Hades is subject to anti-air fire. (3) Attempt to land troops elsewhere on the battlefield on the third turn. It is once again subject to anti-air fire.

*Starships and Transport Levels*

Starships that are capable of carrying troops and vehicles are assigned a transport level. This is a general indicator of how many troops the ship may carry. In past products transport levels have been assigned to some ships for campaign purposes. The definition and meaning of these levels has undergone revision within GROPOS so the following table should take precidence over anything previously published. In general, one level indicates one full company including all the normal support personnel that serves behind the lines.

## Starship Tranportation Capabilities
## Earth Alliance Troop Transports

| *Starship* | *Transport Level* |
|---|---|
| Hyperion-G Assault Cruiser | 3 |
| Hermes Priority Transport | 1 platoon |
| Explorer Survey Ship | 6 |
| Commercial Freighter | 2 |
| Fast Freighter | 1 |
| Ore Barge | 9 |
| Tantalus Assault Transport | 12 |

*Hyperion-G Assault Cruiser:* The Hyperion-G is called into action when Earthforce needs to transport a small number of troops or when there are no escorts available for the troops transport. This ship can carry one battalion of troops and has enough Hades on board to tranport 12 platoons to the surface at once.

*Hermes Priority Transport:* This ship was never designed to carry troops, but can in a pinch. Its small size, however, limits it to one platoon. In general this is done rarely. When transporting troops its normal shuttle is replaced with a single Hades.

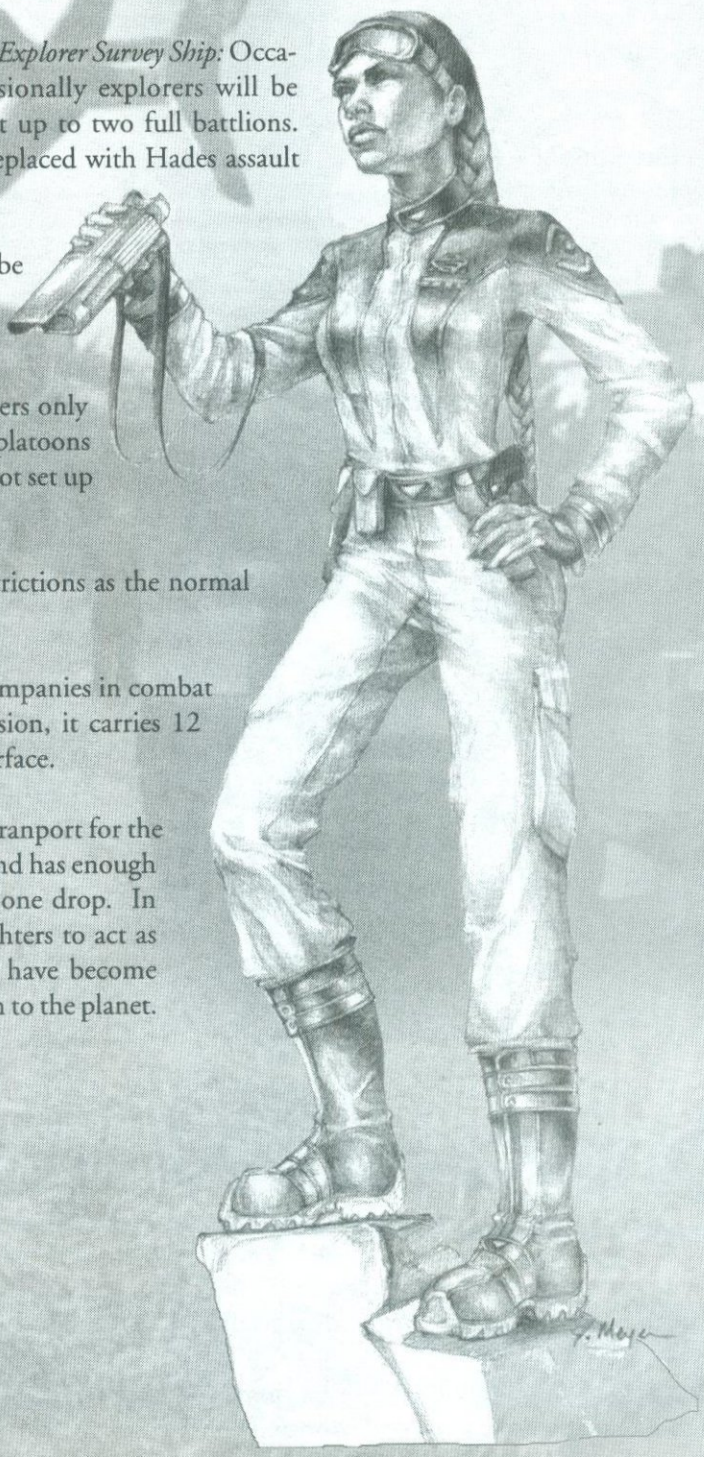
*Explorer Survey Ship:* Occasionally explorers will be loaded with troops. Its sheer size allows it to transport up to two full battlions. When acting as a transport, its fighter complement is replaced with Hades assault shuttles.

