

SOUTHERN MILICIA



by Dream Pod 9

HEAVY GEAR
TACTICAL SUPPLEMENT

SOUTHERN MILICIA



Satellite observations had picked up the task force hours ago, but the extra preparation time had done little to reassure the defenders of the small Northern outpost. They looked with apprehension at the dust cloud that was forming on the horizon, and turned their sensors toward the incoming enemy force.

Rows after rows of armored tanks and Gears were on the march, crossing the desert in a gigantic line that extended as far as the eye could see on either sides. Menacing weapons gleamed in the late afternoon sun, and the distant rumble of a thousand engines could now be heard in the distance.

The Southern MILICIA is on the move — better hope you are not in their path.

MILICIA is an acronym which stands for MILitary Intervention/Counter-Insurgency Army. The Southern MILICIA recruits troops from all four Southern leagues; they are used to staff border outpost and perform counter-insurgency duty in the three vassal leagues. Most importantly, they spearhead the fighting against the South's enemies, taking the fight to protect their own across Terra Nova.

The Southern MILICIA Army List provides Heavy Gear tactical Players with all the information they need to run battles featuring the MILICIA and to build their own MILICIA units. Southern land forces are covered in detail along with guidelines for building miniature armies, new tactical abilities for special units and some historical background on the MILICIA.

The Army List includes:

- Details on over 70 standard cadre types, including 27 Gear cadres, 3 strider cadres, 24 infantry squads and 18 armored squadrons. Each squadron includes unique tactical abilities and optional vehicle modifications.
- Rules for building your own Southern MILICIA regiment.
- New Gear and tank variants unique to the Southern MILICIA.
- Full details on five famous regiments, including their commanders, special squadrons and unique tactical abilities. Each regiment is ready to play.
- Background details on the MILICIA, including strategy, medals, uniforms and standard equipment.



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TERRANOVAN MILITARY POWERS BOOK TWO

SOUTHERN MILICIA



..... **HEAVY GEAR**
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TABLE OF CONTENTS

0



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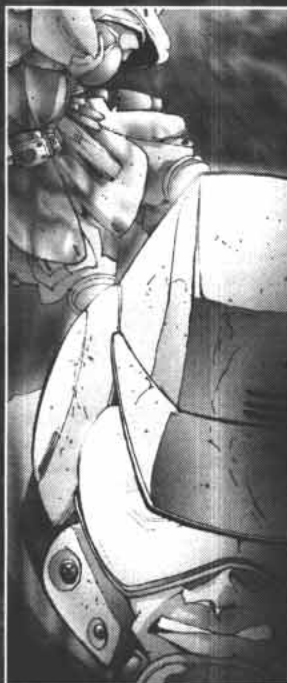
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CHAPTER 1: INTRODUCTION	4
1.0 BIRDS OF PREY	4
1.1 THE SOUTHERN MILICIA	5
1.1.1 SPECIAL ABILITIES	5
1.1.2 CONTENTS	5
CHAPTER 2: LIFE IN THE ARMY	6
2.0 THE STORM	6
2.1 HISTORY	7
2.1.1 SOUTHERN UNIFICATION (TN 1681-1685)	7
2.1.2 THE MERCHANT WAR (TN 1686-1688)	7
2.1.3 ST. VINCENT WAR (TN 1723-1729)	7
2.1.4 SANDSTORM STRAITS (TN 1896-1905)	8
2.1.5 WAR OF THE ALLIANCE (TN 1913-1916)	8
2.1.6 THE INTERPOLAR WAR (TN 1936-?)	8
2.2 STRUCTURE OF THE MILICIA	9
2.2.1 MILITARY RANKS	9
2.2.2 MILITARY UNITS	10
ORGANIZATION CHART	11
2.3 RECRUITMENT AND ADVANCEMENT	12
2.3.1 RECRUITMENT CENTERS	12
2.3.2 ADVANCEMENT	12
2.4 STANDARD ISSUE WEAPONS	13
2.5 MEDALS AND AWARDS	14
2.5.1 MEDALS OF VALOR	14
2.5.2 SERVICE RIBBONS	14
2.5.3 HILL MARKERS	15
2.5.4 COMBAT INJURY AWARDS	15
2.5.5 SPECIAL FORCES BADGES	15
2.6 UNIFORMS AND INSIGNIA	16
CHAPTER 3: TYPICAL GEAR CADRES	18
3.0 GIRLS JUST WANT TO HAVE FUN	18
3.1 STRUCTURE OF GEAR CADRES	19
3.1.1 BUILDING GEAR REGIMENTS	19
3.2 CONSCRIPT	20
3.3 GENERAL PURPOSE	21
3.4 RECON	22
3.5 FIRE SUPPORT	23
3.6 STRIKE	24
3.7 COMMANDO	25
3.8 AIRBORNE	26
3.9 MILITARY POLICE	27
3.10 ASSAULT STRIDER	28
3.11 ARTILLERY STRIDER	29
3.12 ELITE	30
3.13 CITY DEFENSE	31
CHAPTER 4: TYPICAL INFANTRY SQUAD	32
4.0 FIRST BLOOD	32
4.1 STRUCTURE OF INFANTRY SQUADS	33
4.1.1 BUILDING INFANTRY REGIMENT	33
4.2 BASIC	34
4.3 HEAVY WEAPONS	35
4.4 LIGHT RECON	36
4.5 HEAVY RECON	37
4.6 FIELD SPECIALISTS	38
4.7 SPECIAL FORCES ESCOURDES	39
CHAPTER 5: TYPICAL ARMORED SQUADRONS	40
5.0 THE STORM	40
5.1 STRUCTURE OF ARMORED SQUADRONS	41
4.1.1 BUILDING ARMOR REGIMENT	41
5.2 ARTILLERY	42
5.3 CONSCRIPT PATROL	43
5.4 LIGHT PATROL	44
5.5 HEAVY PATROL	45
5.6 LIGHT TANK	46
5.7 HEAVY TANK	47

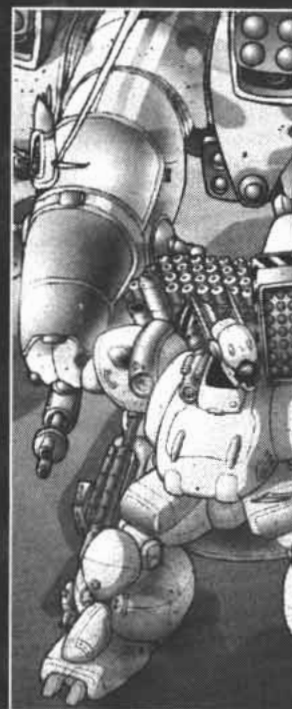
2



TABLE OF CONTENTS

0

CHAPTER 6: SUPPORT STRUCTURE	48
6.0 THE STORM	48
6.1 QUARTERMASTER DUTIES	49
6.2 TROOP MOVEMENT PROCEDURES	50
6.2.1 SUPPLY LINES	50
6.3 FOOD & EQUIPMENT	51
6.3.1 COOKING AND BASIC NECESSITIES	51
6.3.2 FUEL AND AMMUNITION	51
6.4 SPECIALIZED PERSONNEL	52
6.4.1 MEDICAL STAFF	52
6.4.2 FIELD SUPPORT PERSONNEL	52
6.4.3 POLITICAL OFFICERS	52
6.5 ALTERNATE SUPPLY ROUTES	53
CHAPTER 7: REGIMENTS OF NOTE	54
7.0 WIND BENEATH MY WINGS	54
7.1 CELEBRATED REGIMENTS	55
7.1.1 COMBINED ARMS	55
7.2 82ND MILICIA CAVALRY REGIMENT THE APES	56
7.2.1 COMMAND & UNIT STRUCTURE	57
7.2.2 PAINT SCHEMES & LOGOS	58
7.2.3 UNIQUE SQUADRONS/SQUADS	59
7.3 49TH HEAVY GEAR REGIMENT SILVER VIPERS	60
7.3.1 COMMAND & UNIT STRUCTURE	61
7.3.2 PAINT SCHEMES & LOGOS	62
7.3.3 UNIQUE SQUADRONS/SQUADS	63
7.4 27TH HEAVY GEAR REGIMENT THE HANGED MEN	64
7.4.1 COMMAND & UNIT STRUCTURE	65
7.4.2 PAINT SCHEMES & LOGOS	66
7.4.3 UNIQUE SQUADRONS/SQUADS	67
7.5 11TH RECON REGIMENT THE PHANTOMS	68
7.5.1 COMMAND & UNIT STRUCTURE	69
7.5.2 PAINT SCHEMES & LOGOS	70
7.5.3 UNIQUE SQUADRONS/SQUADS	71
7.6 31ST INFANTRY REGIMENT DEVILFISH	72
7.6.1 COMMAND & UNIT STRUCTURE	73
7.6.2 PAINT SCHEMES & LOGOS	74
7.6.3 UNIQUE SQUADRONS/SQUADS	75
CHAPTER 8: VEHICLES	76
8.0 THE STORM	76
8.1 CRIMAN FIELD HQ	77
8.2 ASP	78
8.3 HYDRA	80
CHAPTER 9: MILITARY DOCTRINE	82
9.0 ONCE UPON A TIME	82
9.1 OFFENSIVE DOCTRINE	83
9.1.1 COMMAND STRUCTURE	83
9.1.2 DEPLOYMENT	84
9.1.3 FIRE POLICY	84
9.1.4 BATTLEFIELD SUPPORT	84
9.2 DEFENSIVE DOCTRINE	85
9.2.1 COMMAND AND CONTROL	85
9.2.2 DEPLOYMENT	86
9.2.3 FIRE POLICY	86
9.2.4 BATTLEFIELD SUPPORT	86
9.3 BATTLEFIELD CONTINGENCIES	87
9.3.1 CHAIN OF COMMAND	87
CHAPTER 10: PERSONALITIES OF NOTE	88
10.0 A HERO'S WELCOME	88
COMMANDANT JORGE RODRIGUEZ	89
COMMANDANT ASHTON BUJOLD	90
ADJUDANT-CHIEF ANDRE SWANN	91
COMMANDANT SOCHARD LEVANT	92
SOUS-COMMANDANT SOPHIE TAVERNIER	93
COMMANDANT BERTRAND MARCEAU	94
COMMANDANT ANNE MASTERSON	95
INDEX	96



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BIRDS OF PREY



Vulture to ground team gamma. . . picking up a signal 300 meters to your left. Veering to intercept. Looks like. . . looks like a Hunter, no smoke. Over. The comm crackled and hissed with a hundred similar transmissions, as the searchers fanned out across the shifting sands of the southern Badlands. Tristan glanced up at the crystal-clear sky, and shifted his grip on his handhold slightly. He leaned back against the side of the truck, letting the spitting comms fade into the background as the transport swerved to follow the directions from the air support.

Vulture... a pretty apt call sign. The aerial recovery team tended towards that kind of sarcasm, almost seeming to revel in their positions as scavengers of the dead and dying. *Just the kind of useless drudge job the MILICIA loves.* This was his first time on recovery duty, heading out to "rescue" the downed Northern pilots for interrogation and the dead Southerners for heroic burial. The radio crackled again, and Marta leaned out of the driver's window to holler at the troops hanging on to the sides of the transport.

"Vulture says it's just beyond that ridge. . . half-buried under the sand. She thinks it hit a sinkhole. You're off now — take shovels!" With that said she slowed, and the team bailed off, Tristan barely managing to stifle a yelp as he hit the ground with his shoulder first. A couple of the team laughed as he struggled to his feet below the weight of his gear.

"Take it easy, kid!" Tris turned as Benny strode up to him. "You'll get the hang of the drop soon enough. It just takes some practice." The larger man was beginning to show signs of gray in his hair, but the strength in his arm as he slapped Tris on the back made the rookie stumble and almost tip over again. "Come on, rook. Time to teach you what can opening is all about." Benny took off at a quick trot, catching up with swiftly moving group with ease. Tris reshooldered his pack, and broke into a run.

The Hunter was indeed half-buried in the sand, its legs plugging the sinkhole that had opened up to trap it. The sand swirled down around its bottom half, slowly trickling into the MacAllen tunnels below. The team was already setting up, the huge shears and saws fitted with their power-packs. Tris shivered slightly when he dropped his pack and took a good look at the still, silent metal corpse. It lay, bent at a strange and unnatural angle, one arm all but severed, wires — veins and arteries — falling casually across the heated rock.

A crunch of metal echoed throughout the area, and Tristan ran to add his weight to the straining and groaning machinery. The cockpit began to wrench open, but the jaws of life stopped, with a scream of tortured gears. Benny shouted with rage, and Tris made a mental note of some of the more interesting terms as he scrambled up the outcropping to clear the fallen stones off of the Hunter's canopy. The debris fell easily, and Tris dropped back down onto the rock as the team popped the cockpit open. He glanced down at the Gear once the canopy fell clear, and the bile rose in his throat.

The pilot lay within the wreckage, her body as twisted and broken as her Gear. She was. . . had been. . . young, not more than 25 cycles. Blood streaked her face, her helmet in shards. Her arms were. . . wrong, somehow, bent in more places than should have been possible. Her eyes — they must have been blue, once — stared up at him blankly, stared through him. She looked, a little, like his sister.

Tristan staggered backwards, his chest heaving and throat closing. Stumbling blindly past the crew, he caught his foot on a cable and toppled to the ground. Curling into a ball, he retched and heaved, praying for someone to erase the sight that seemed etched on his eyes. He heard a voice, faintly, in the distance. Benny. "Figures. Why do we end up with all the soft ones?"

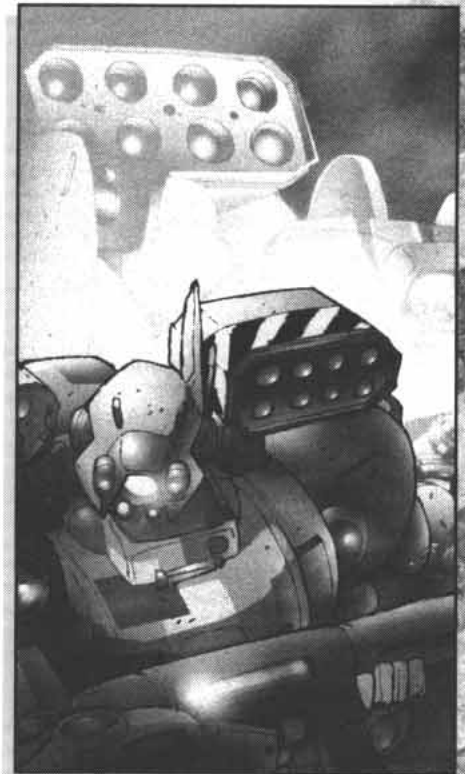


The Southern MILICIA - 1.1

The Interpolar War is now in full swing, with forces from both confederations clashing across the planet in an attempt to establish a foothold in enemy territory. The Southern Republic and their allies are busy quelling unrest at home, and the task of taking on the invading Northern forces fall primarily to the multinational force known as the MILICIA (an acronym which stands for MILitary Intervention/Counter-Insurgency Army). The MILICIA is made up of soldiers from all the Southern leagues, and although poorly equipped and trained, their large number make them a force to reckon with. Though they are normally used to quell disturbances and do other tasks deemed beneath the national armies, the Southern command prefers to see them out of the way, just to avoid possible sympathies with the locals. Besides, they might just weaken the Northern forces enough that the South can win the war easily; the utter destruction of the MILICIA in the process would be a small price to pay.

The **Southern MILICIA Army List** gives Heavy Gear Players everything they need to field Guard regiments in their own tactical games. In these pages, you will find guidelines for building your own "armies" of Southern MILICIA forces, including Gear, armored and infantry units. Air and space forces operate separately, require some additional tactical rules and so are treated in other products, including Tactical Air Support. Although the army list is intended largely as a tactical supplement, roleplayers will find some things for them. Indeed, the history of the Southern MILICIA, notes on awards, uniforms, personal weaponry and famous commanders can all help flesh out roleplaying campaign featuring the AST's army or even spark an adventure idea or two.

The Southern MILICIA Army List is, above all, a tool for tactical Players to use. Chapters 3, 4 and 5 explain the procedures for building Gear, infantry and armored regiments of your own and the rules that govern their composition. Note that you can mix and match unit types (usually by replacing a company of one type by another). This will add flexibility to your regiment, but it will make it harder to get very many highly skilled units. For example, you might create a regiment made up of three Gear compagnies and one infantry compagnie. This would allow the regiment to take advantage of the infantry's unique ability to take cover and being hard to dislodge, but will preclude having very many top-notch Gear cadres; see Chapters 3, 4 and 5 for more details.



Special Abilities - 1.1.1

The Southern MILICIA Army List introduces the concept of special unit abilities to the Heavy Gear tactical game. These are added bonuses that experienced units have developed over time. These are listed with each cadre or infantry escouade type (see Chapters 3, 4 and 5). The famous regiments listed in Chapter 7 also have their own unique abilities (associated with unique cadre types). All these abilities affect a cadre's Threat Value, something already factored into the TVs provided in this book.

The famous commanders listed in Chapter 10 also each have their own special tactical ability that reflects their style of command and their relationship with the soldiers under their command. These abilities are listed with each character and apply to the whole force when the commander is on the field and has access to a functional communications system. In this case the Threat Value multiplier applies to the entire force and is not yet factored into the cadre TV totals.

Contents - 1.1.2

Chapter 2: Life in the Army details the history, structure, unit types, policies, standard equipment, medals and uniforms of the Southern MILICIA. Due to space limitations, only an overview of each topic can be provided — describing a large, multi-league force such as the Southern MILICIA in more than broad detail would be a series of books in and out of itself. This chapter will be most useful to roleplayers and tactical Players who wish to add flavor to their games, and sets the stage for the more tactical chapters that follow. Chapter 3: Typical Gear Cadres, Chapter 4: Typical Infantry Escouades and Chapter 5: Typical Armored Cadres are the core of the army list. They list all the standard ground units that make up the fighting force of the Southern MILICIA. These chapters provide you with the guidelines for building your own regiments and list special abilities and possible modifications for every cadre or escouade type. With these chapters, you will be able to field your own MILICIA forces for tactical play.