*Commercial Freighter:* In times of dire need freighters can be pressed into service. These ships transport their cargo in a space-saving broken down form. Troops are generally cramped and uncomfortable and transport to the planet is a long drawn out process. Commercial freighters only carry a single assault shuttle and cannot transport any platoons beyond infantry directly into combat (the equipment is not set up for combat).

*Fast Freighter:* The fast freighter suffers all the same restrictions as the normal commercial freighter, it is simply smaller and faster.

*Ore Barge:* This mammoth ship can carry up to 9 full companies in combat ready form. When converted to a troop carrying mission, it carries 12 Hades assualt shuttles to ferry its cargo down to the surface.

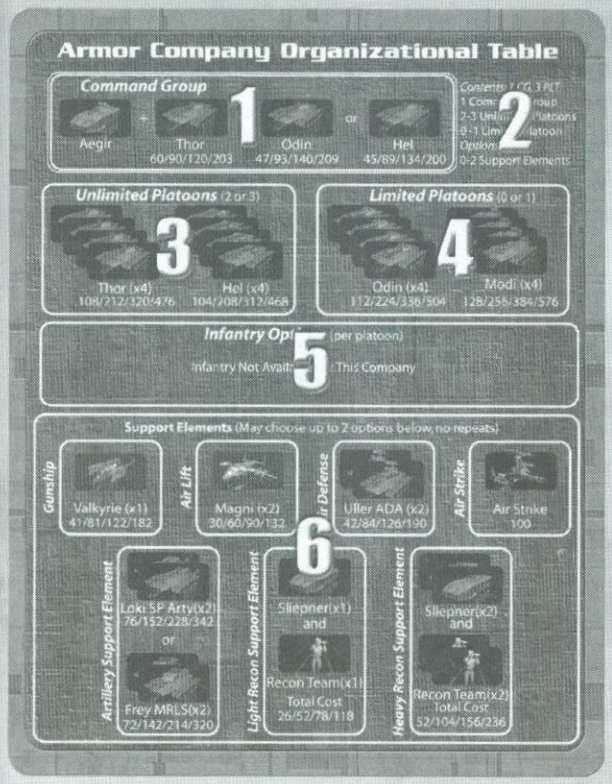
*Tantalus Assault Transport:* This is the mainstay military tranport for the Earth Alliance. It can carry 4 full battalions into battle and has enough Hades on board to transport them all to the planet in one drop. In addition, the Tantalus maintains a squadron (12) of fighters to act as escort during the trip. In recent times, these fighters have become Thunderbolts so that they can also escort the Hades down to the planet.



# Organization

The Earth Alliance follows a fairly standard style of organization. Their lowest level of organization is the platoon which consists of up to 4 vehicles or 12 infantry. Platoons are organized into companies of similar types of platoons. In general, companies have 3 platoons in them, though exceptions do exist. Battalions are made up of four companies. Finally a full division contains 3 battalions. Throughout all levels of organization from the company on up a commander can make use of various forms of supporting elements, ranging from simple air transport to orbital satellites and starships.

Earthforce armies are created using the standard rules as presented in the GROPOS Master Book, with any exceptions to those rules noted as appropriate. Each of the following tables indicate the organization options for each type of company fielded by the Alliance. The illustrations below shows the basic setup of these tables.




(1) This shows the company command group options. In general, this will be one command car and one or more support units.
(2) This section gives a basic synposis of what makes up the company.
(3) Here it shows what units are available as unlimited platoons for the company.
(4) This box indicates what units are available as limited platoons.
(5) If the company can have infantry, this box will show what the infantry options are on a per-platoon basis.
(6) This section shows each of the support elements available for purchase for the company.

There are a few general rules these tables follow. Each white box encloses a particular element of the company. Thus, all the limited platoons will be grouped in one box, while all the support elements are grouped in a different box. The boxes are each labeled for what they contain.

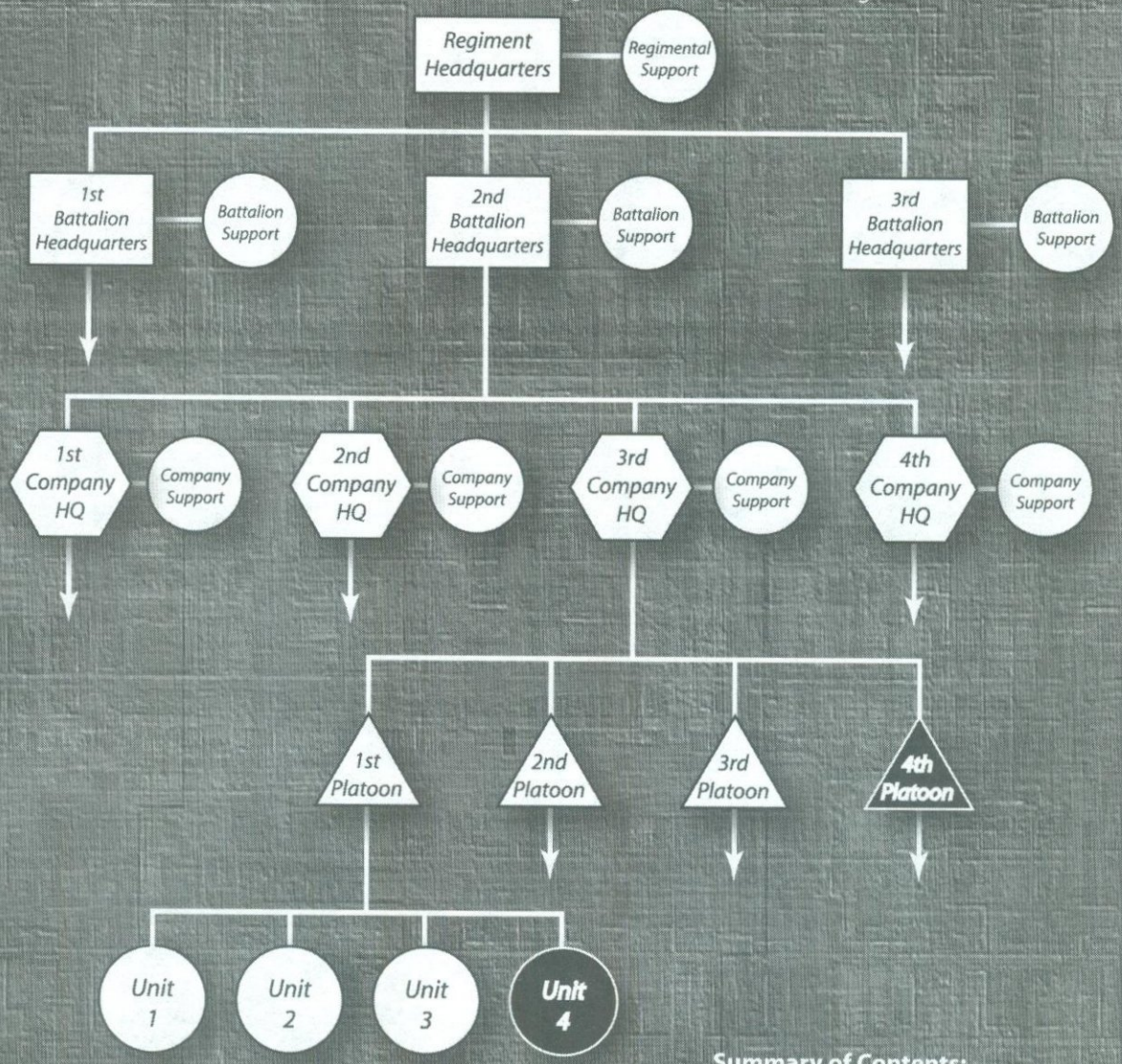
Each icon represents one vehicle, infantry stand or remote turret. If there are several boxes stacked on top of one another, you get a number of units equal to the number of boxes in the stack. For example, the Thors in the unlimited platoon box are stacked four high, thus you get four Thors with this option. If the top box in a stack has an 'I' in it, then that stack also inlcudes infantry selected from the infantry box.

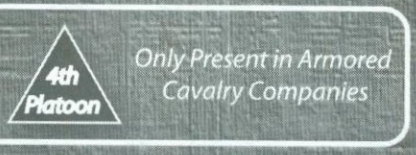
If the word "or" is listed, then you get one of the choices presented in the box. If the word "and" is listed, you get all the entries in the box. For example, in the unlimited box there is a stack of Thors and a stack of Hels. Since the word "or" is between them, you can choose one or the other as one selection. As another example, in the Light Recon it shows one Sliepner and one Recon Team. Since the word "and" is between them, you get both of these when you choose Light Recon as a support element selection. Since you generally have 3 or 4 platoons per company it is permissible to purchase differing units when the option is available (such as buying 1 platoon of Thors or 2 of Hels).

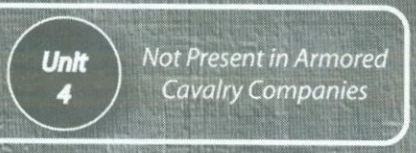
As indicated in the GROPOS Master Book, you can have any number of unlimited platoons (up to the number allowed in the company), one limited platoon and up to 2 support elements (though the support elements may not be duplicated within the company). Finally, you must purchase one company command group for the company.

# Earthforce Regimental Order of Battle

*Shown below are the basic building blocks of one Earthforce regiment.*




**Summary of Contents:**

**Headquarters:**
- 1 Regimental
- 3 Battalion
- 12 Company

**Support Elements:**
- 16 Elements

**Platoons:**
- 36-48 Platoons

**Units:**
- ~144 Vehicles plus Infantry

# Regimental Headquarters Section Table

## Command Group (All Shown Units)

*Regimental Command Group Cost*
*124/247/370/555*

Aegir

Sliepner

Recon Team

Baldur (x2)

Std. Infantry (x2)

Quiver (x2)

*Contents:*
1 HQ Section
- 1 Aegir Command Car
- 1 Sliepner Recon Car
- 1 Recon Team
- 2 Baldur IFV
- 2 Quiver Remote Turret
- 2 Standard Infantry