The following chapters provide additional options and support for the basic units established. Chapter 6: Support Structure focuses on the units that aid the fighting men, from medical specialists to engineers and quartermasters. Chapter 7: Regiments of Note details five famous MILICIA regiments (two Gear, two armored and one infantry). These regiments, complete with special abilities and unique cadre types, are ready to play, but can also provide inspiration for your own units. Chapter 8: Vehicles provides background and game statistics for a few vehicles unique to the Southern forces. Chapter 9: Doctrine examines the typical tactics used by the Southern army. Chapter 10: Personalities provides background and complete statistics for the commanders and personalities of the five regiments from Chapter 7. Each commander has a special tactical ability.



THE STORM



The sand blew with a relentless fury, the maddening scraping sound seeming to grow louder with every passing minute. Sous-Caporal Jadis Racagen toggled his exterior sensors again in resigned weariness, but the emergency tarp was holding firm. He switched the sensors off again in disgust, and tried to sink down in his seat. Iguanas hadn't been designed with long occupancy in mind, and his back end was sore in a thousand different places. The storm had been blowing for what felt like days, and didn't show any signs of letting up.

It had been the usual deadly-dull sort of patrol that the MILICIA was stuck with all the time. Wander through the town, scatter out and check the surrounding area for... something. What, exactly, had they been expected to find? A whole squadron of Northerners hiding under a rock? Busy-work, really. But the storm had blown up out of nowhere, and he'd had about five seconds warning to unfold his tarp and try to find a modicum of shelter before the wall of tiny rocks descended on him. No rescue team would go out in this, and trying to make it back to base would be incredibly stupid. It was a toss-up whether his Gear would break down before he fell down a sinkhole.

And so he sat. And waited. And sat. He watched the chronometer count up the minutes... no, wait, those were seconds going by so slowly. Maybe the storm was some kind of temporal loop. His nose itched, and he desperately tried not to think about it. Finally he gave in, bashing his elbows into the side of the tiny cockpit as he struggled with the lock on his helmet. Letting out a long and exasperated sigh of relief, he fought to get the helmet down into his lap. His nose had stopped itching. Of course. Why not?

He must have dozed off for a moment, because he jerked awake when a loud rumbling sound seemed to fill the cramped and claustrophobic compartment. He felt a tight cramping in his stomach, and noticed the time. The storm had been raging for more than four hours at this point, and the last time he'd eaten had been... when? The patrol had mustered out early, and he'd missed breakfast. Last night, then. At the base mess. If you could call that food...

Phil had grabbed the hopper-patty and bounced it in his hand, gauging the aerodynamics of the heavily charred and blackened hunk of meat. A grin on his face, he'd launched it at the second table over, the usual 'territory' of the Silver Vipers. Jadis laughed out loud as he recalled the look on the face of their duelist as he tried to wipe the splattered soup off of the front of his uniform. Chaos had erupted, naturally, but even the KP punishment detail had been worth it to soak the bloody Vipers with the sugar-water the cooks passed off as juice.

Mamoud, he wished he had some of that right now. Wait a second... he'd stashed some ration bars in here last month when they'd gone on that long patrol up Gable way. Maybe the techs hadn't taken them out. Fumbling with his harness, Jadis managed to pull some ease into the straps. Twisting around in the seat, he squeezed his arm under the armrest and popped the hatch of the tiny storage compartment. Somewhere in here... he pulled out a stack of forms that he'd been intending to submit, a trideo chip he'd thought he'd lost, another trideo chip that he'd borrowed from Gary — of the sort that made him blush to think about — and finally, two crumbly and broken ration bars. He offered up a small prayer of thanks, and devoured the bars so quickly that he barely even winced at the taste.

Leaning back in his seat, he paused for a moment. Something had changed, something was wrong. Missing. Sound... there was no sound! The howl of the wind was gone, and the incessant scraping of rock against rock had stopped. He flashed on his sensors, then began to scrape at the piles of sand at the base of his tarp. The storm was finally over!



HISTORY - 2.1

MILICIA is an acronym which stands for **MILitary Intervention/Counter-Insurgency Army**. The **MILICIA** serves a very different role than the Northern Guard, its closest counterpart on the other side of the planet. The **MILICIA** is really little more than an auxiliary force to the South's real military power, the Southern Republic's army; however, unlike the Republican military, the **MILICIA** recruits troops from all four Southern leagues. Some of its men are conscripted to serve, others join willingly — sometimes as their only way out of misery, sometimes because they cannot be accepted elsewhere due to personal failures or shortcomings.

The shape and function of the force has changed very little since its formation two hundred cycles ago: today, as then, the **MILICIA** soldiers are used to staff border outposts and perform counter-insurgency duty in the three vassal leagues. In many ways, they are the Allied Southern Territories' first line of defense. During peacetime, the **MILICIA** is composed of roughly twenty-five legions and tens of thousands of base personnel, though this number has gone up and down (mostly down) during the past few months due to the brutality of the fighting in the Interpolar War.

Despite being considerably larger than the Northern Guard, its near-mirror counterpart on the other side of the planet, poor morale and a lower ratio of armored vehicles to infantry hampers the Southern **MILICIA**. Once all the variables have been taken into account, most military analysts agree that the Southern patchwork armed force is only roughly as powerful as its Northern opponent. With the outbreak of the Interpolar War, the **MILICIA** has been integrated into the Southern Republic's military structure, as are all other Southern armies, and placed under Republican control for the duration of the conflict.



Southern Unification [TN 1681-1685] - 2.1.1

The **MILICIA** did not come into being until after the formation of the Allied Southern Territories in TN 1681. The brutality of the fighting around some of the city-states had severely affected the combat readiness of the Republican army, and headquarters were at a loss to supply the required troops to pacify the territories of the Republic's new "allies." As the Southern Republic lacked the manpower to police its new territory it was decided that each League would have its own security force to deal with internal problems; the underlying threat of the Republican military was deemed strong enough to ensure that most peacekeepers would be expedient in their tasks. These forces would become known as the *Milices Régionales*, or local militias.

The convoluted military agreements signed by the Southern powers after the formation of the AST granted the Republican Army numerous powers over the *Milices*, making them as a whole subject to the orders of the Council of Prefects, the policy-making body of the Republican Army. A Republican soldier could pull rank and issue orders to any *Milice* soldier of equal or lower rank. The most lasting effect, however, was that the Republican Army reserved the right to transfer any of its soldiers to the *Milices* as a means of punishment, which would lead to an unjust reputation that would take decades to change.

The Merchant War [TN 1686-1688] - 2.1.2

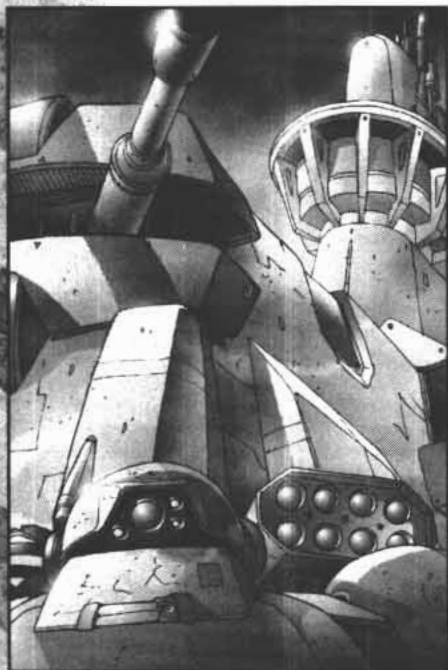
The first large scale deployment of the units that would eventually form the **MILICIA** occurred during the conflict now known as the Merchant Wars, which pitted several leagues against one another over trade concerns. The *Milices* were used at first as cheap cannon fodder, a good means of getting rid of rebellious troops. Their unexpectedly high performances throughout the conflict, however, led the AST to reconsider the *Milices*' status. By TN 1695, most *Milices* had been reorganized under a new designation, the **MILitary Intervention/Counter-Insurgency Army**. A peculiar love-hate relationship soon formed between the Republican Army and the new corps; according to the high-standards of the SRA, partially based upon the **MILICIA**'s unsavory reputation and the ranks filled with the Republican Army's washouts and criminals. Because of this, Republican soldiers had little respect for the AST's troops.

St. Vincent War [TN 1723-1729] - 2.1.3

Two hundred years after Earth abandoned its colonies, the Terranovan states were involved in their most devastating war ever. The war started simply as another skirmish between opposing units in the sandy wastes of the Badlands. The prize was the medical cargo of the *St. Vincent*, an old medical cargo ship lost since the first days of exploration. Unfortunately, the battle unleashed a bioplague upon the unsuspecting planet. The *St. Vincent* plague was highly sensitive to hormone levels in its host. Unable to survive in adults, the plague infected and killed over ten percent of Terra Nova's children within a month. Public grief and pain sent massive forces into the Badlands as furious Northerners sought revenge against the South. Though the **MILICIA** forces tasked to break the Northern onslaught were more numerous, they barely managed to hold their own against the nearly-fanatical Northern forces. The conflict, which would go down in history as *St. Vincent's War*, continued for six cycles before the economies of both demoralized confederacies collapsed.



2.1.4 - Sandstorm Strikes [TN 1896-1905]



The St-Vincent War was followed by a period of relative calm, with only border skirmishes and the occasional skirmishes taking place in remote areas of the planet. A state of cold war existed between the two polar confederations, both busy licking their wounds from the conflict. The South in particular was kept busy by the occasional outburst of unrest within its borders, most of which were quietly quelled to avoid further dissension and present a unified front to the rest of the world. By the late cycles of the nineteen century, however, the situation on the home front had stabilized once more, allowing politicians to look beyond their borders. Though many of the disputes were settled through diplomacy and backroom deals, tensions over control of the planet and its easily accessed resources led to conflict once again.

The brushfire warfare in the Badlands, which soon became a convenient arena to settle disputes and trade conflicts, soon increased in intensity. While the planet did not lack wealth, the former colonists were still unsure of their production means on the largely untamed border planet, even after so many centuries of work; it was usually easier to take from one's neighbors than to invest time and money in new developments. These confrontations in the desert started some of the better known legends about a select few MILICIA regiments, and many of the modern units proudly boast of their achievements during this troubled period. The Sandstorm Strikes also confirmed the reputation of the southern force as an unconventional mix of incompetence and heroism.

Strangely, while most Republicans saw the MILICIA as a career dead-end, others saw in it unlimited opportunities, unrestrained by the tight web of tradition and duties placed over the national armies. Prefect Arland Longchamps was one of those soldiers, a man who rose through the ranks from humble beginnings at the MILICIA War College to a key post in the Terranovan Headquarters during the War of the Alliance. They softened the rough image of the MILICIA and improved its standing, though not much, with the arrogant soldiers of the SRA.

2.1.5 - War of the Alliance [TN 1913-1916]

The War of the Alliance was a shining moment for the MILICIA, which allowed them to prove themselves to the other military forces on the planet. By TN 1913, the two polar confederations were on a crash course towards a catastrophic world war. The militaries of both polar states were at their peak in manpower, equipment and training. Earth waded into the middle of this snake pit, unaware of the extreme political instability present. The War of the Alliance had begun. In the summer of TN 1913, the CEF fleet landed over 400,000 troops near the equator and, lacking detailed information about Terranovan military installations, proceeded to bomb Terranovan cities from orbit. This only succeeded in enraging the planet's governments, resulting in the North-South alliance and the launching of a massive counter-offensive against the fleet. Anders von Breslau, Field Marshal of the CNCS and commander-in-chief of the Alliance, appointed Prefect Longchamps as his senior advisor, sealing the new alliance between North and South (Longchamps would die 37 days before the end of the war to save von Breslau from an assassin's bullet).

Part of the Colonial Expeditionary Force's land troops drove due south into the Mekong Dominion's petroleum-rich lowlands. While the MILICIA defenders did not prevent the invasion of their territory, they did manage to field enough troops to completely bog down the Earth advance by the end of TN 1914. For the next two Terranovan years, the fronts along the Ashington-Mekong corridor barely moved despite dozens of offensives by both the CEF and the Terranovan defenders. The opening of a third front by the Peace River Army shifted the balance of power in favor of Terra Nova's defenders. The war officially ended in TN 1917 with the Earth fleet's return to Terra Nova to acknowledged the planet's independence and pick up the survivors to go home.

The War of the Alliance had a strange side effect in that both the Northern Guard and the Southern MILICIA, which used to have very different operational structures, now resemble each other very much. This was due to the unparalleled degree of cooperation and fraternization within the ranks of the two groups, which forced the high commands on both sides to adopt similar structures and procedures to facilitate resupply and support.

2.1.6 - The Interpolar War [TN 1936-?]

Alas, the new *détente* was not to last. Reverent Hutchison's assassination in TN 1935 was the spark that ignited the new conflict, but the MILICIA was prepared for war well before that. The Southern Republic had long term plans for the planet, and the MILICIA was one of the tools required to bring that plan to fruition.

The MILICIA was quickly ordered into battle at the forefront of the Southern war effort. The force, however, is starting to suffer from morale problems; many of the officers and troopers are old enough to have served during the war against Earth, and they are leary of fighting their old war comrades. The rate of desertions has increased significantly since the start of the war, and the high command are wondering how far this will go before they have to implement drastic disciplinary policies.



Structure of the MILICIA - 2.2

The MILICIA is really little more than an auxiliary force to the South's real military power, the Southern Republic's army. It has been organized into easily-manageable regiments with troops recruited from all four Southern leagues. Southern national forces are sometimes rotated for a tour of duty within the MILICIA, usually for training purposes or when there is a shortage of manpower in a given region. These assignments are not popular, however, and are thus avoided whenever possible. During wartime, the MILICIA is fully integrated into the Southern Republic's military structure, as are all other Southern armies.

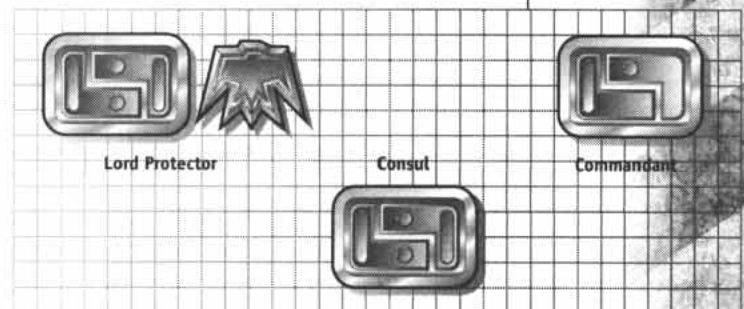
Military Ranks - 2.2.1

Commissioned personnel include general officers, senior officers and junior officers, all of whom have been formally trained in the art of war, tactics, bureaucracy and leadership in order to organize and manage the army in time of peace or war. Non-commissioned personnel includes senior and junior NCOs, who are essentially enlisted personnel who have been promoted and assigned more responsibilities to assist commissioned personnel in the performance of their duties. Enlisted personnel is what composes most of the armed forces, and includes all manner of infantrymen, specialists and various support personnel.

The commissioned officers are essentially those who give the orders. The highest ranking among them, the general officers, include the Consul and Prefects. Of all the officers in the MILICIA, they are the ones most concerned with large-scale movement of troops, supply lines and policies within the armed forces. While several of their duties are of a political nature, several high-level officers, especially Prefects, remain attached to the duties that bring them closer to the men they command. Under the command of the general officers, the senior officers (commandants and lieutenants) command regiments and battalions, deciding what company receives what mission and how to best apply the orders they receive from above. They are the highest ranking officers who interact with enlisted personnel face to face. As such, they not only represent the general officers with their men, but also do the reverse.

Commissioned Officers

Category	Rank	Role
Curian Officers (AST only)	Lord Protector	Supreme Commander
	Lord Chancellor	National Supervisor
	Lord Councilor	Legion Supervisor
General Officers	Consul	Commander-in-Chief
	Prefect	Legion Commander
Senior Officers	Commandant	Regiment Commander
	Sous-Commandant	Battalion Commander
Junior Officers	Lieutenant	Company Commander
	Sous-Lieutenant	Platoon Commander

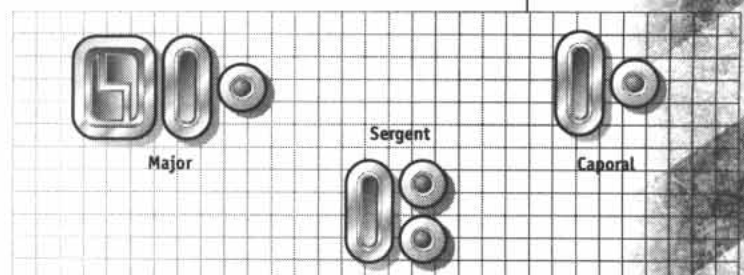


Non-Commissioned Officers

No CO would be complete and efficient without a skilled NCO. The latter acts both as a counselor and an assistant, offering advice and suggestion to the CO on how to best use the men under their command to perform their duties and achieve their goals. Senior NCOs (major, adjutant and sergeant) operate on a regimental, battalion or company level. They are the enforcing of the commander's authority, and they are directly responsible for disciplining the men under their supervision. Their long cycles as enlisted personnel have given them valuable experience and earned them an enviable reputation, one which is not without perks. While NCOs must obey orders from their commanding officers, they are often given more latitude as to how to carry out these orders. Junior NCOs include sergeant and sous-sergent, personnel who have been promoted because of their leadership abilities and their excellent performance (at least in theory).