*Options*
0-2 Support Elements

## Support Elements (May choose up to 2 options below, no repeats)

### Heavy Artillery Support Element

Loki SP Arty(x3)
107/213/320/480

or

Frey MRLS(x3)
114/228/342/513

### Air Lift

Magni (x2)
30/60/90/132

### Air Defense

Uller ADA (x2)
42/84/126/190

### Light Recon Support Element

Sliepner(x1)
and

Recon Team(x1)
Total Cost
26/52/78/118

### Orbital Support

Orbital Support
Random: 205
Pick: as noted

### Air Strike

Air Strike
100

# Battalion Headquarters Section Table

## Command Group (All Shown Units)

*Battalion Command Group Cost*
*146/291/436/655*

Aegir

Sliepner

Recon Team

Baldur (x2)

Std. Infantry (x3)

Quiver

Thor

*Contents:*
1 HQ Section
- 1 Aegir Command Car
- 1 Sliepner Recon Car
- 1 Recon Team
- 2 Baldur IFV
- 1 Quiver Remote Turret
- 3 Standard Infantry
- 1 Thor MBT

*Options*
0-2 Support Elements

## Support Elements (May choose up to 2 options below, no repeats)

### Heavy Artillery Support Element

Loki SP Arty(x2)
107/213/320/480
or
Frey MRLS(x2)
114/228/342/513

### Air Lift

Magni (x2)
30/60/90/132

### Air Defense

Uller ADA (x2)
42/84/126/190

### Light Recon Support Element

Sliepner(x1)
and
Recon Team(x1)
Total Cost
26/52/78/118

### Orbital Support

Orbital Support
Random: 205
Pick: as noted

### Air Strike

Air Strike
100

### Sniper

Sniper
--/20/30/45

# Armor Company Organizational Table

## Command Group

Aegir

+

Thor
60/90/120/203

or

Odin
47/93/140/209

or

Hel
45/89/134/200

*Contents: 1 CG, 3 PLT*
1 Command Group
2-3 Unlimited Platoons
0 -1 Limited Platoon
*Options*
0-2 Support Elements

## Unlimited Platoons (2 or 3)

Thor (x4)
108/212/320/476

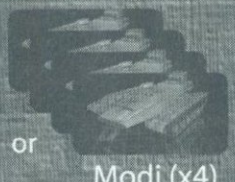
or

Hel (x4)
104/208/312/468

## Limited Platoons (0 or 1)

Odin (x4)
112/224/336/504

or


Modi (x4)
128/256/384/576

## Infantry Options (per platoon)

Infantry Not Available For This Company

## Support Elements (May choose up to 2 options below, no repeats)

### Gunship

Valkyrie (x1)
41/81/122/182

### Air Lift

Magni (x2)
30/60/90/132

### Air Defense

Uller ADA (x2)
42/84/126/190

### Air Strike

Air Strike
100

### Artillery Support Element

Loki SP Arty(x2)
76/152/228/342

or

Frey MRLS(x2)
72/142/214/320

### Light Recon Support Element

Sliepner(x1)
and

Recon Team(x1)
Total Cost
26/52/78/118

### Heavy Recon Support Element

Sliepner(x2)
and

Recon Team(x2)
Total Cost
52/104/156/236

# Mech Infantry Co. Organizational Table

## Command Group

Aegir

+

Baldur

and

AT Infantry

52/103/155/232

*Contents: 1 CG, 3 PLT*
1 Command Group
2-3 Unlimited Platoons
0 -1 Limited Platoon
*Options*
0-2 Support Elements

## Unlimited Platoons (2 or 3)

Baldur (x4)
96/192/288/432

## Limited Platoons (0 or 1)

Hel (x4)
104/208/312/468

or

Modi (x4)
128/256/384/576

## Infantry Options (per platoon - Total 6 stands per platoon)

Standard (3-6)
6/11/17/25

Anti-Tank (0-2)
9/18/27/41

Quiver Remote (0-1)
10/20/30/40

or

EF-449 Remote(0-1)
8/15/23/34

A single platoon may only have one remote turret.

## Support Elements (May choose up to 2 options below, no repeats)

### Gunship

Valkyrie (x1)
41/81/122/182

### Air Lift

Magni (x2)
30/60/90/132

### Air Defense

Uller ADA (x2)
42/84/126/190

### Air Strike

Air Strike
100

### Artillery Support Element

Loki SP Arty(x2)
76/152/228/342

or

Frey MRLS(x2)
72/142/214/320

### Light Recon Support Element

Sliepner(x1)
and

Recon Team(x1)
Total Cost
26/52/78/118

### Heavy Recon Support Element

Sliepner(x2)
and

Recon Team(x2)
Total Cost
52/104/156/236

### Sniper

Sniper
--/20/30/45

### Infiltrator

Infiltrator
--/20/30/45

# Armored Cav Co. Organizational Table

## Command Group

Aegir + Baldur and AT Infantry (x2)

Baldur 79/121/182/272

*Contents: 1 CG, 4 PLT*
1 Command Group
2-4 Unlimited Platoons
0 -2 Limited Platoon
*Options*
0-2 Support Elements

## Unlimited Platoons (2 to 4)

Baldur (x3) 72/144/216/324 or Hel (x3) 78/156/234/351

## Limited Platoons (0 to 2)

Thor (x3) 81/212/318/477 or Modi (x3) 96/192/288/432

## Infantry Options (per platoon - Total 4 stands per platoon)

| Standard (0-4) | Anti-Tank (0-2) | Special Forces (0-4) | Quiver Remote (0-1) | or | EF-449 Remote(0-1) |
|---|---|---|---|---|---|
| 6/11/17/25 | 9/18/27/41 | --/24/36/56 | 10/20/30/40 | | 8/15/23/34 |

## Support Elements (May choose up to 2 options below, no repeats)

**Gunship**
Valkyrie (x1) 41/81/122/182

**Air Lift**
Magni (x2) 30/60/90/132

**Air Defense**
Uller ADA (x2) 42/84/126/190

**Air Strike**
Air Strike 100

**Artillery Support Element**
Loki SP Arty(x2) 76/152/228/342
or
Frey MRLS(x2) 72/142/214/320

**Light Recon Support Element**
Sliepner(x1) and Recon Team(x1)
Total Cost 26/52/78/118

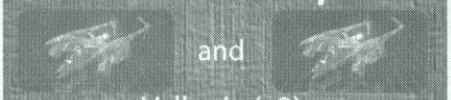
**Heavy Recon Support Element**
Sliepner(x2) and Recon Team(x2)
Total Cost 52/104/156/236

**Sniper**
Sniper --/20/30/45

**Infiltrator**
Infiltrator --/20/30/45

# Air Cav Co. Organizational Table

## Command Group



and

Valkyrie (x2)
82/162/244/364

*Contents: 1 CG, 3 PLT*
1 Command Group
2-3 Unlimited Platoons
0 -1 Limited Platoon
*Options*
0-2 Support Elements

## Unlimited Platoons (2 to 3)

Frigga (x2)
40/80/120/180

## Limited Platoons (0 or 1)

Valkyrie (x2)
82/162/244/364

## Infantry Options (per platoon - Total 8 stands per platoon)

Standard (4-8)
6/11/17/25

Anti-Tank (0-4)
9/18/27/41

Special Forces (0-4)
--/24/36/56

Quiver Remote (0-1)
10/20/30/40

or

EF-449 Remote(0-1)
8/15/23/34

## Support Elements (May choose up to 2 options below, no repeats)

### Light Recon Support Element

Sliepner(x1)
and

Recon Team(x1)
Total Cost
26/52/78/118

### Loki

Loki SP Arty(x2)
76/152/228/342

### Sniper

Sniper
--/20/30/45

# Garrison Company Organizational Table

## Command Group

Aegir

+

Baldur

and

AT Infantry

52/103/155/232

*Contents: 1 CG, 3 PLT*
1 Command Group
1-2 Inner Sector Platoons
0 -1 Outer Sector Platoons
0-1 Limited Platoon
*Options*
0-2 Support Elements

## Inner Sector (1 or 2)

Infantry Only
See Below

## Outer Sector (0 or 1)

Baldur (x3)
72/144/216/324

## Limited Pltns (0 or 1)

Modi (x2)
64/128/192/288

## Inner Sector Infantry Options (per platoon - Total 6 stands per platoon)

Standard (4-6)
6/11/17/25

Anti-Tank (0-2)
9/18/27/41

Quite Remote (0-2)
10/20/30/40

and/or

EF-449 Remote(0-2)
8/15/23/34

## Outer Sector Infantry Options (per platoon - Total 6 stands per platoon)

Standard (4-6)
6/11/17/25

Anti-Tank (0-3)
9/18/27/41

Quite Remote (0-3)
10/20/30/40

and/or

EF-449 Remote(0-3)
8/15/23/34

## Support Elements (May choose up to 2 options below, no repeats)

### Artillery Support Element

Loki SP Arty(x2)
76/152/228/342

or

Frey MRLS(x2)
72/142/214/320

### Light Recon Support Element

Sliepner(x1)
and

Recon Team(x1)
Total Cost
26/52/78/118

### Air Strike

Air Strike
100

### Air Defense

Uller ADA (x2)
42/84/126/190

### Sniper

Sniper
--/20/30/45

# Special Forces Company Organizational Table

## Command Group

Aegir

+

Baldur

and

Special Forces

--/109/164/245

*Contents: 1 CG, 3 PLT*
1 Command Group
1-2 Special Forces Platoons
0 -1 Covert Ops Platoons
0-1 Limited Platoon
*Options*
0-2 Support Elements

## *Special Forces* (1 to 3)

Infantry Only
See Below

## *Covert Ops* (0 or 1)

Infantry Only
See Below

## *Limited Pltns* (0 or 1)

Frigga (x2)
40/80/120/180

## *Special Forces Infantry Options* (per platoon - Total 6 stands per platoon)

Special Forces (4-6)
--/24/36/56

Quite Remote (0-1)
10/20/30/40

and/or

EF-449 Remote(0-1)
8/15/23/34

## *Covert Ops Infantry Options* (per platoon - Total 3 stands per platoon)

Snipers (0-3)
--/20/30/45

Infiltrators (0-3)
--/20/30/45

## Support Elements (May choose up to 2 options below, no repeats)

### *Artillery Support Element*

Loki SP Arty(x2)
76/152/228/342

or

Frey MRLS(x2)
72/142/214/320

### *Light Recon Support Element*

Sliepner(x1)
and

Recon Team(x1)

Total Cost
26/52/78/118

### *Air Strike*

Air Strike
100

## Company Rules and Descriptions

Below are the descriptions and any rules governing the use of each of the companies described previously. Any rules noted here override rules as presented in the GROPOS Master Book.