Non-Commissioned Officers

Senior NCOs	Major	Legion NCO
	Adjutant-Chef	Regimental NCO
	Adjutant	Battalion NCO
Junior NCOs	Sous-Adjutant	Company NCO
	Sergeant	Platoon Commander
	Sous-Sergeant	Section Commander
Enlisted Personnel	Caporal	Escouade Commander
	Sous-Caporal	Specialist
	Soldat	Infantryman





2.2.2 - Military Units

The building blocks of a military organization are military units. Units vary in size from 10-man escouades to 200,000-man task forces. The South has assembled task forces composed of multiple divisions. The exact size and composition of each task force depends upon the task the unit must accomplish. A task force is normally commanded by either a consul or a well-respected prefect.

◆ Legion

Legions are the largest military unit maintained by Southern militaries during peacetime. Legions are commanded by a prefect. On average, legions are composed of about 20,000 troops, but this number varies with the unit's composition. The Southern MILICIA usually fields twelve to fourteen Infantry Legions, six Cavalry Legions and six to eight Border Legions.

◆ Brigade

Brigades are the smallest standard military unit capable of independent actions for extended periods of time. The core fighting group varies according to the type of brigade. In addition to their core units, brigades usually have one to two thousand additional troops scattered across support units, such as Artillery Regiments, Engineering and Service, and a Military Police Platoon.

◆ Regiment

Militaries are rich in traditions and history. It is at the regimental level of organization that this subculture is consolidated. Regimental traditions often include variations on official uniforms, rituals to commemorate past events and regimental emblems and songs. Southern regiments are normally commanded by a sous-commandant. The size of a regiment can vary greatly, but generally consists of three battalions and a command section along with support troops.

◆ Battalion

Battalions are infantry units of about the same size as Gear or armor regiments. Southern battalions are normally commanded by a sous-commandant. Whenever battalions are part of an infantry regiment, the officer is called a sous-commandant de battalion. The sous-commandant of an infantry regiment is called a sous-commandant de régiment and has the authority to pull rank on the former.

◆ Compagnie

Compagnies are the highest level of organization where the commanding officer is still slogging along with his troops instead of issuing orders from within a separate command section. This gives company commanders lots of battlefield experience. Southern companies are occasionally called centuries and are commanded by a lieutenant.

◆ Platoon

Infantry companies normally break down into three platoons of about 40 soldiers each. This is the largest type of unit where social bonding between soldiers is frequent. Infantrymen in the same platoon normally know each other's names and life stories, and usually share a strong sense of camaraderie. A Southern platoon is commanded by a sous-lieutenant or a sergeant.

◆ Section

Sections are units just above the cadre/escouade level. They consist of between 20 and 30 soldiers and have a powerful camaraderie. Sections are normally the smallest unit sent out on patrols. Southern sections are commanded by sous-sergents. A Gear section consists of three cadres. Occasionally, one or more of these three cadres will be a specialized cadre.

◆ Cadre

Cadres are the smallest unit of military vehicles. A cadre normally consists of three to five vehicles. Southern armor cadres are under the command of either a sous-lieutenant or a sergeant. Southern Gear cadres are commanded by a sous-sergent. Gear cadres come in five common types: general purpose (GP), reconnaissance, fire support, strike, and commando.

◆ Escouade

An infantryman's escouade is his family away from home. A escouade is typically made up of ten soldiers, two of which are equipped with heavy weapons. Occasionally, unusual escouade types can be found. Light armed reconnaissance escouades and specially armed sniper escouades can also be found. Southern escouades are led by a Caporal.



Heavy Gear Regiment Organization

Type	Quantity	Visual Recognition	Core Units
Gear Regiment 	4		Gear Compagnies
	1		Support Compagnie
	1		Command Section
Gear Compagnie 	4		Gear Sections
Gear Section 	4		Gear Cadres

Armored Regiment Organization

Type	Quantity	Visual Recognition	Core Units
Armored Regiment 	4		Armor Compagnies
	1		Support Compagnie
	1		Command Section
Armored Compagnie 	4		Armor Sections
Armored Section 	4		Armor Cadres

Infantry Regiment Organization

Type	Quantity	Visual Recognition	Composing Units
Infantry Regiment 	4		Infantry Compagnie
	1		Command Section
	1		Support Compagnie
Infantry Bataillon 	4		Infantry Compagnies
Infantry Compagnie 	4		Infantry Platoons
Infantry Platoon 	2		Infantry Sections
Infantry Section 	2		Infantry Escouades



2.3 - RECRUITMENT AND ADVANCEMENT

Most of the regiments in the MILICIA's table of organization are permanently attached to the AST armed force. There is a program whereas regiments and units from the national southern armies may be assigned to a MILICIA task force for a certain period of time varying from a few weeks to a few cycles, but most of the troops are under the MILICIA's permanent table of organization. This thus require the force to periodically recruit manpower to supplement its ranks as they are depleted by personnel mustering out or becoming casualties of battle.

Despite the army's bad reputation, enrollment in the MILICIA remains a popular option for the disaffected youth of the Southern leagues, especially in the poorer regions. The military becomes their ticket out of poverty and often out of the area as well, allowing them to see the world and learn skills that they would otherwise not have been able to acquire. Lack of connection or knowledge prevent them from enlisting in the regular armies of their leagues, but the MILICIA has no such requirement: if you can hold a rifle and survive the training period, you are in.

2.3.1 - Recruitment Centers

The MILICIA has a few recruiting centers in the main city-states of the South to allow potential recruits to get in touch. MILICIA recruitment centers, unlike those of other military forces, are few and far between, and generally lack the polished "military glory" looks that are often deemed necessary to attract recruits. The personnel at each center take a very down to earth approach to new recruits, letting them know what awaits them. Faded and torn posters on the walls extol the virtues of the southern alliance and the strength the member-states derive from it.

The centers are staffed by ex-soldiers or bored bureaucrats, who often take numerous breaks and are notoriously slow to fill the necessary paperwork. Background checks are mostly done by automated systems, as the requirements are much more lax than the national armies and there are more pressing matters to attend to. Bribes are uncommon, but generally only cautiously welcome. Intelligence agencies like Les Témoins sometimes take an interest in the recruiting centers, seeing them as a wide-open entry door for malcontents, agitators and foreign agents.

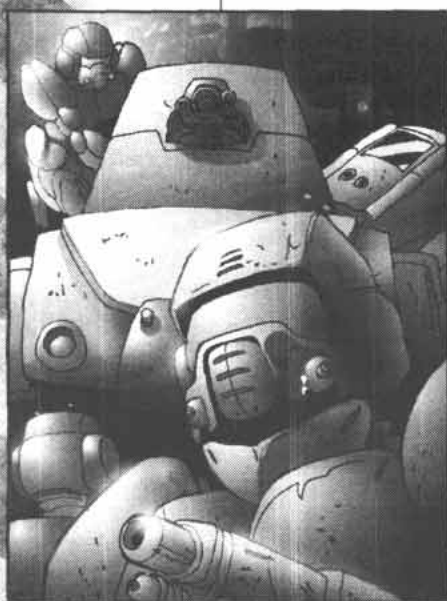
2.3.2 - Advancement

Advancing through the ranks is not particularly easy in the MILICIA, since officers are constantly brought in from the outside either for a tour of duty or for permanent assignment (i.e., punishment). Officers are particularly heavily scrutinized. Incompetent officers are promoted laterally, assigned to important-sounding duties where they can do the least damage. Competent soldiers and officers, on the other hand, are noticed and encouraged, but are rarely promoted since there are so few openings. Often, truly exceptional individuals will often receive offers to transfer to the SRA or another armed force instead of going up the ranks, unless they are perceived as troublemakers or have many enemies in the military hierarchy.

Ranks, Advancement and Salaries

Commissioned Officers	# Cycles*	Salary	Tax
Consul	8	80,000 D	50%
Prefect	6	67,000 D	45%
Commandant	5	54,000 D	45%
Sous-Commandant	5	45,000 D	40%
Lieutenant	4	34,000 D	35%
Sous-Lieutenant	5	25,000 D	30%
Non-Commissioned Officers.	# Cycles*	Salary	Tax
Major	4	20,000 D	20%
Adjudant-Chef	4	34,000 D	35%
Adjudant	3	25,000 D	30%
Sous-Adjudant	2	20,000 D	20%
Sergent	2	18,000 D	20%
Sous-Sergent	3	15,000 D	15%
Caporal	2	13,000 D	15%
Sous-Caporal	2	10,000 D	15%
Soldat	3	8,000 D	10%

• This is the minimum number of cycles that must be spent at this rank before earning a promotion. Exceptional individuals may reduce that amount by 25-50%.





Standard Issue Weapons - 2.4

Most standard issue weapons used by the MILICIA are provided by low bidders to keep cost down. The weapons are therefore unsophisticated, but the care taken in choosing them means they are often surprisingly rugged. It is not unusual for an infantry to drop his rifle in the mud, pick it up and fire it first time; a similar Northern weapon would probably jam.

☐ Sepeca 9mm Pistol

Weapon:	9mm Pistol
Accuracy:	0
Damage:	x16
Range (m):	5/10/20/40
ROF:	0
Clip:	20
Radius (m):	N/A

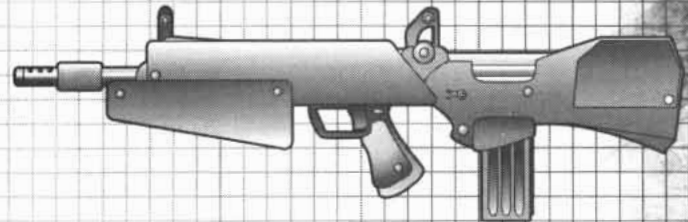


Note: Image not shown to scale with other weapons.

Reliable and inexpensive, the Sepeca pistol is one of the most common pieces of equipment assigned to military personnel in the exercise of their functions. Almost every MILICIA Gear pilot carries one in his cockpit, and all military police officers carry one at all times, generally with the extended clip option.

☐ Dartand 7mm Assault Rifle

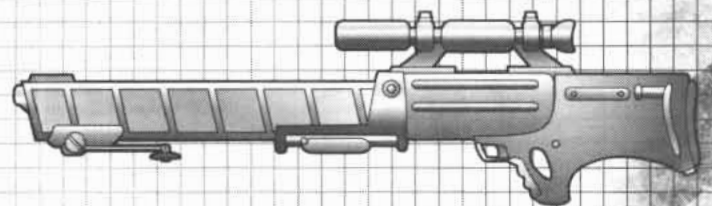
Weapon:	7mm Assault Rifle
Accuracy:	0
Damage:	x20
Range (m):	55/110/220/440
ROF:	0
Clip:	30
Radius (m):	N/A



This rifle is the weapon of choice for MILICIA infantry soldiers. The Dartand is simple and rugged, and is easily sealed against adverse environmental conditions after cleaning.

☐ N-36 9mm Heavy Rifle

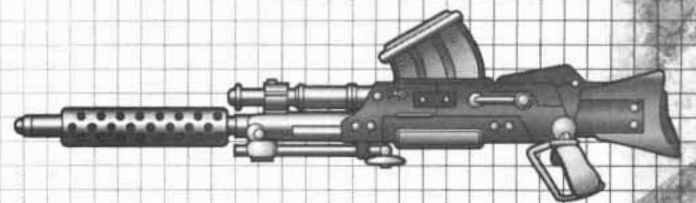
Weapon:	9mm Heavy Rifle
Accuracy:	0
Damage:	x30
Range (m):	60/120/240/480
ROF:	0
Clip:	10
Radius (m):	N/A



The N-36 is mostly used by recon personnel, who need to carry light support weapons with good range during their scouting missions. The N-36, weighing less than 4 kilograms, fills that role perfectly. It has excellent penetration and range, yet is still relatively inexpensive.

☐ Sepeca FAC-8 Anti-Gear Rifle

Weapon:	Anti-Gear Rifle
Accuracy:	+1
Damage:	x70
Range (m):	150/300/600/1200
ROF:	0
Clip:	3
Radius (m):	N/A



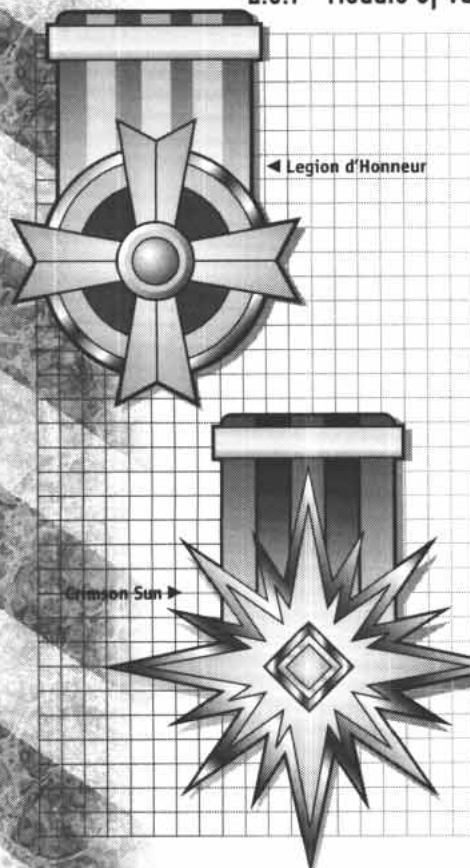
The FAC-8 Anti-Gear Rifle is a powerful rocket-boosted cannon designed to take out light armored vehicles. It weighs nearly 15 kg, and each of the clips weighs 2 kg each, which makes it fairly rare among the rank and file.



2.5 - Medals and Awards

Though lacking much of the pomp and circumstance of the Republican Army, the AST MILICIA has its fair share of medals and other forms of recognition. Having no delusions of grandeur about his position, however, the everyday MILICIAman places little priority on uniform decorations. Although the average troufion is usually too busy keeping his head down to worry about such abstract concepts as honor and valor, he is not above accepting such trinkets, with the accompanying pay raise, of course. The decorations are seldom worn outside of special occasions such as promotions, dress uniform ceremonies, or important personal events like weddings. Most troopers like to say that a MILICIAman who keeps wearing his decoration is a recent transfer from the glory-obsessed Southern Republic Army.

2.5.1 - Medals of Valor



Unbeknownst to the typical grunt, the MILICIA's medals of valor were created as a sort of an inside joke among Republican administrators. Having always had low expectations of its unruly army of conscripts, the high command mainly instituted the MILICIA system of recognition for appearances, and in the faint hope that a brave few would rise above the dregs. Much to their surprises, the medals have been awarded several times over the existence of the army, making more than one planner revises his opinion of the MILICIA.

Legion d'Honneur ●

The Legion d'Honneur (Legion of Honor) is the highest award available to the Southern MILICIA. It is the only AST decoration that even comes close to granting the same prestige as a comparable Republican medal. It is presented only to exceptionally brave individuals, the daring few who glorify the Allied Southern Territories with their legendary acts of heroism and self-sacrifice. The effort needed to make the myopic Republican officials sit up and take notice is Herculean to say the least, and needless to say, most Legion d'Honneur medals are awarded posthumously. Those that get them and survive generally try to keep a low profile, if only to avoid bad luck — superstition goes that Death seeks those with the Legion d'Honneur, having missed them on the first encounter.

Crimson Sun ◆

The MILICIA's standard award for valor, the Crimson Sun was created almost as an afterthought. The Crimson Sun is distributed mainly while the MILICIA is at war, but it has been presented to a notable few during peacetime for great and heroic deeds accomplished in the service of the southern states. Certain soldiers have been awarded the Sun, for instance, for fending off Rover attacks against the AST's Badlands territories. All dramatics aside, however, the Crimson Sun is mainly a propaganda tool. Units favored by the high command have, historically, amassed great quantities of the medals, while other less politically-expedient troops go unrecognized. The Crimson Sun is sometimes made into a small badge that is attached to the flag of a regiment if many of its troopers have received it, as symbol of heroism under fire.

2.5.2 - Service Ribbons



Service Ribbons are the most frequently encountered MILICIA decoration (not Combat Injury Awards, as the more sarcastic grunts would have you believe), and are first issued after a soldier has served five cycles of active duty service. A symbol of tenure, a small triangular device is added to the ribbon for each additional five cycles after the first.

Though intended to honor the time devoted to military service, these ribbons have a mixed effect in the MILICIA. More senior members of the MILICIA are either revered as veterans or as cowards who have racked up cycles of service time by avoiding the front lines, depending on common opinion of their fighting abilities. Low-ranking soldiers with a disproportionately high number of service pips are usually perceived as being "lifers" with little potential.

Ribbons are also issued as recognition of special training or for participation in battle campaigns. Like their Northern Guard counterparts, War of the Alliance veterans receive a red and blue ribbon bisected by a gold thunderbolt. The blue and green Expert Marksmanship award is also a relatively common sight. Specific service ribbons have also been created for all the major battles the MILICIA has fought in.



Kill Markers - 2.5.3

Though officially discouraged by the brass, kill markers are the most lusted after decorations available to the MILICIA. Awarded to armored crews and infantry escouades, kill markers are distributed by the troops themselves, rather than issued. Among the grunts kill markers are seen as being a better measure of a soldier or escouade's worth than time served.

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◆ Order of Charon

A rowdy party, culminating in the soldier's indoctrination into the Order of Charon, invariably celebrates a soldier's first solo kill. Carried out with mock solemnity, the awarding of his first black skull-shaped kill marker is always a memorable experience, usually taking the form of a dark ceremony or meeting with a superior officer which quickly degenerates into a full-blown bacchanal where intoxicants freely flow. High command usually disregard such celebrations as a necessary evil to maintain crew morale, even if performances invariably suffer the next morning. Successive kills are rewarded with further markers, with a white skull pin representing five kills and a red skull symbolizing twenty.

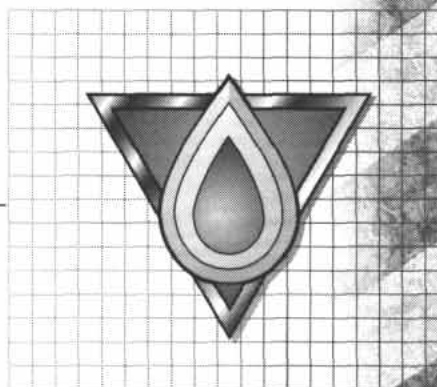


Combat Injury Awards - 2.5.4

Combat injury awards, also known as "purple hearts" for some long forgotten reason, have the distinction of being the only decoration every soldier wants to avoid at all costs. Granted to those soldiers unfortunate enough to be wounded in the line of duty, combat injury awards are issued as recognition of the blood spilt in service to the AST. There is usually little other compensation offered along with the award, beyond a stay at the local military hospital and a minimal pension should the injury be permanent (assuming it cannot be repaired by medical science).

◆ Ruby Tear

The standard MILICIA injury award, the Ruby Tear is a triangular gold insignia inlaid with a small ruby. Soldiers possessing multiple Ruby Tears are either respected for their stamina or pitied for their bad luck — sometimes both at the same time. Ruby Tears are usually required to be worn with the dress uniform, but few soldiers bother, not wanting to be reminded of their injuries. Unlike other awards of the same time, there is little glory associated with this decoration.



Special Forces Badges - 2.5.5

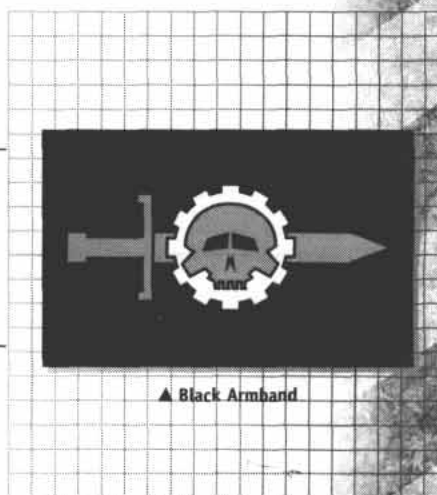
It takes a special breed of soldier to participate in the Special Forces, a breed sadly lacking in the Southern MILICIA. Consequently those excellent few are universally respected; their badges seemingly divine brands. With the exception of the Duelist's emblem, soldiers awarded special force badges are allowed to wear them even after they have left the Special Forces.

◆ Black Armband

Issued to members past and present of the Allied Auxiliary of the Legion Noire, this black and red armband is one of the most awe-inspiring awards to be found in the MILICIA. Assigned the dangerous, unglamorous jobs the Legion Noire feels are beneath them, the Allied Auxiliary is home to some of the most deadly human beings on Terra Nova.

◆ Blackwater Ring

This gold ring, manufactured from ore mined in the Emirates and engraved with a set of swamp shark jaws, is issued to each member of Camp Blackwater's elite Frogman teams. Masters of their marshy element, the Frogmen have a tendency to keep to themselves, forming close-knit families unfriendly to outsiders. To a Frogman, only someone possessing a Blackwater Ring is worth knowing.

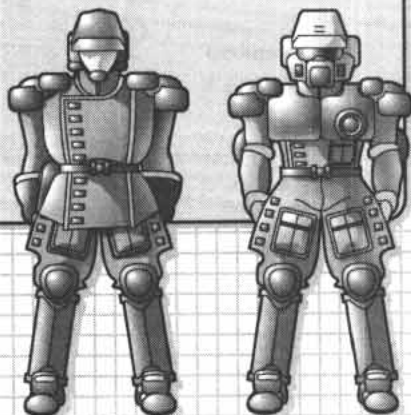




2.6 - UNIFORMS

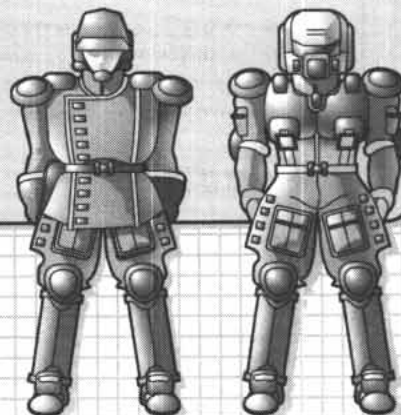
Armored Troops

Soldiers who work in armored vehicles and striders wear a combat uniform featuring a heavy helmet with integrated HUD, a chest harness, armored shoulder pads and light all-purpose fatigues. Their dress uniforms feature a short coat, cap and armored shoulder pads.



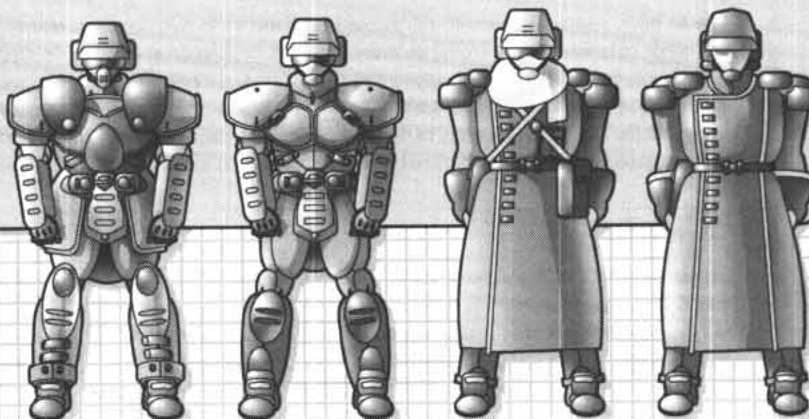
Gear Pilots

Gear pilots wear a distinctive combat uniform featuring a sophisticated virtual reality helmet. Their dress uniform features their standard fatigues and a short belted coat. The uniform often includes a square cap bearing the regiment's insignia.



Infantrymen

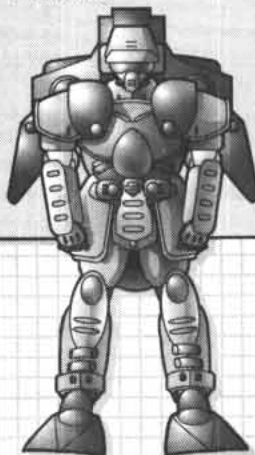
Infantry troopers wear a variety of combat armors depending on their assignment, from light flak to turtleshell. Light armor usually features a camouflaged long coat for extra stealth. This coat can also be used with heavier armor, but that is not standard operation procedure. Turtleshell armor features unique shoulder pads and a special helmet that includes a breathing unit and others features. Camouflage patterns are added to the armor on a mission-by-mission basis, along with some unit designations. Dress uniforms are similar to those worn by officers, including a dark green jacket over beige fatigues. Bare metal shoulder pads and cap complete the dress uniform.



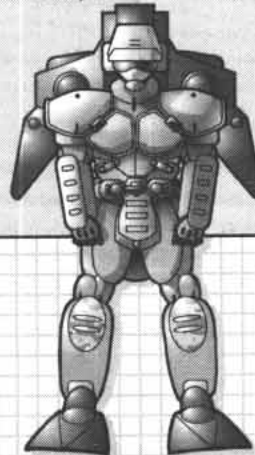
Devilfish Infantrymen

The members of the 31st Infantry Regiment — Devilfish — modify their combat and dress uniforms in a manner characteristic of many of the more prestigious regiments in the MILICIA. The authorization to make modifications to the standard uniform — especially the standard combat uniform — come from Republican command and is traditionally only awarded to mark stunning victory or special elite status. The soldiers of the Devilfish wear a sage-colored variant of the standard uniform and mark the plates of their combat armor with fake red eyes. Regiments who have not earned the right to modify their uniforms often do so in the field anyway; regimental commanders often overlook such a breach of discipline because it builds unit morale.

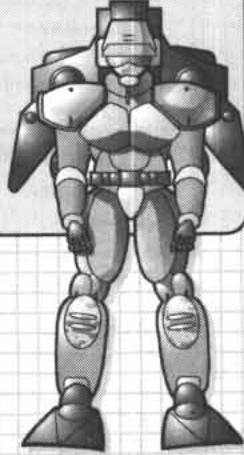
▼ Full Armor



▼ Heavy Armor



▼ Combat





Insignia Placement - 2.6.1



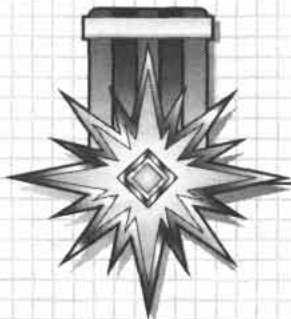
National Crest



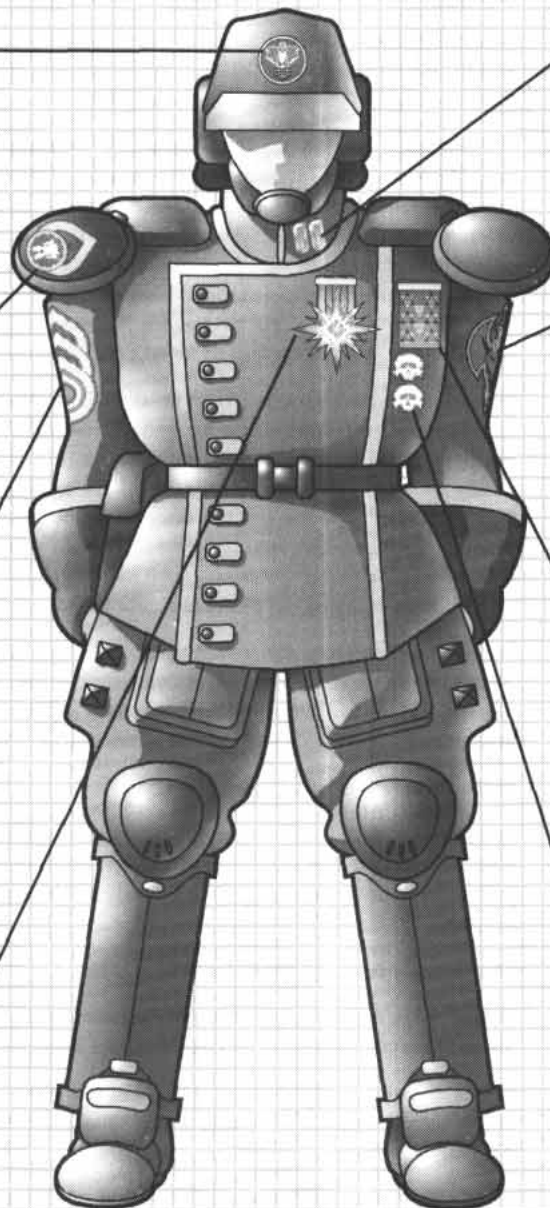
Branch or Corps Insignia



Rank Insignia



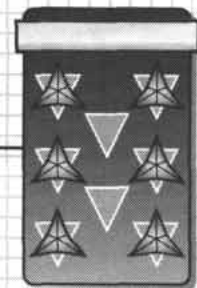
Medals and Awards



Rank Pins



Regimental Logo



Service Ribbons



Kill Markers



GIRLS JUST WANNA HAVE FUN:



"KYAAAAAA!!" The scream was piercing, driving right into the center of his sleeping brain.

"AUGH!"

Martin sat bolt upright on his bunk, his startled yell followed closely by a stream of curses when Jenya's laughter filled the dorm. He swung himself down from his bunk and expanded on his creative scatological suggestions while she tried desperately to calm down. "Oh, Martin... that was gorgeous. Did you know that you scream like an Easterner?" The cadet raised one eyebrow, daring him to rebut. Martin shook his head in disbelief.

"Great. Just great. The one chance we had to rest before the march tonight and you had to ruin it. Thanks heaps, Jen." He scowled at her fiercely, before bending to stretch the muscles still sore from the morning's forced run.

She laughed again, shaking her head so that her short black curls bounced around her face. He took a moment to admire her, thanking whichever deity would listen for the marvelous idea of co-ed combat training. "Whatever happened to that vaunted endurance of yours, Mart?" Her eyes flashed a challenge, but his reply was cut off by the loud and boisterous entry of a crowd of their fellow cadets. She started for the door, pausing only long enough to whisper an invitation. "Meet me at the south wall tonight, after they do the bedcheck. Bring civvies." Martin felt his face turn white, then red, as he watched her saunter away. War College had its benefits after all. . .

Sneaking out wasn't easy, but it was possible. These first six weeks were Hell Weeks, and recruits weren't allowed off base for even a moment. *But what they don't know won't hurt me, right?* And oh, the rewards would be worth it. . . A shadow moved in the blackness beside the wall, and Jenya stepped out of the trees quickly, glancing around. He rose from his crouch, and she grabbed his arm without a word. Motioning for him to keep silent, she led him back into the grove, and an enveloping cloak of blackness. His eyes took a while to adjust as the branches hit him in the face, and when the light finally came up, they were stepping out of a tunnel into the streets of Marabou. *What a woman.*

Jen grinned fiendishly, and picked a leaf out of her hair. "You ready for some fun, soldier? I know a great little bar about three minutes from here. Music, cheap drinks, and a bartender who's basically blind." Martin shook his head in disbelief, then stretched his arms out wide. He took a deep breath of the city air, and offered Jen his arm.

"Lead the way, fair lady. Lead the way."

As promised, the bar was tiny and loud, the wooden stools polished to the incredible gloss only achieved by years of constant use. Shouting over the music to be heard, Jen pulled Martin towards a corner booth. She leaned in to talk to him, her hand resting on his arm.

"You're really cute, you know that?"

"What??" The music roared in his ears, and someone had obviously slipped something in his drink, because his heart had begun to race much faster than was normal.

"I said that you're cute! But you really need to lighten up a bit." She rested her chin in her hand and gazed at him intently with her flashing green eyes. "Take some risks once in a while."

". . ." Whatever he might have said was cut off as he glanced up and away from the intensity of her look, his eyes falling on the door of the bar. The door through which their Sous-commandant had just walked. He grabbed Jen's hand, terror in his eyes. "Is there a back door to this place??"

"No...." She followed his gesture with confusion, her face going white when she understood. "Frag. We're screwed."





TYPICAL GEAR CADRES

3

Structure of Gear Cadres - 3.1

We provide, in this chapter, a detailed listing and description of all typical Gear cadres fielded by the Southern MILICIA in the period going from the early TN 1700s to the present. The listings show the cadre's composition as planned by the MILICIA high command, though there might be variations in the field. There are several other types of cadres which are particular to individual regiments (for examples, see *Chapter 7: Regiments of Note*, p. 52), but most of them fall into a sub-category of those listed here.

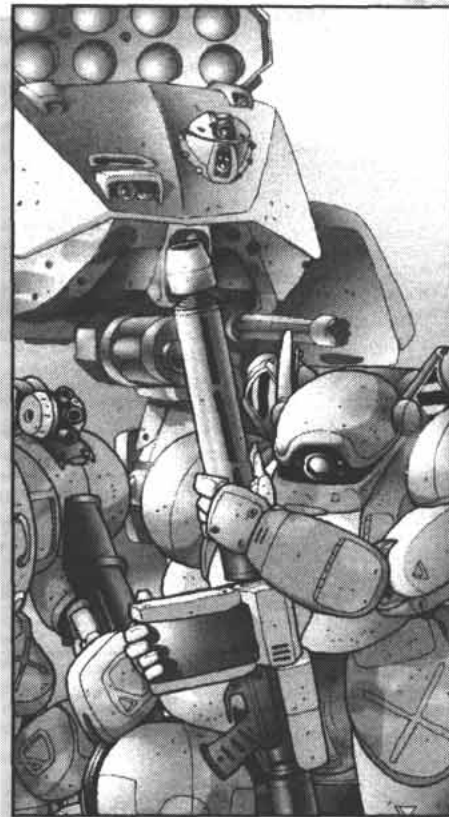
Regiments are mostly composed of General Purpose cadres, Recon cadres and Fire Support cadres. As their names indicate, these correspond to the basic three tasks (line troops, intelligence gathering, fire support) of combat. Some of the better ones include Strike and Heavy Strike cadres, whose job is to break enemy lines and hold positions.

Notorious regiments occasionally include Commando cadres, which are composed almost exclusively of skilled and talented pilots. The rarest of cadres, the Elite ones, are only featured in a few regiments, which are greatly feared and respected even by Northerners.

The structure of the sections, compagnies and regiments is generally pyramidal. This structure allows Players to create and build their own regiments while maintaining a modicum of realism and believability. After all, most military officers prefer to have balanced regiments rather than regiments with one good section and fifteen sub-par ones. Having such a regiment would leave the good section lacking support. It would be quickly crushed by overwhelming odds; then the rest of the regiment would go.

The pyramidal structure is broken down within each cadre type, into Standard, Senior and Prime cadres. There are always more Standard cadres than Senior ones, and there are more Senior cadres than Prime ones. Standard cadres are self-explanatory — they are the basic ones, those that are the most common in any regiment.

Senior cadres are mostly peopled by Veteran pilots and get to use better Gears. Prime cadres are the best of any category: Veteran pilots or better, more powerful Gears, etc. Most Standard cadres do not have a Special Ability, whereas Senior and Prime ones do. Those are listed with each cadre.



Building Gear Regiments - 3.1.1

With this pyramidal system, players can build a customized Southern MILICIA regiment. There are a few details that must be covered beforehand, however. The pages which follow include short-hand explanations which, for space restrictions, must be further described here.

Composition Rules ◆

Every cadre type has composition rules that indicate how many of each type (Standard, Senior or Prime) are allowed in a given unit. Almost invariably (unless specified otherwise in the composition rules), Standard cadres are the only ones available when building a Gear section. If a Player is building a complete company, then Senior cadres also become available. It is only when building a complete regiment that the Prime cadres become available. Also, it is equally important to have a certain number of specific cadres in order to get some other types. For instance, in order to have a Strike cadre, it must be accompanied by a Recon and a Fire Support cadre (Standard, Senior or Prime). In order to have a Senior Commando cadre, the company which the Player is building must have 3 Standard Commando cadres, which themselves each "require" one Strike and one Senior GP cadres. When a cadre fills one such requirement, we say it "supports" the higher-echelon cadre. A cadre can only support one superior cadre. For instance, if a Player wants to build a Senior GP cadre and a Standard Light Blitz cadre, he's going to need two GPs for the Senior GP, a Recon cadre and another GP cadre to support the Standard Light Blitz cadre. He couldn't claim that one of the first two GPs supports both the Senior GP and the Standard Light Blitz.