### *Armor Company*

Armored companies are exactly what they sound like, companies made exclusively of armored vheicles. In Earthforce, Thors make up the majority of the units in an armor company. However, one will also find light armor companies made exclusively of Hel AFVs. In the post-Earth/Minbari War era, the Odin MBT has begun to make appearances. It is expected that in time this tank will replace the Thor as Earth's predominant main battle tank. Finally, serving in more of a support role one will sometimes find the highly effective Modi AFV.

*Rules:* There are no special rules associated with an armor company.

### *Mechanized Infantry Company*

Mech infantry companies make up the bulk of Earthforce's infantry force. Earth for a long time has taken the stance that infantry should only be without intrinsic transport in very rare circumstances, such as when garrisoning a set location. Even then, they prefer to keep transport readily at hand. Mechanized Infantry companies are highly adaptable with a wide range of abilities. Properly equipped and in the right circumstances, these companies can even go head-to-head with an armor company, though most mechanized infantry companies prefer to avoid this when possible.

*Rules:* There are no special rules associated with a mechanized infantry company.

### *Armored Cavalry Company*

Armored Cav are often times used as security forces around the flanks of the main body during an operation. Armored Cav are equipped both with armor and infantry giving them the ability to stall and deal with most any type of flanking force they may encounter until reinforcements arrive. It is also not uncommon to find special forces in an armored cavalry company, thus increasing their effectiveness even further. Unlike other Earthforce companies, Armored Cav companies (often called troops) contain one extra platoon, though each platoon within the company is smaller than a standard platoon. This makes the company more flexible in most situations.

*Rules:* There are no special rules associated with an armored cavalry company.

### *Air Cavalry Company*

Air Cav companies are small companies when it comes to the amount of troops and equipment they bring to a battlefield. However, they are also one of the most devastating and mobile one will find. In a typical operation, Frigga Assault Craft will deliver their infantry to trouble spots quickly, then retreat to safer grounds until needed for transport again. On the flanks of the Frigga, one will often find a platoon of Valkyrie Gunships ready to take out anything fool enough to show itself. However, these companies tend to be expensive for what you get and should they run into a force equipped to deal with air assets, can find themselves quickly outclassed.

*Rules:* There are no special rules associated with an air cavalry company. However, there are several situations that do not allow air cavalry to be deployed. Keep this in mind when designing your force.

### *Garrison Company*

Garrison companies are used by Earthforce when they know the company will not be needing to go anywhere fast. They are generally used around key objectives, and one will often find they have built up the areas around the objective, making it difficult to dislodge them. However, these companies are not very mobile, as the majority of their transport has been stripped away for use in other companies. This can allow an enemy force to bypass them should it be deemed an easier option

*Rules:* Not all situations allow garrison companies to be deployed. These companies are only avaialbe if the situation or scenario specifically calls for them.

*Special Forces*
These are the elite of the Earthforce infantry units. Special Forces companies are made up exclusively of special forces, snipers and infiltrators. They are small but deadly. Generally, a platoon of Friggas are part of the company, giving the unit excellent mobility in the field. Special Forces companies are generally depolyed with very specific objectives in mind. Improper use of this type of company can result in an expensive waste of manpower.

*Rules:* A single battalion may only ever have one Special Forces company assoicated to it. If a situation indicates that air cavalry are not allowed, then a Special Forces platoon may substitute the two Friggas in the limited platoon with two Baldurs instead. The cost of the Baldurs would be 48/96/142/216.

## Final Notes on Using an Earth Alliance Force

Following are a few final notes about the organization of an Earthforce Army.