Special Abilities ◆

These are self-explanatory. The members of a cadre have developed special tactics and abilities that only apply when they work together. For instance, it would not be possible to field only two out of the five Gears in a cadre and still expect the Special Ability of that cadre to apply. If all of the cadre was fielded initially but was mostly destroyed, the Special Ability still applies, but not otherwise. The cadre has to be entirely fielded at the beginning of the battle for these rules to apply.

Special Abilities are linked to a Threat Value multiplier which is already factored into the listed TV of the cadre.

TYPICAL GEAR CADRES

3



Conscript

Units like this are where most pilots fresh out of Gear school spend their first cycles in MILICIA service. Many pilots in Conscript cadres, however, are battle-hardened veterans who for one reason or another are too “undesirable” to serve anywhere else. Conscript cadres often must perform the same tasks as General Purpose Cadres with substandard or obsolete equipment. Those units that have distinguished themselves in battle or have proven to be politically reliable are often reinforced by General Purpose cadres, but most pilots transfer to units without the “stain” of Conscript status as soon as they can.

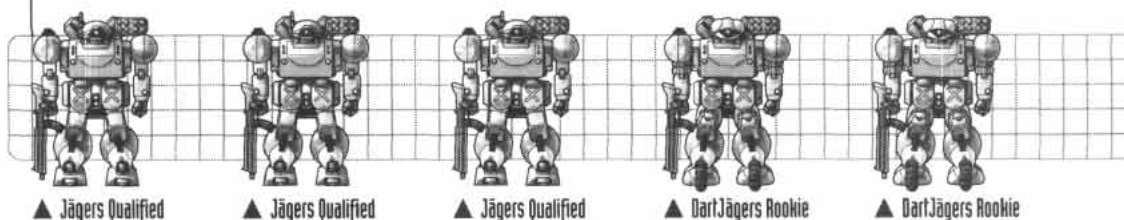
Special Abilities & Variations ☐

Standard Special Abilities:	None
Standard Variations:	Replace each DartJäger with an Anolis (TV: 1339)
Senior Special Abilities:	<i>Experienced Strategy</i> allows one additional Tactical Command Point per battle if the unit leader makes a Leadership roll vs. a Threshold of 3 (roll once per battle). (x 1.05 TV)
Senior Variations:	Replace each DartJäger with an Anolis Refit (TV: 2045)
Prime Special Abilities:	<i>Veteran Strategy</i> provides an additional Tactical Command Point every battle (x 1.1 TV)
Prime Variations:	Replace each Heavy Shooter Jäger with Blitz Jägers (TV: 5130)

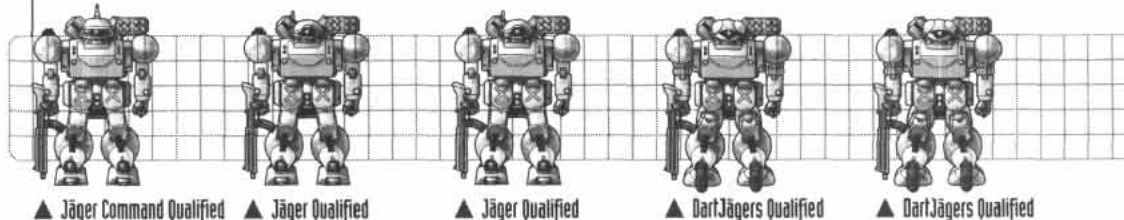
Conscript Cadre Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard Conscript x 2 or Standard Conscript x 1 and Standard General Purpose x 1
Prime	N/A	Senior Conscript x 4 or Senior Conscript x 2 and Senior General Purpose x 2

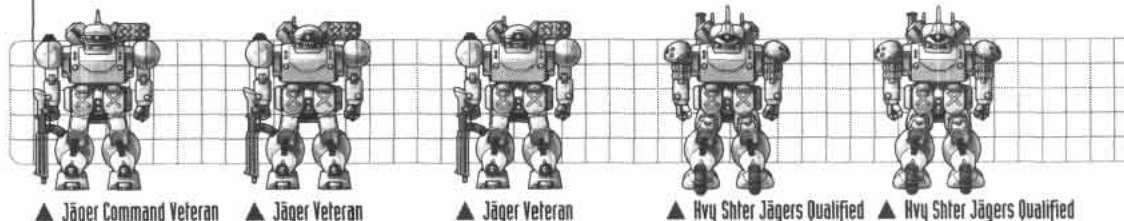
Standard (TV: 1323) ☐



Senior (TV: 1978) ☐



Prime (TV: 3947) ☐





TYPICAL GEAR CADRES

3



General Purpose

General Purpose units are the Jacks-of-all-trades of the MILICIA, and are found in almost every regiment. GP cadres are often required to perform all of the tasks of more specialized units, from strike and fire support to reconnaissance and field engineering, including the basic assignments as well. GP units are also favored in units based in the South's many jungles and wetlands, as their reliability and ease of maintenance in the field, as well as standardized and readily-available parts, outweigh any shortcomings in firepower. Some regiments permanently assigned to wetlands will receive Gears optimized for that environment, but the bulk of their forces remain the tried-and-true GP Gears.

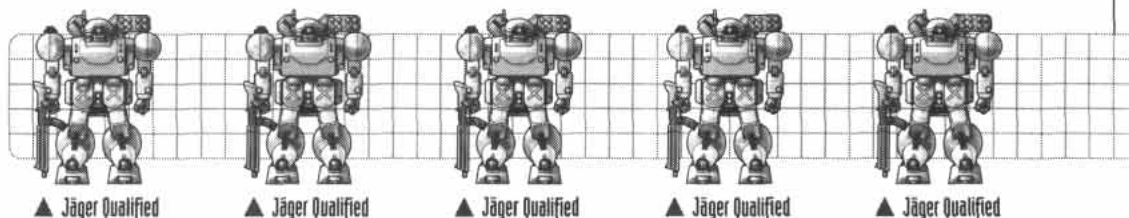
Special Abilities & Variations

Standard Special Abilities:	None
Standard Variations:	Jäger #1 may be replaced by a Jäger Command (TV: 1912)
Senior Special Abilities:	Veteran Strategy provides an additional Tactical Command Point every battle (x1.05 TV)
Senior Variations:	Jägers may be replaced by Swamp Jägers (TV: 4796)
Prime Special Abilities:	Elite Strategy provides a minimum of one Initiative Command Point every round, even if initiative was lost (x1.10 TV)
Prime Variations:	Iguanas may be replaced by Water Vipers (TV: 8972)

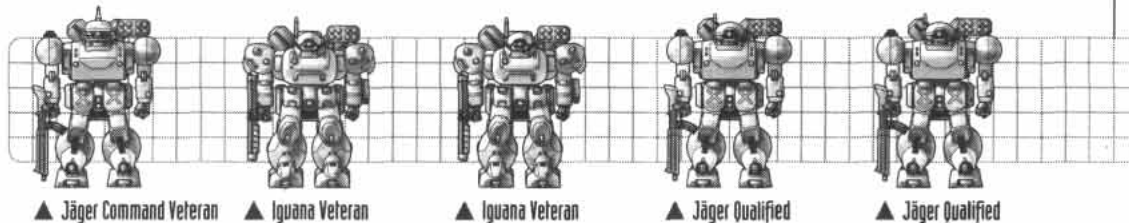
General Purpose Cadre Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

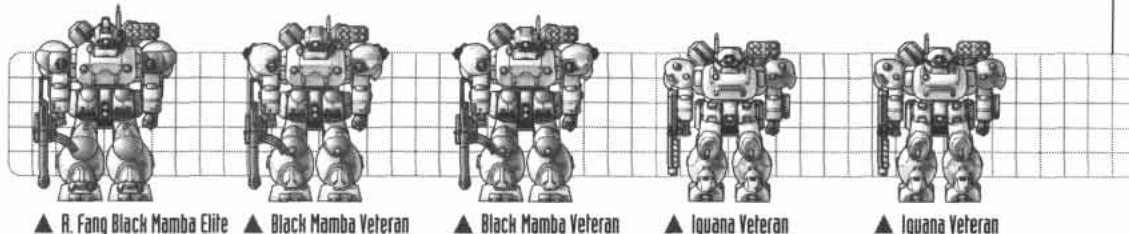
Standard (TV: 1900)



Senior (TV: 4484)



Prime (TV: 9719)



TYPICAL GEAR CADRES



3



Recon

Like the horse cavalry of old, Recon Gear cadres are the eyes and ears of their regiments. They operate in advance of their regiment and relay information about terrain and enemy strengths and dispositions back to their superiors. More experienced pilots are assigned to cadres specializing in fast and long-range recon/patrol (LRRP) missions. Recon pilots must be able to think quickly and adapt to changing situations, and when off-duty are often looked to for advice and guidance by other personnel. Pilots assigned to Recon cadres are also seen as "rising stars" in the MILICIA, as only recon and Airborne personnel are considered for the service's most plum assignments.

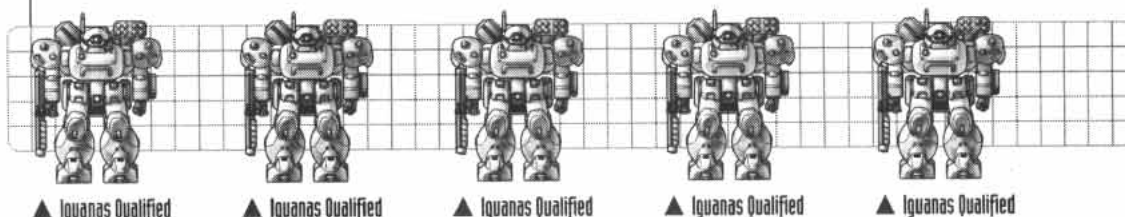
Special Abilities & Variations ☐

Standard Special Abilities:	None
Standard Variations:	Iguana #1 may be replaced by a Black Mamba (TV: 3007)
Senior Special Abilities:	<i>EW Specialization</i> allows one of the squadron's member to add +1 to his Active Sensor rolls by spending one Command Point, no more than once per round. (x1.05 TV)
Senior Variations:	<i>Fast Strike</i> switches number of Blitz and Racer Iguanas (3 Blitz, 1 Racer). (TV: 5909)
Prime Special Abilities:	<i>Communication Mastery</i> allows Elite pilot to roll twice for his Communications tests and select the best of the two results, at the cost of one Command Point, no more than once per round. (x1.10 TV)
Prime Variations:	<i>Nightly News</i> propaganda & disinformation cadre replaces Lidded Iguana with Loudmouth (TV: 9545)

Recon Cadre Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

Standard (TV: 2920) ☐



▲ Iguanas Qualified

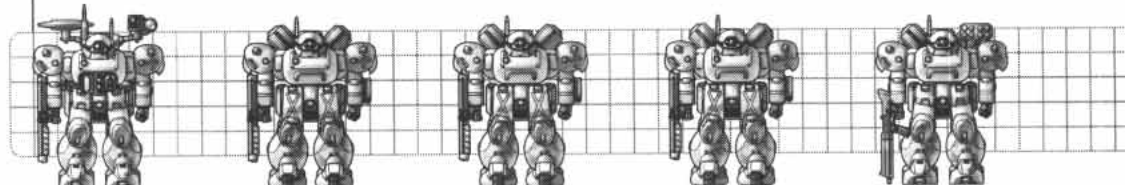
▲ Iguanas Qualified

▲ Iguanas Qualified

▲ Iguanas Qualified

▲ Iguanas Qualified

Senior (TV: 6400) ☐



▲ Chatterbox Iguana Veteran

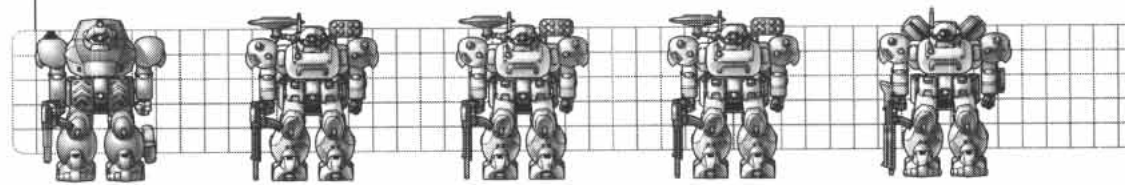
▲ Racer Iguana Veteran

▲ Racer Iguana Veteran

▲ Racer Iguana Veteran

▲ Blitz Iguana Veteran

Prime (TV: 9529) ☐



▲ Hunting Chameleon Elite

▲ Sortie Iguana Veteran

▲ Sortie Iguana Veteran

▲ Sortie Iguana Veteran

▲ Lidded Iguana Veteran



TYPICAL GEAR CADRES

3



Fire Support

These units provide indirect fire support for other units in the field, and are the next best thing to dedicated artillery platforms (either vehicles or striders). Few things are more reassuring to a Southern unit commander than to know that a hail of heavy rockets from a team of Spitting Cobras is only a radio call away. The largest regiments are able to turn some of their Fire Support cadres into dedicated artillery teams, with true artillery and antiaircraft assets.

Special Abilities & Variations

Standard Special Abilities:	None
Standard Variations:	Spitting Cobra #1 may be replaced by a Black Mamba (TV: 3067)
Senior Special Abilities:	<i>Educated Guess</i> allows the Striking Cobra pilots to ignore 1 point of obscurement when relaying enemy coordinates, as long as the pilot's Striking Cobra and the target vehicle have less than 10 MPs together this round. (x1.05 TV)
Senior Variations:	Striking Cobra #1 may be replaced by a Razor Fang BM (TV: 11475)
Prime Special Abilities:	<i>Uncanny Perception</i> allows the Black Mamba pilots to ignore 2 points of obscurement when relaying enemy coordinates, as long as the pilot's Black Mamba and the target vehicle have less than 14 MPs together this round. (x1.10 TV)
Prime Variations:	Air Support Cobra may be replaced by a Razor Fang Cobra (TV: 13207)

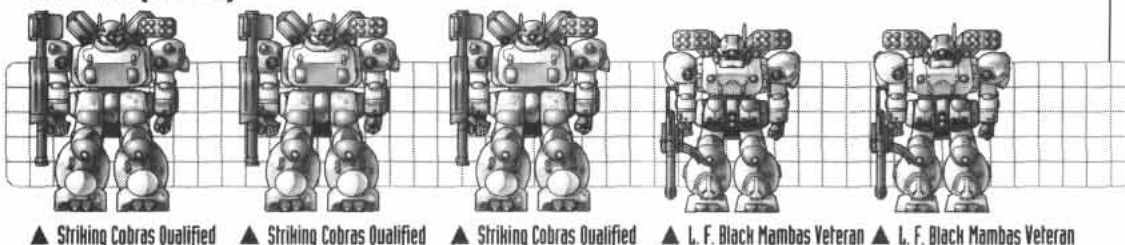
Fire Support Cadre Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

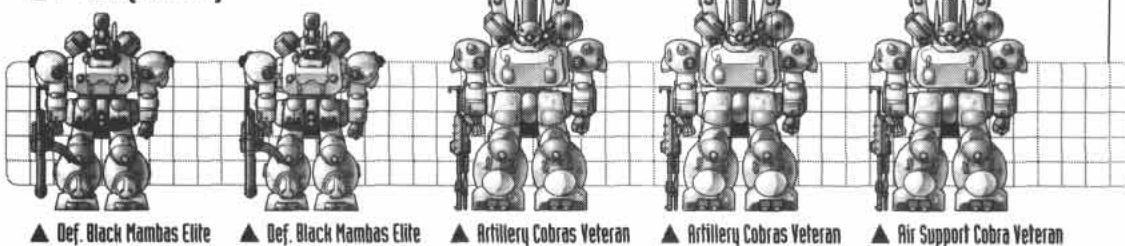
Standard(TV: 3214)



Senior (TV: 11498)



Prime(TV: 13177)



TYPICAL GEAR CADRES

3



Strike

When pilots "hurt enough to want the very best," Strike cadres come into their own. Capable of placing an absolutely devastating amount of fire on a target, Strike Gears are often the first in and last out of any battle. They are the best type of cadre to call in to soften up enemy targets during an advance and provide covering fire for other units during a retreat. Because of the nature of their assignments the attrition rate for Strike pilots is quite high in wartime, but the prestige and respect bestowed upon Strike cadres after their first engagement ensures a large number of volunteers when a slot opens up.