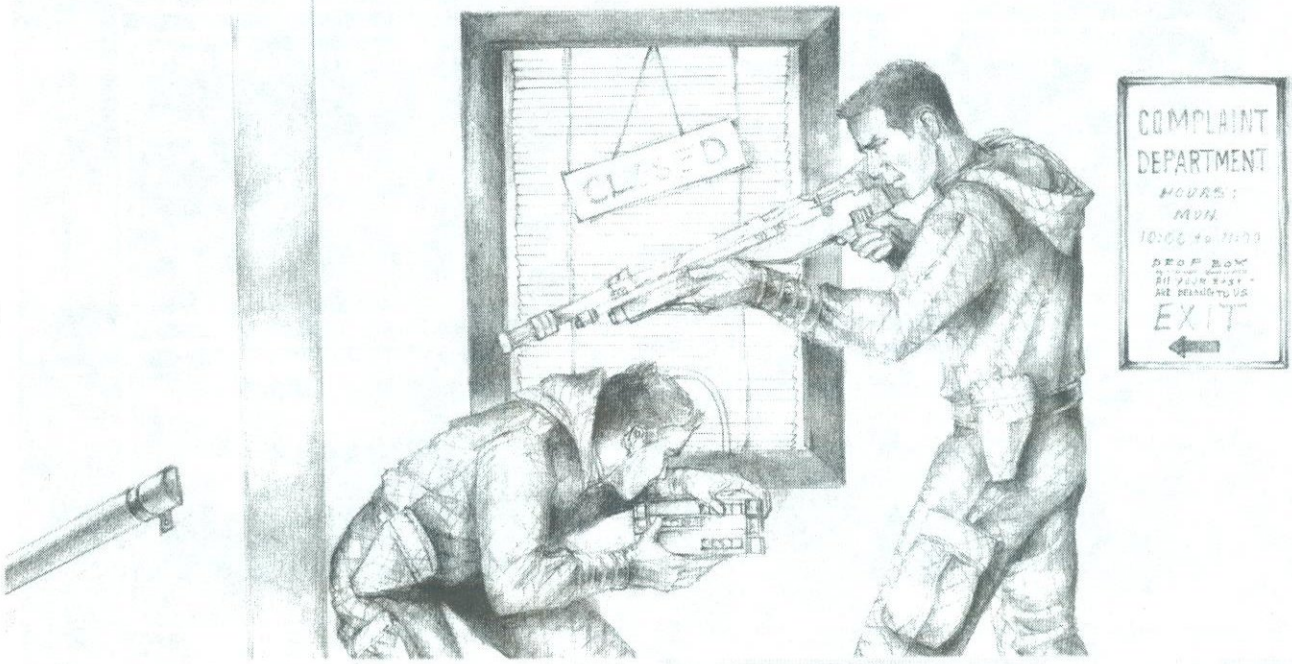
*Platoon and Company Commanders*
All Earth Alliance infantry platoon commanders are also trained in the art of calling in artillery. For the purposes of this game, each Earth Alliance infantry platoon commander is considered a *limited forward observer* per the rules on page 50 of the GROPOS Master Book. If that stand is destroyed, the new platoon command stand is NOT considered a limited forward observer. Only the initial command stand enjoys this capablity. Vehicle platoon commanders are not considered forward observers.

All company or higher level commanders are considered forward observers so long as they are located in an Aegir Command Car. This means that air cavalry company commanders are NOT forward observers. However, they may pass on requests from any limited forward observers in their company.

Earthforce limited forward observers may only pass fire support requests though their company commander. Should her or she be killed (the Aegir command car destroyed) then no more requests for fire can be made. The one exception to this is if there is a batallion or regimental commander on the board. In this case, an LFO may pass the request through them so long as they belong to the same batallion or regiment.

## Sample Companies

Following are a number of sample companies ready for immediate use, or to use as guidelines when designing your own companies.



*112th Armor Company -- aka Rolling Thunder*

The 112th can trace its origins to shortly before the Dilgar Invasion. During the Invasion, they gained widespread recognition and respect as they repeatedly defeated opposing Dilgar armor forces. Commanded by Colonel Nie McAllen, the company is currently stationed in the Epsilon system. During the recent civil war, the 112th became on of the few army elements to see direct combat as they fought against rebel forces attempting to take control of spaceport.

## 112th Armor Company -- aka Rolling Thunder

### Command Group

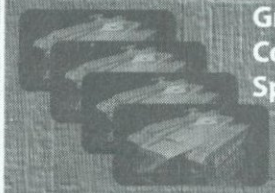
Aegir

Thor

**Grade: Veteran**
**Cost: 170**
**Special:**
**Inspirational Leader**

**Total Company Cost**
***1,559 points***

### Platoon 1

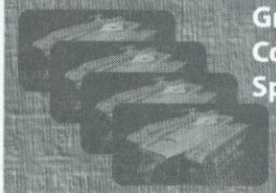

Thor x 4

**Grade: Veteran**
**Cost: 395**
**Special:**
**Reactive Armor**

### Platoon 1 Infantry Element

**No Infantry**

### Platoon 2


Thor x 4

**Grade: Veteran**
**Cost: 395**
**Special:**
**Reactive Armor**

### Platoon 2 Infantry Element

**No Infantry**

### Platoon 3

Thor x 4

**Grade: Veteran**
**Cost: 395**
**Special:**
**Reactive Armor**

### Platoon 3 Infantry Element

**No Infantry**

### Support Element 1

Light Recon Support

**Grade: Regular**
**Cost: 52**
**Special:**
**None**

### Support Element 2

Light Loki Battery

**Grade: Regular**
**Cost: 152**
**Special:**
**None**

*416th Mechanized Infantry Company -- aka Dust Devils*

The 416th is a new unit formed after the death of President Clarke at the end of the civil war. As the dust settled from that incident, many in the military noticed that there were still decisive rifts between those units which remained loyal and those that defected. The 416th, and others like it, are an attempt to repair this rift by forcing the two groups together. Members from both factions serves in the Dust Devils, and though there have been incidents, the experiment seems to be working as the two factions grow used to working with one another again.