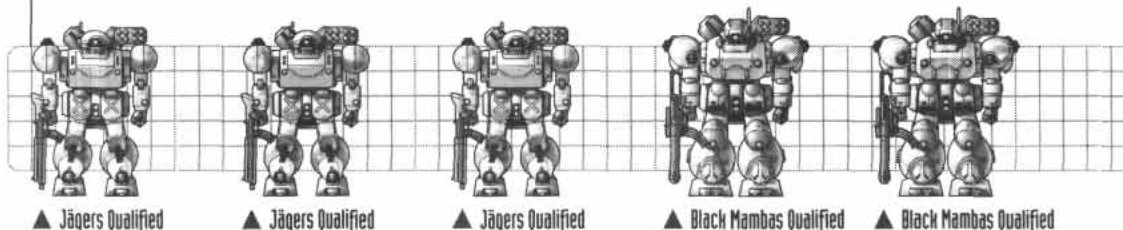
Special Abilities & Variations ☐

Standard Special Abilities:	None
Standard Variations:	Jäger #1 may be replaced by a Blitz Jäger (TV: 3085)
Senior Special Abilities:	Pilot Toughness allows any one Veteran pilot to delay the effects of a Crew Stunned result for 1 combat round — only once per pilot — at the cost of one Command Point. (x1.05 TV)
Senior Variations:	War of the Alliance: Long Fang BMs may be replaced by Barbed Fang BMs (TV: 8583)
Prime Special Abilities:	Pilot Resolve allows any one Veteran pilot to delay the effects of a Crew Casualty result for 1 combat round — only once per pilot — at the cost of one Command Point. (x1.10 TV)
Prime Variations:	Support Cobra #1 may be replaced by a Slashing Cobra (TV: 13,188)

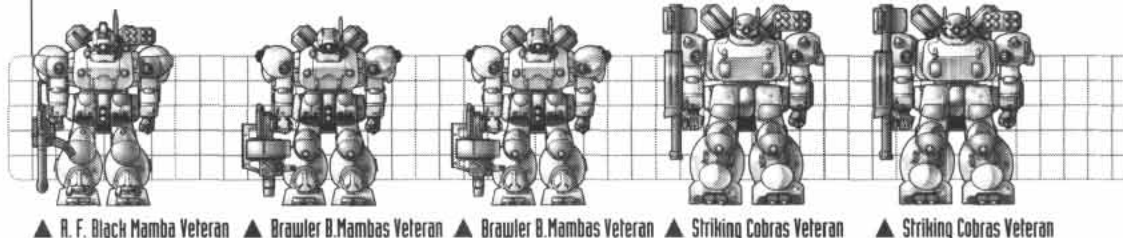
Strike Cadre Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard:	None	N/A
Senior:	N/A	Standard x 2
Prime:	N/A	Senior x 4

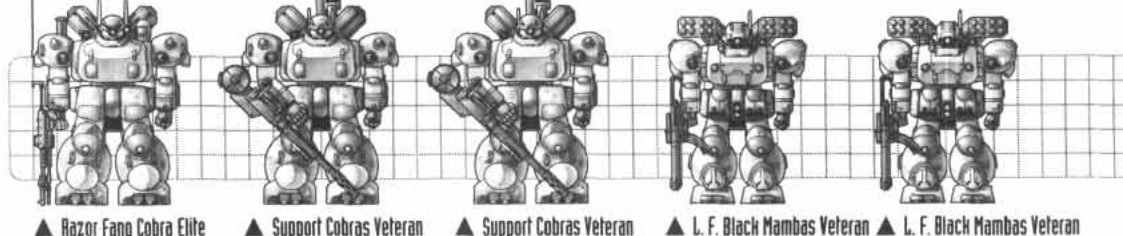
Standard (TV: 2482) ☐



Senior (TV: 8333) ☐



Prime (TV: 11,374) ☐





TYPICAL GEAR CADRES

3



Commando

Those who are chosen to become Commando Gear pilots are culled from Airborne and Recon units, and put through a rigorous and intensive training program, intended to turn them into brutal and subtle soldiers, capable of operating deep behind enemy lines without support for extended periods of time. The failure rate for pilots in these training programs is quite high, but those who are skilled and lucky enough to have graduated are considered to be among the most lethal warriors on Terra Nova. Commandos are usually the most senior pilots in their regiments, overshadowed only in those few cases where the units have Elite Gear cadres.

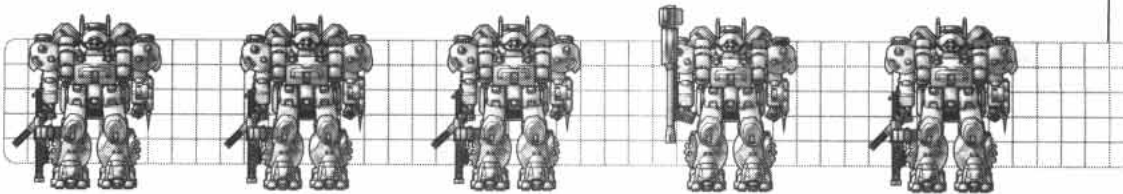
Special Abilities & Variations

Standard Special Abilities:	None
Standard Variations:	Iguana Paratrooper #1 may be replaced by an Iguana Paratrooper Gunner (TV: 6275)
Senior Special Abilities:	<i>Steady Gunnery</i> allows a Veteran pilot to make called shots without suffering the standard -1 penalty, provided that the pilot did not take extra actions that round. (x1.05 TV)
Senior Variations:	
Prime Special Abilities:	<i>Lethal Precision</i> allows a Veteran pilot to make high precision shots with a Margin of Success of 2 instead of 3, provided that the pilot did not take extra actions that round. (x1.10 TV)
Prime Variations:	Replace Hunting Chameleon with Chameleon (TV: 16,883)

Commando Cadre Composition Rules

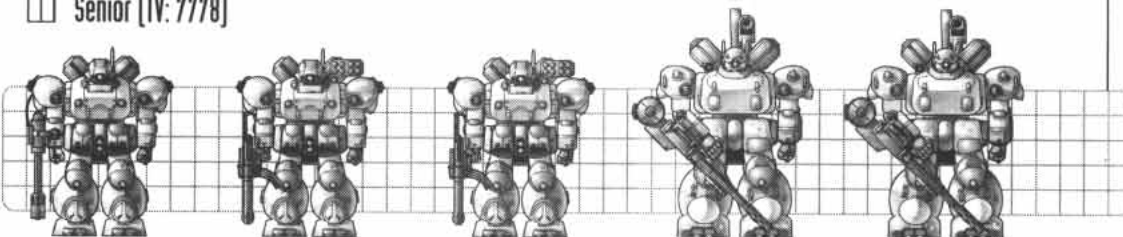
	Basic Requirement	Upgrade Requirement
Standard	Senior Recon or Senior Airborne x 1	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

Standard (TV: 6046)



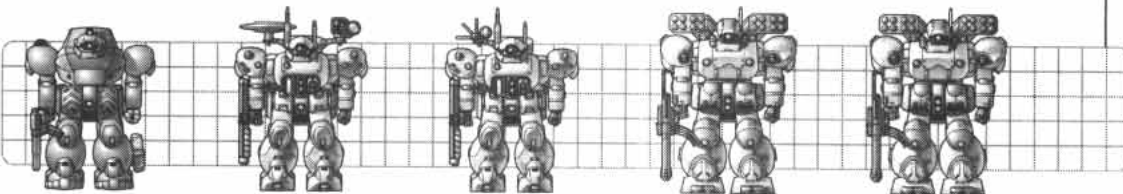
▲ Iguana Paratrooper Veteran ▲ Iguana Paratrooper Veteran ▲ Iguana Paratrooper Veteran ▲ Iguana Commandos Veteran ▲ Iguana Commandos Veteran

Senior (TV: 7778)



▲ Blazing Mamba Elite ▲ Black Mambas Veteran ▲ Black Mambas Veteran ▲ Support Cobras Veteran ▲ Support Cobras Veteran

Prime (TV: 17,045)



▲ Hunting Chameleon Elite ▲ Chatterbox Elite ▲ Loudmouth Veteran ▲ L. Fang B. Mambas Veteran ▲ L. Fang B. Mambas Veteran

TYPICAL GEAR CADRES



Airborne

Like other Southern military services, the MILICIA takes great pride in the quality and quantity of its Airborne forces. Only experienced pilots who have clocked 1000 hours or more of time in their Gears are considered for transfer to the 1st MILICIA Airborne Legion, and only one in every eight applicants is accepted. Airborne troops are often given a hard time by other MILICIAMen for being stupid enough to willingly jump out of perfectly good airplanes in big metal suits, but no one can question the courage and professionalism of the Airborne corps.

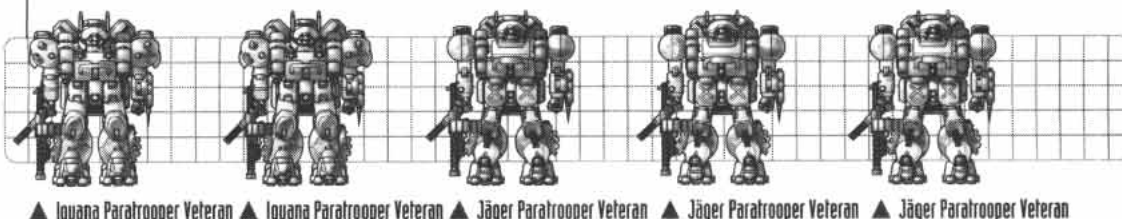
Special Abilities & Variations ☐

Standard Special Abilities:	None
Standard Variations:	Jäger Paratrooper #1 may be replaced by a Jäger Grenadier (TV: 6176)
Senior Special Abilities:	Veteran Jumpers receive a +1 modifier to their Parachuting skill roll for landing in a specific hex (see Tactical Air Support, pg 22). (x1.05 TV)
Senior Variations:	War of the Alliance: Replace Iguana Commando with Long Bow Paratrooper (TV: 8326)
Prime Special Abilities:	Superior Jumpers As above, but modifier is +2 (x 1.10 TV).
Prime Variations:	War of the Alliance: Replace Black Mambas with Elite Long Bow Paratrooper and 2 x Veteran Jäger Grenadiers (TV: 10,307)

Airborne Cadre Composition Rules ☐

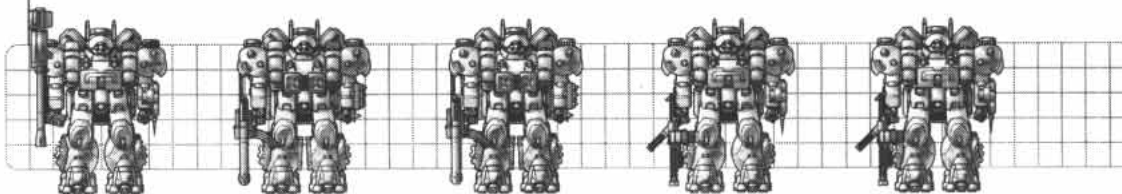
	Basic Requirement	Upgrade Requirement
Standard	Member unit of 1st MILICIA Airborne Legion	N/A
Senior	N/A	Standard x 2
Prime	Basic Requirement	Senior x 4

Standard(TV: 6003) ☐



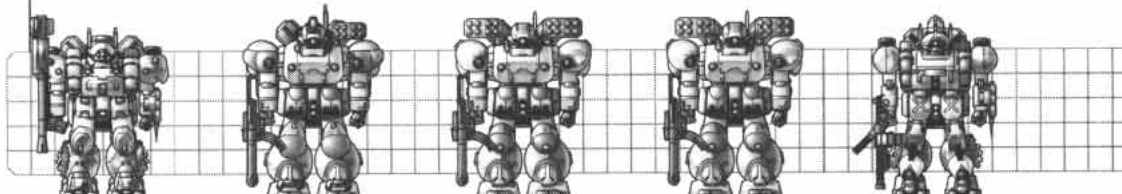
▲ Iguana Paratrooper Veteran ▲ Iguana Paratrooper Veteran ▲ Jäger Paratrooper Veteran ▲ Jäger Paratrooper Veteran ▲ Jäger Paratrooper Veteran

Senior (TV: 7213) ☐



▲ Iguana Commando Elite ▲ Iguana Para. Gunners Veteran ▲ Iguana Para. Gunners Veteran ▲ Iguana Paratrooper Veteran ▲ Iguana Paratrooper Veteran

Prime (TV: 16,694) ☐



▲ Iguana Commando Elite ▲ R. F. Black Mamba Elite ▲ Long Fang BM Veteran ▲ Long Fang BM Veteran ▲ Spark Jäger Veteran



TYPICAL GEAR CADRES

3



Military Police

Maintaining discipline is often a rough job in any armed service, and it is only made more difficult in a diverse service like the MILICIA, whose personnel come from widely divergent cultural and social backgrounds. While maintaining security in rear areas and enforcing military law, many MP units acquire a reputation for indiscriminately busting heads to gain control of situations. MPs are highly trained, however, and a cadre of Iguanas is usually enough to handle routine problems in a regiment. The heavier units are thus able to concentrate on tougher assignments, such as breaking up smuggling operations and apprehending AWOL pilots who have stolen their Gears.

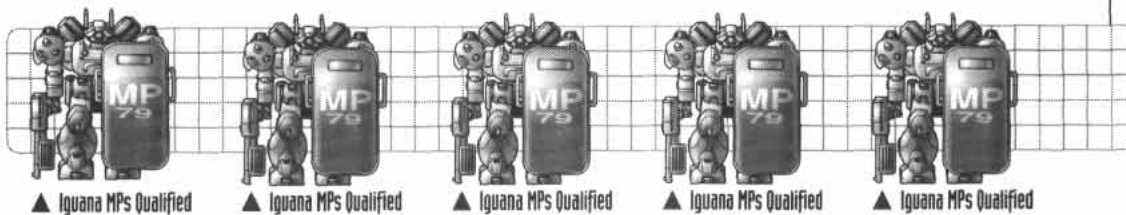
Special Abilities & Variations

Standard Special Abilities:	None
Standard Variations:	Iguana MP #1 may be replaced by a Black Mamba MP (TV: 2316)
Senior Special Abilities:	<i>Imposing Reputation</i> forces MILICIA units confronted by Senior MPs to make a Morale check (see Tactical Field Support, pg 42). (x 1.05 TV)
Senior Variations:	None
Prime Special Abilities:	<i>Fearsome Reputation</i> : As above, with a threshold of 1 higher than normal (i.e., Qualified units have a Morale threshold of 4). (x 1.1 TV)
Prime Variations:	None

Military Police Cadres Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	No more than one cadre per compagnie	N/A
Senior	N/A	Standard x 1
Prime	Maximum of one per regiment	Senior x 2

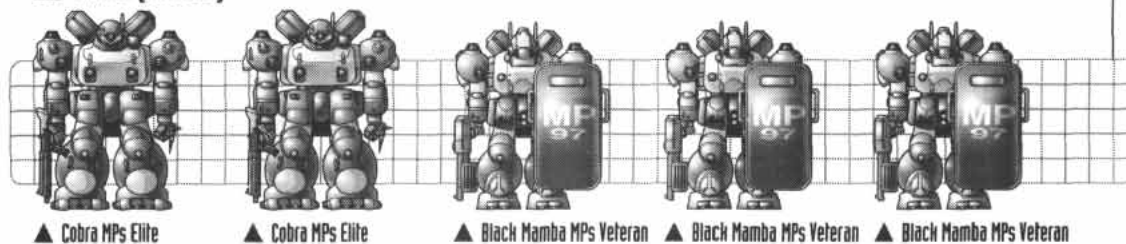
Standard (TV: 2160)



Senior (TV: 4139)



Prime (TV: 7129)



TYPICAL GEAR CADRES



3



Assault Strider

Assault striders are considered a mixed blessing by most MILICIA Gear pilots. They are highly valued for the weight of fire they can bring to bear against a foe, as their missiles are capable of killing most Gears and many armored vehicles with only a single shot. This killing power, however, means that regiments with assault striders will be called upon to use them, most often, in intense assault and strike missions, along the front lines of battle. Many young MILICIA pilots see this assignment strategy as a gift of more opportunities for glory, while older or more cynical pilots just see more opportunities to get killed. Both, of course, are right, and posthumous medals are seldom enjoyed.

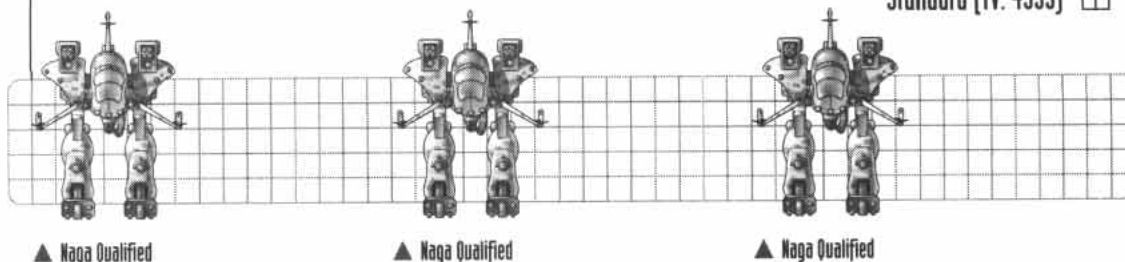
Special Abilities & Variations ☐

Standard Special Abilities:	None
Standard Variations:	None
Senior Special Abilities:	<i>Veteran Strategy</i> provides an additional Tactical Command Point every battle. (x 1.05 TV)
Senior Variations:	<i>Swamp Rats</i> may replace the Veteran Naga with a Veteran Sea Naga (TV: 10,769)
Prime Special Abilities:	<i>Elite Strategy</i> provides a minimum of one Initiative Command Point every round, even if initiative was lost. (x1.10 TV)
Prime Variations:	<i>Swamp Rats</i> may replace both Tusked Nagas with Sea Nagas (TV: 18,572)

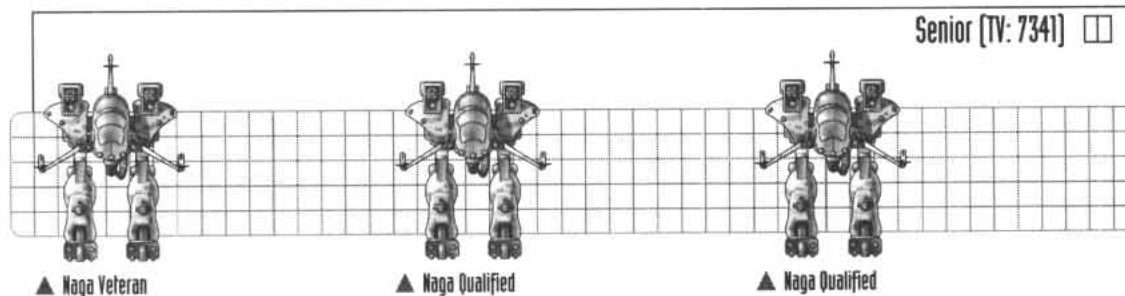
Assault Strider Cadre Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	No more than 25% of regiment's cadres	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

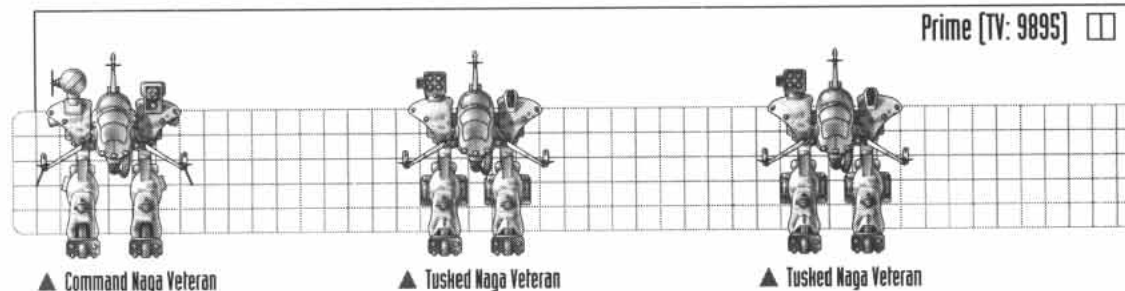
Standard (TV: 4935) ☐



Senior (TV: 7341) ☐



Prime (TV: 9895) ☐





TYPICAL GEAR CADRES

3



Artillery Strider

Artillery striders combine the firepower of vehicular artillery and the flexibility of legged chassis to provide indirect fire support in places that normal artillery vehicles would find hard if not impossible to get to. They respond to calls for fire missions from other units with deadly efficiency, but are often limited by their onboard ammunition supplies. Those units who do not have resupply vehicles (such as Stone Masons) available must often reserve the striders for certain tasks, such as bombardment of a target before an attack or supporting the operations of one particular unit.

Special Abilities & Variations

Standard Special Abilities:	None
Standard Variations:	None
Senior Special Abilities:	<i>Veteran Crews</i> reduce the delay in responding to a fire mission request by one-third (minimum of 1 round). (See Tactical Field Support, pg 22). (x1.1 TV)
Senior Variations:	Veteran Long Fang Naga may be replaced by Veteran Fire Dragon (TV: 5610)
Prime Special Abilities:	As above, but <i>Cock Crews</i> reduce the delay by two-third (minimum of 1 round). (x1.2 TV)
Prime Variations:	Sniper Nagas may be replaced by Fire Dragons (TV: 12.658)

Artillery Strider Cadre Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	No more than 25% of regiment's cadres	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

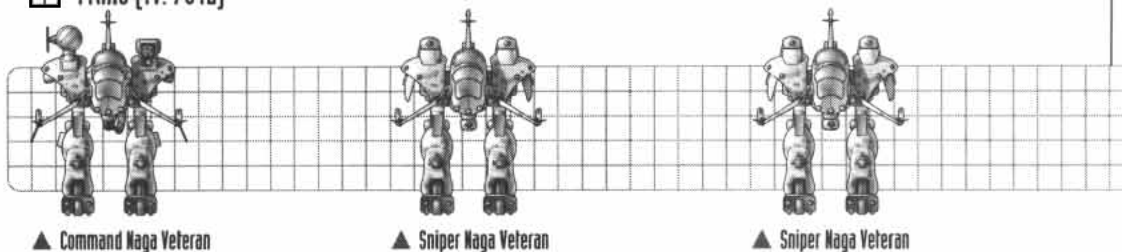
Standard (TV: 1953)



Senior (TV: 3043)



Prime (TV: 7042)



TYPICAL GEAR CADRES

3



Elite

Elite pilots are the cream of the MILICIA Gear corps. Many of these pilots are offered to chance to train with and join the legendary Legion Noire. They also have their choice of Gears, including machines normally reserved for the Southern Republican Army. While their Southern Elite counterparts tend to consistently find themselves with prestigious assignments such as the SRA's 1st Gear Regiment, though, MILICIA Elite cadres can still be found with the rest of the troops, on the front lines performing their duties. This leads to an unfortunate "working class" stigma amongst outsiders, but earns these pilots a greater measure of respect among their colleagues.

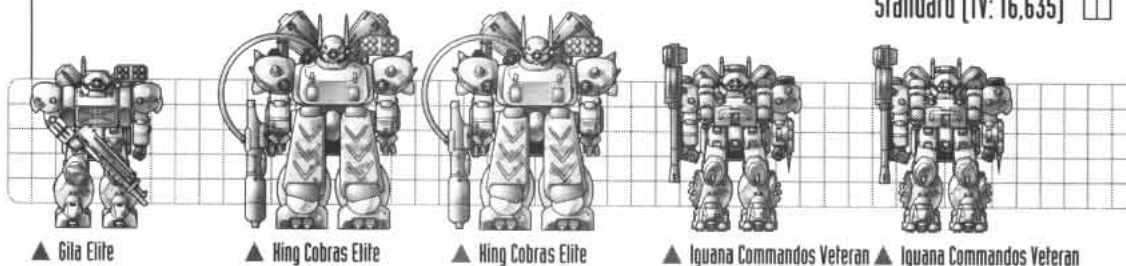
Special Abilities & Variations ☐

Standard Special Abilities:	<i>Elite Gunnery</i> allows Elite-level pilots to reroll a Gunnery test at the cost of 1 Command Point, no more than once per round. (x1.10 TV)
Standard Variations:	<i>Duelist:</i> Rapier Gila (Elite), 2 x King Cobras (Elite), 2 x Rapier Iguanas (Veteran) (TV: 17,435)
Senior Special Abilities:	<i>Elite Piloting</i> , which allows Elite-level pilots to reroll a Piloting test at the cost of 1 Command Point, no more than once per round. (x1.20 TV)
Senior Variations:	<i>Submariners:</i> 2 x Water Viper Silent Running (Elite), 3 x Water Vipers (Elite) (TV: 14,597)
Prime Special Abilities:	<i>Player's Choice</i> (x 1.35 TV)
Prime Variations:	<i>Deep Recon:</i> Replace Longwalk Jägers with Chameleons (TV: 27,799)

Elite Cadre Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	Only at compagnie level, total of two Commando or Airborne	N/A
Senior	N/A	Standard x 1
Prime	N/A	Maximum 1 per regiment, Senior Commando or Airborne x 1, Senior Elite x 1

Standard (TV: 16,635) ☐



▲ Gila Elite

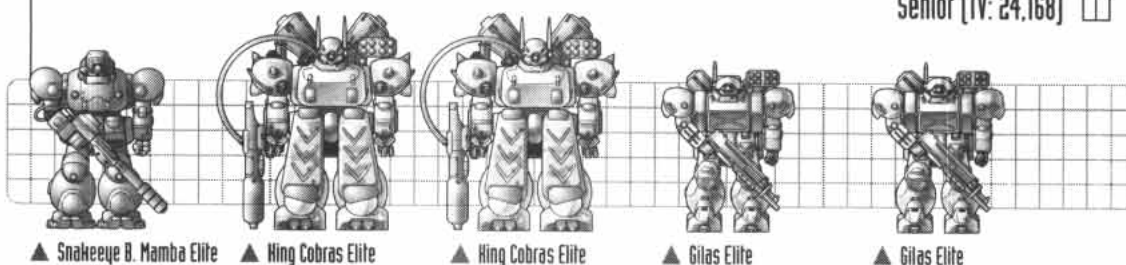
▲ King Cobras Elite

▲ King Cobras Elite

▲ Iguana Commandos Veteran

▲ Iguana Commandos Veteran

Senior (TV: 24,168) ☐



▲ Snakeeye B. Mamba Elite

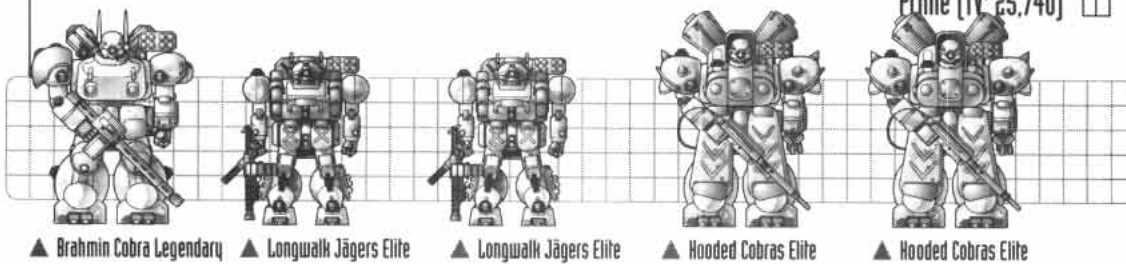
▲ King Cobras Elite

▲ King Cobras Elite

▲ Gilas Elite

▲ Gilas Elite

Prime (TV: 25,740) ☐



▲ Brahmin Cobra Legendary

▲ Longwalk Jägers Elite

▲ Longwalk Jägers Elite

▲ Hooded Cobras Elite

▲ Hooded Cobras Elite





TYPICAL GEAR CADRES

3



City Defense

The Gear pilots assigned to the City Defense cadres are either jealously admired for their good luck or pitied for being assigned to such a low grade post. Most of the pilots, however, are content with their fate. Being assigned to a population center facilitates resupply and minimize the chances of seeing action. Most of the battles fought by these units are against civilians and rebels, both of which lack the resources to procure weaponry that can harm even a light vehicle such as the Asp, the favored City defense combat vehicle. These cadres are thus seen as a good assignment for older pilots who are starting to lose their edge, and who also have lost most of their youthful innocence long ago.

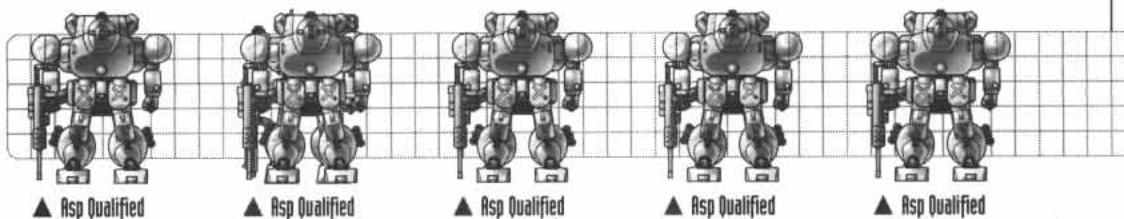
Special Abilities & Variations

Standard Special Abilities:	None
Standard Variations:	Asp #1 may be replaced by a Jäger (TV: 1068)
Senior Special Abilities:	Veteran Strategy provides an additional Tactical Command Point every battle (x 1.05 TV)
Senior Variations:	Asps may be replaced by Jägers (TV: 3325)
Prime Special Abilities:	Elite Strategy provides a minimum of one Initiative Command Point every round, even if Initiative was lost. (x1.10 TV)
Prime Variations:	Asps may be replaced by Iguanas (TV: 5906)

General Purpose Cadre Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

Standard (TV: 860)



▲ Asp Qualified

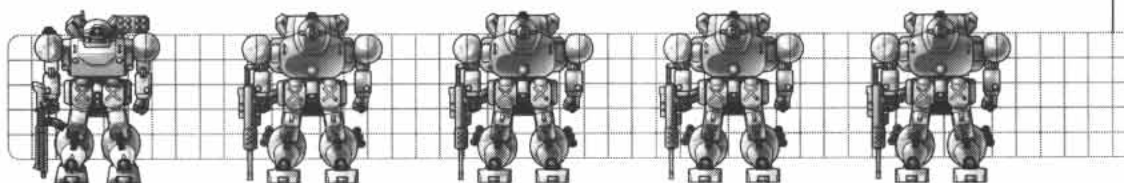
▲ Asp Qualified

▲ Asp Qualified

▲ Asp Qualified

▲ Asp Qualified

Senior (TV: 1973)



▲ Jäger Veteran

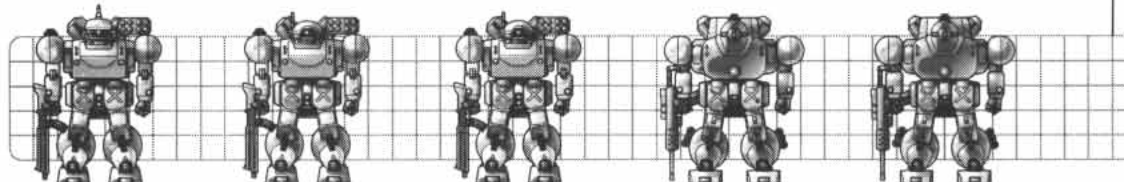
▲ Asp Veteran

▲ Asp Veteran

▲ Asp Qualified

▲ Asp Qualified

Prime (TV: 4052)



▲ Jäger Command Elite

▲ Jäger Veteran

▲ Jäger Veteran

▲ Asp Veteran

▲ Asp Veteran



FIRST BLOOD



Jadis refolded the tarpaulin and stowed it away on the Gear's rear holding rack. He stretched expansively in the afternoon sun, and stood for a moment on the top of the dune. He looked out over the Badlands plain, for the moment, at least, completely still and empty. The sandstorm had scoured the land, placing layers of sand over everything that had been there before. There was something pristine about the landscape, a quality both beautiful and sinister at the same time. He smiled crookedly, and climbed back into his Iguana, scaling the tall war machine with practiced ease. The Gear was getting cranky, the joints starting to seize from the sand that had worked its way in during the storm. He needed to get back to base and have the techs work her over again. *What a heap of junk.*

He made good time despite the Gear's protests, but pulled up short when his screens started to flash wildly. He was picking up a distress beacon, but it seemed pretty scrambled. He couldn't make out any id on the sender, but they were definitely nearby. *Their comm system is probably as jammed with crud as mine.*

It only took a few minutes for him to pick up the source, about three feet under a huge sand dune. It looked like a Jäger — Gary had been the only one running anything that large today. Jadis smirked slightly. It figured that it would be him. The guy was so cocky, it's a wonder he hadn't gotten into any major trouble already. He'd only been with the 17th for a few months, kicked down to MILICIA for insubordination. He never bothered to check the environmentals, never took any but the most basic of safety precautions. *Maybe he's trying to get himself killed.* Jadis started to dig, scooping the sand away from the site in great handfuls with the machine's left manipulator. Gary wasn't answering his hails, probably knocked unconscious during the storm.

The sand came away easily, not having had the chance to get packed down by travelers or weather. Finally striking metal — *funny, that doesn't sound right.* . . — Jadis grabbed the Gear's arm and hauled the machine half-upright. *No, that definitely isn't right.* Instead of the 17th's insignia, the Jäger — *Hunter!!* — bore an endless spiral topped with a curving blade. *Black Sabers! Oh crap.* Jadis released his hold and stumbled back a few steps. The Northern regiment was notorious in this area. They never seemed to lose. He raised his autocannon, his arm shaking.

I can't do this. . . the guy's unconscious. I. . . He heard shouting from behind him, and his comm buzzed to life. The burst of awakening electronics jolted him, and his hand twitched on the button. The cannon fired, and the Hunter jerked wildly as Jadis emptied the barrel into the comatose machine. He dropped to the ground, staring at the smoking Northern Gear. *I killed him. . . maybe I didn't. Maybe he was already dead. Maybe. . .*

Shouts of jubilation came bursting over the comm as the rest of his Section barreled down the dune.

"Way to go, kid!!"

"That a Saber? Nice work!"

Jadis looked up as Gary's Jäger approached him and hauled him up onto his feet. "Hell of a first kill, rookie." Gary's voice seemed almost sympathetic — had he seen? Did he know what really happened? "You'll remember this for the rest of your life."

"Yeah." Jadis replied, glad that they couldn't see how he was shaking. "I think I will."





TYPICAL INFANTRY ESCOUADES

4

STRUCTURE OF INFANTRY ESCOUADES - 4.1

We provide in this chapter a detailed listing and description of all typical infantry formations fielded by the Southern MILICIA. There are several other types which are particular to individual regiments (for examples, see *Chapter 7: Regiments of Note*, p. 52), but most of them fall into a sub-category of those listed here. Regiments are mostly composed of basic and recon escouades and the occasional heavy weapons escouade. Outside of these unit types, there are also a certain number of more specialized escouades that fulfill very specific functions in the field. These include snipers, demolition specialists, field engineers, spotters and the deadly and highly trained commandos.

The structure of the regiments, battaillons and companies is generally pyramidal: several "weaker" units at the bottom supporting few but powerful units above them. This structure allows Players to create and build their own infantry regiments while maintaining a modicum of realism and believability. Troopers with exceptional abilities and the advanced training required to use them to their full extent tend to be comparatively rare, and the army listing reflects this by restricting them to the Players.

Like Gears, the pyramidal structure of infantry is further broken down within each escouade type into Standard, Senior and Prime escouades (or the equivalent thereof). There are always more Standard escouades than Senior ones, and there are more Senior escouades than Prime ones. Standard escouades are self-explanatory — they are the basic ones, those which are the most common in any regiment. Senior escouades are mostly composed of veterans who have seen some action and have acquired some battle reflexes. Prime escouades are the best of any category: old veterans, special training, superior equipment, etc. Most Standard escouades do not have a Special Ability, whereas Senior and Prime ones do. Those are listed with each escouade.



Building Infantry Regiments - 4.1.1

With this pyramidal system, anyone can build a customized Southern MILICIA infantry regiment. There are a few details that must be covered beforehand, however. The pages which follow include short-hand explanations which, for space restrictions, must be further described here.

Composition Rules ◆

Construction is divided in two steps involving the type of escouade (Basic, Heavy Weapons, Light Recon, etc.) and the class within that type (Standard, Senior, Prime, etc.). In order to purchase the lowest class of a type, there are some basic requirements that must be met. For instance, in order to purchase a Standard Basic escouade, the requirements are "None," which means there are no limits to the number of Standard Basic escouades a Player can purchase. If, however, he wants to purchase a Mounted Heavy Recon escouade, the requirements are "Basic x 2," which means he first needs to purchase two Basic escouades (any class). Once a escouade has been purchased (and only then), the Player may wish to upgrade it to a better class (Standard to Senior, Senior to Prime, etc.). In order to do that, however, he must assign a number of "lower class" units to support the higher ones. These "lower class" escouades may not be upgraded unless they are replaced by similar lower class escouades.