## 416th Mechanized Infantry -- aka Dust Devils

### Command Group

Aegir
Baldur
Anti-Tank x2

Grade: Regular
Cost: 103
Special:

Total Company Cost
*1,209 points*

### Platoon 1

Grade: Regular
Cost: 192
Special:

Baldur x 4

### Platoon 1 Infantry Element

Grade: Regular Cost: 84

Standard x3
Anti-Tank x2
EF-449

### Platoon 2

Grade: Regular
Cost: 192
Special:

Baldur x 4

### Platoon 2 Infantry Element

Grade: Regular Cost: 84

Standard x3
Anti-Tank x2
Quiver

### Platoon 3

Grade: Veteran
Cost: 288
Special:

Baldur x 4

### Platoon 3 Infantry Element

Grade: Veteran Cost: 135

Standard x3
Anti-Tank x2
Quiver

### Support Element 1

Grade: Regular
Cost: 52
Special:
None

Sniper Support

### Support Element 2

Grade: Regular
Cost: 81
Special:
None

Valkyrie Gunship Support

*270th Armored Cavalry -- aka Gate Crashers*

Renowned for their ability to dislodge an enemy from urbanized areas, the Gate Crashers are often found at the forefront of urban assaults. The second platoon in particular excels in this field and have been known to take control of buildings normal troops would have been slaughtered attempting. The Gate Crashers are commanded by Colonel Patricia Leary. Leary's experience with artillery gives this company the extra edge they sometimes need.

## 270th Armored Cavalry -- aka Gate Crashers

### Command Group

Aegir, Baldur, Anti-Tank x2

Grade: Veteran
Cost: 272
Special: Ex-Artillery

Total Company Cost
*1,817 points*

### Platoon 1

Grade: Regular
Cost: 144
Special:

Baldur x 3

### Platoon 1 Infantry Element

Grade: Regular Cost: 84

Special Forces x4

### Platoon 2

Grade: Veteran
Cost: 216
Special:

Baldur x 3

### Platoon 2 Infantry Element

Grade: Regular Cost: 122
Special: Close Assault Spec.

Special Forces x3
Quiver x1

### Platoon 3

Grade: Veteran
Cost: 310
Special: Reactive Armor

Hel x3

### Platoon 4

Grade: Regular
Cost: 287
Special: Reactive Armor

Thor x3

### Support Element 1

Grade: Veteran
Cost: 156
Special: None

Heavy Recon Support

### Support Element 2

Grade: Veteran
Cost: 214
Special: None

Frey MRLS Artillery Support

*414th Air Cavalry -- aka Angels of Death*

Like all Air Cavalry units, the 414th's versatility arises from its incredible mobility. The 414th can bring significant reinforcements to hotspots across a battlefield, and their appearance has saved the day on more than one occassion. An artillery unit provides support to the infantry of this unit once they have landed. Rapid relocation, however, can cause a problem as the recon element tends to get left behind, thus stipping them of their off-board support.

## 414th Air Cavalry -- aka Angels of Death

### Command Group

Valkyrie
Valkyrie

Grade: Regular
Cost: 162
Special:

Total Company Cost
*950 points*

### Platoon 1

Grade: Regular
Cost: 80
Special:

Frigga x2

### Platoon 1 Infantry Element

Grade: Regular Cost: 113

Standard x4 Anti-Tank x3 EF-449 x1

### Platoon 2

Grade: Regular
Cost: 80
Special:

Frigga x2

### Platoon 2 Infantry Element

Grade: Regular Cost: 113

Standard x4 Anti-Tank x3 EF-449 x1

### Platoon 3

Grade: Regular
Cost: 80
Special:

Frigga x2

### Platoon 3 Infantry Element

Grade: Regular Cost: 118

Standard x4 Anti-Tank x3 Quiver x1

### Support Element 1

Grade: Regular
Cost: 52
Special:
None

Light Recon Support

### Support Element 2

Grade: Regular
Cost: 152
Special:
None

Loki SP Artillery Support

# Credits and Final Notes

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# "Target spotted, firing the 'jacks!"

*The Modi AFV is suddenly obscured in a haze of smoke as the Yellow Jacket launches its deadly salvo. Fired in a spread, the missiles streak away from the small vehicle, hurtling towards the Minbari tanks like a firey comet. The enemy platoon is quickly engulfed in a ripple of explosions. One missile detonates directly underneath one of the Shrieks, flipping it end-over end. As the smoke clears only one of the three tanks remains. The other two are broken and burning, parts of the wreckage of one still floating above the ground, its anti-grav system still operational. A brief cheer is heard over the Earthforce comm lines as the third tank retreats.*

The Earth Alliance grew to power rapidly after defeating the Dilgar. This growth, however, has not been without its share of pain. Some years after the Dilgar War, a misunderstanding led to the near destruction of the Earth Alliance at the hands of the Minbari. More recently, the Alliance was ravaged by the most vicious civil war in their history. This book brings to life the people of the Earth Alliance and the machines of war they employ. Inside you will find:

- New Infantry types, including the elite Special Forces
- VTOLs such as the Magni Heavy Lifter and Valkyrie Gunship
- The Frey MRLS, a vicious artillery piece that can lay waste to large areas
- Company organization charts for armor, air cav, Special Forces and more

- Pre-designed companies utilizing the new army lists.
- In depth history on the evolution of the EA ground forces.

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