Some escouade types may only be purchased a limited number of times for a given military unit. For instance, there can be no more than two Marksmen escouades per battaillon, or no more than one Lion Troopers escouade per battaillon. If the Player is not building a unit of that size (such as a battaillon in the examples above), these units are simply not available. Lastly, as a general rule, the commander of the unit is the first one listed for each escouade. He may be placed anywhere within the escouade's damage track.

■ Infantry Company Construction Example

Paul wants to build a standard infantry company — 4 platoons, 2 sections per platoon, 2 escouades per section. He wants a company that is fairly well-rounded in its abilities, so he plans on taking both heavy weapon-armed troopers and some recon personnel. All that versatility means he probably will not be able to take on highly qualified units, such as veterans, because he does have the required minimum, but he figures it is worth the trade-off.

The first two platoons chosen are all Basic types. That's a total of 8 Standard Basic escouades. Platoon 3 has two sections: Section 1, with two Standard Heavy Weapons escouades (supported by the four escouades in Platoon 1), and Section 2, with two Standard Light Recon escouades (which require no support). Platoon 4: Section 1 is composed of two Mounted Heavy Recon escouades (supported by the four escouades in Platoon 2); Section 2 is composed of two Standard Light Recon escouades (which require no support).



TYPICAL INFANTRY ESCOUADES



4



4.2 - BASIC

Basic escouades form the core of all infantry regiments. They are the men and women that take ground and hold it from the enemy while the mechanized units get all the action and all the glory. The modern infantryman is better equipped to do this than any trooper that came before him, however: he is in constant communication with his escouademates, has access to a wide range of sensory-enhancement devices and is protected by effective body armor. The great majority of infantry escouades in the Southern MILICIA is made up of basic escouades. All new recruits are assigned to one until they have proven themselves. They are then shifted to escouades with heavier weaponry and more responsibilities. Except for the Trainee escouades, all Basic escouades may use nightvision gear at no point cost, provided the scenario takes place at night.

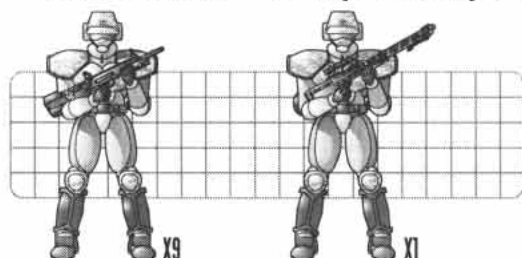
Special Abilities & Variations ☐

Standard — Trainee Special Abilities:	None
Standard — Trainee Variations:	Escouade may have an attached Badger APC for transport (new TV = 232).
Standard Special Abilities:	None
Standard Variations:	Escouade may have an attached Badger APC for transport (new TV = 286).
Senior Special Abilities:	None
Senior Variations:	Escouade may have an attached Badger APC for transport (new TV = 308).
Prime Special Abilities:	None
Prime Variations:	Escouade may have an attached Badger APC for transport (new TV = 403).

Escouade Composition Rules ☐

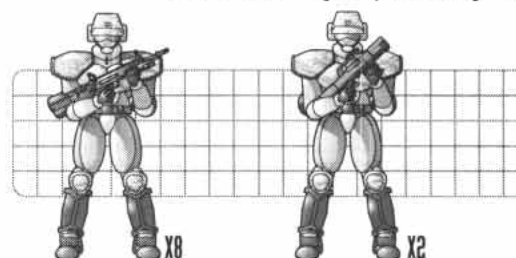
	Basic Requirement	Upgrade Requirement
Standard — Trainee	None	N/A
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 2

Standard Escouade — Trainee (Rookie, TV: 18) ☐



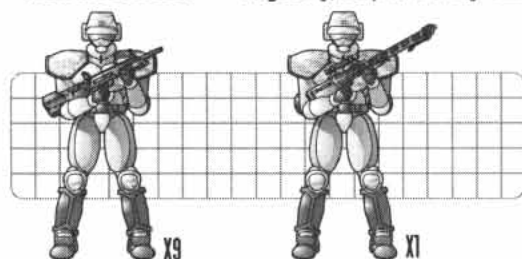
- 9 x (Lvl 1) w/Light Flak and 7mm Rifles (Threat Value: 7 ea.)
- 1 x (Lvl 1) w/Light Flak and 9mm LMGs (Threat Value: 9 ea.)

Senior Escouade (Qualified, TV: 94) ☐



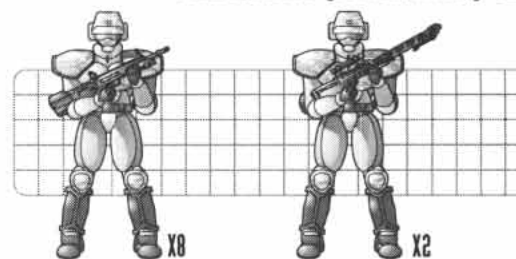
- 8 x (Lvl 2) w/Light Flak and 7mm Assault Rifles (Threat Value: 7 ea.)
- 2 x (Lvl 2) w/Light Flak and 50mm Rocket Launcher (Threat Value: 19 ea.)

Standard Escouade — Regular (Qualified, TV: 72) ☐



- 9 x (Lvl 2) w/Light Flak and 7mm Rifles (Threat Value: 7 ea.)
- 1 x (Lvl 2) w/Light Flak and 9mm LMGs (Threat Value: 9 ea.)

Prime Escouade (Veteran, TV: 189) ☐



- 8 x (Lvl 3) w/Light Flak and 7mm Assault Rifles (Threat Value: 8 ea.)
- 2 x (Lvl 3) w/Light Flak and 9mm LMGs (Threat Value: 10 ea.)





TYPICAL INFANTRY ESCOUADES

4



Heavy Weapons - 4.3

Heavy weapons escouades are the shock units of the modern battlefield. They are equipped with heavier armor and weaponry than other line troopers, and while their number might not be as great, they make up for it in firepower and resilience. In fact, many of their weapons are powerful enough to threaten combat vehicles. This combination makes them ideally suited to a wide range of combat missions going from direct assault to defensive actions. Their heavy armor makes them less effective on the move, however, and they must often take up stationary positions in order to have any effectiveness. All Heavy Weapon escouades may use nightvision gear, provided the scenario takes place at night. All Heavy Weapon escouades also have the training to deploy the infantry AAGM (**Tactical Field Support**, p. 47), though they must be bought separately.

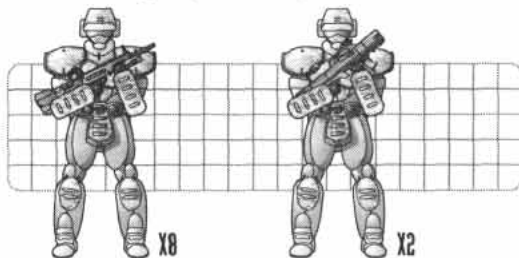
Special Abilities & Variations

Standard Special Abilities:	None (have -1 Encumbrance because of armor)
Standard Variations:	Escouade may have an attached Badger APC for transport (new TV = 346).
Assault Special Abilities:	None (have -1 Encumbrance because of armor)
Assault Variations:	two GR may be replaced by 9mm Chainguns (new TV = 124). Escouade may have an attached Badger APC for transport (new TV = 354).
Marksmen Special Abilities:	None (have -1 Encumbrance because of armor)
Marksmen Variations:	Escouade may have an attached Badger APC for transport (new TV = 342).
Veteran Special Abilities:	<i>Lethal Precision</i> allows the escouade to make high precision shots with a Margin of Success of 2 instead of 3 at the cost of one Command Point. (x1.10 TV)
Veteran Variations:	Escouade may have an attached Badger APC for transport (new TV = 516).

Escouade Composition Rules

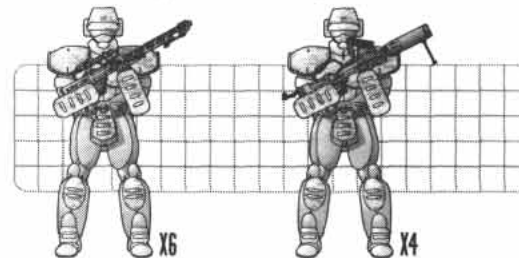
	Basic Requirement	Upgrade Requirement
Standard	Basic x 2	N/A
Assault	Basic x 2	N/A
Marksmen	Basic x 2	Standard x 2
Veteran	N/A	Any HW x 4

Standard (Qualified, TV: 132)



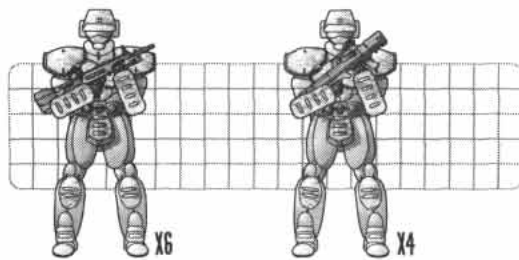
- 8 x [Lvl 2] w/Heavy Flak and 7mm Assault Rifles (Threat Value: 10 ea.)
- 2 x [Lvl 2] w/Heavy Flak and 50mm Rocket Launchers (Threat Value: 26 ea.)

Marksmen (Qualified, TV: 128)



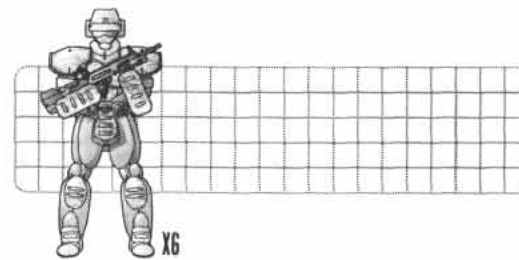
- 6 x [Lvl 2] w/Heavy Flak and 9mm LMGs (Threat Value: 12 ea.)
- 4 x [Lvl 2] w/Heavy Flak and Sniper Laser Rifles (Threat Value: 14 ea.)

Assault (Qualified, TV: 140)



- 6 x [Lvl 2] w/Heavy Flak and 7mm Assault Rifles (Threat Value: 10 ea.)
- 4 x [Lvl 2] w/Heavy Flak and 37mm Grenade Rifles (Threat Value: 20 ea.)

Veteran (Veteran, TV: 302)



- 6 x [Lvl 3] w/Heavy Flak and 7mm Assault Rifles (Threat Value: 11 ea.)
- 4 x [Lvl 3] w/Heavy Flak and 9mm LMGs (Threat Value: 14 ea.)

TYPICAL INFANTRY ESCOUADES



4



4.4 - Light Recon

Proper field intelligence is one of the most important assets of a military commander. Light recon *escouades* are teams of lightly armed and very mobile troops that scout forward from the main body to supplement other information sources such as AWAC planes and overhead satellites. They do not carry armor or heavy weaponry because they are not expected to directly engage the enemy. Light recon *escouades* are also trained as skirmishers and are sometimes used in five-men fireteams to hunt down enemy infantry. All Light Recon *escouades* may use nightvision gear at no point cost, provided the scenario takes place at night. All Light Recon *escouades* may be split into two five-men fire teams for Skirmish games, before the start of the game.

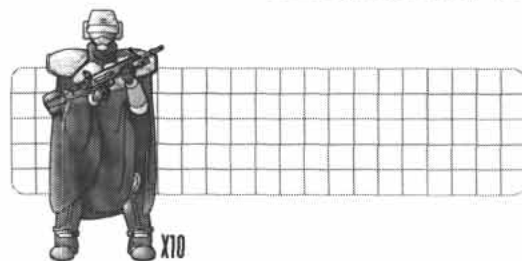
Special Abilities & Variations ☐

Trainee Special Abilities:	None
Trainee Variations:	None
Standard Special Abilities:	None
Standard Variations:	One man may carry a communication harness, giving the <i>escouade</i> a +1 Communication rating (new TV = 44).
Veteran Special Abilities:	<i>Communication Specialization</i> allows the <i>escouade</i> to add +1 to its Communication roll by spending one Command Point, no more than once per round. (x1.05 TV)
Veteran Variations:	One man may carry a communication harness, giving the <i>escouade</i> a +1 Communication rating (new TV = 160).
Elite Special Abilities:	<i>Stealth Training</i> adds +1 to Concealment at all times (x1.1 TV).
Elite Variations:	One man may carry a communication harness, giving the <i>escouade</i> a +1 Communication rating (new TV = 290).

Escouade Composition Rules ☐

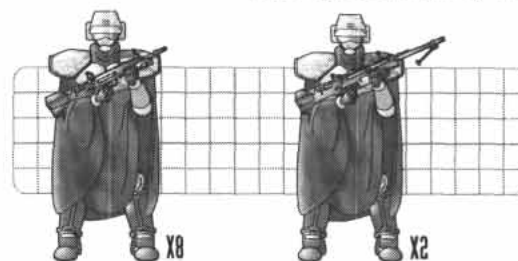
	Basic Requirement	Upgrade Requirement
Trainee	N/A	N/A
Standard	N/A	N/A
Veteran	N/A	Standard x 2
Elite	N/A	Veteran x 4

Trainee [Rookie, TV: 10] ☐



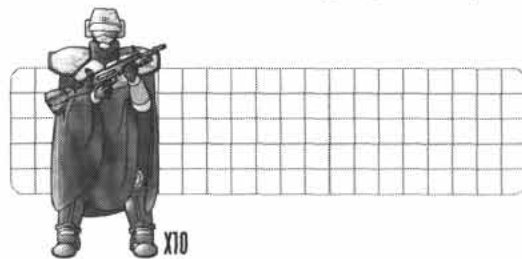
- 10 x [Lvl 1] w/o armor and 7mm Rifles [Threat Value: 4 ea.]
- No Heavy Weapon

Veteran [Veteran, TV: 146] ☐



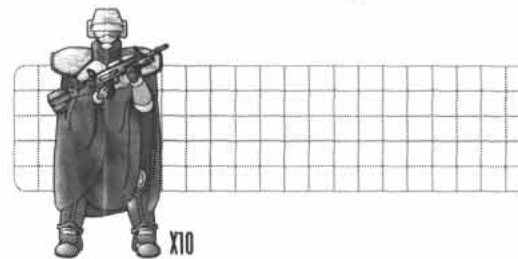
- 8 x [Lvl 3] w/o armor and 7mm Assault Rifles [Threat Value: 6 ea.]
- 2 x [Lvl 3] w/o armor and 9mm LMGs [Threat Value: 7 ea.]

Standard [Qualified, TV: 40] ☐



- 10 x [Lvl 2] w/o armor and 7mm Assault Rifles [Threat Value: 4 ea.]
- No Heavy Weapon

Elite [Elite, TV: 264] ☐



- 10 x [Lvl 4] w/o armor and 7mm Assault Rifles [Threat Value: 6 ea.]
- No Heavy Weapon



TYPICAL INFANTRY ESCOUADES

4



Heavy Recon - 4.5

Heavy recon escouades perform a similar function to their lighter brethren, but are much more mobile thanks to small personal vehicles such as bikes and jump packs. All heavy recon troopers are taught to handle their machines under combat conditions and still function as an effective and coherent fighting force. Since they are mounted, the troopers usually wear heavier armor, increasing their chance of survival on the field. In a pinch, these mounted troops can use their superior mobility to support flanking units against enemy infantry — as all tankers know, proper support from the groundpounders is crucial to an armored vehicle's survival. All Heavy Recon escouades may use nightvision gear at no point cost, provided the scenario takes place at night. All Heavy Recon escouades may be split into two five-men fire teams in Skirmish games.

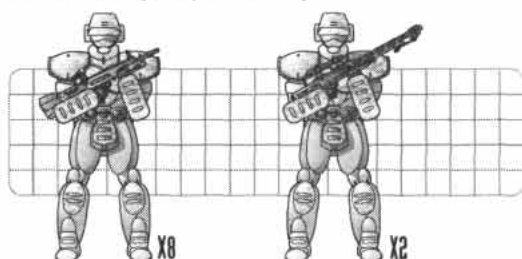
Special Abilities & Variations

Mounted Special Abilities:	Use ATVs
Mounted Variations:	LMGs may be replaced by Grenade Rifles (new TV = 240).
Mounted Veteran Special Abilities:	Use ATVs
Mounted Veteran Variations:	LMGs may be replaced by Rocket Launchers (new TV = 666).
Jump Special Abilities:	Use Jump Packs
Jump Variations:	LMGs may be replaced by Grenade Rifles (new TV = 240).
Jump Veteran Special Abilities:	Use Jump Packs
Jump Veteran Variations:	LMGs may be replaced by Rocket Launchers (new TV = 666).

Escouade Composition Rules

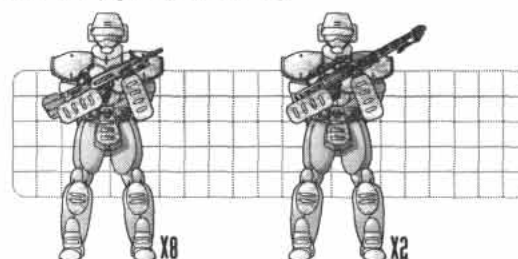
	Basic Requirement	Upgrade Requirement
Mounted	Basic x 2	N/A
Mounted Veteran	N/A	Mounted x 2
Jump	Basic x 4	N/A
Jump Veteran	N/A	Jump x 2

Mounted (Qualified, TV: 208)



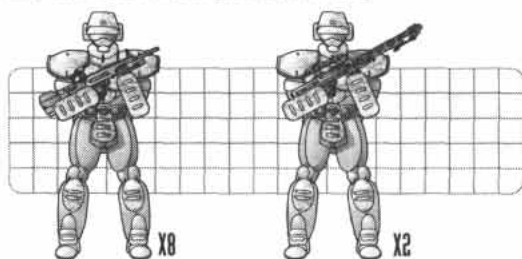
- 8 x [Lvl 2] w/Heavy Flak and 7mm Assault Rifles (Threat Value: 10 ea.)
- 2 x [Lvl 2] w/Heavy Flak and 9mm LMGs (Threat Value: 12 ea.)

Jump (Qualified, TV: 208)



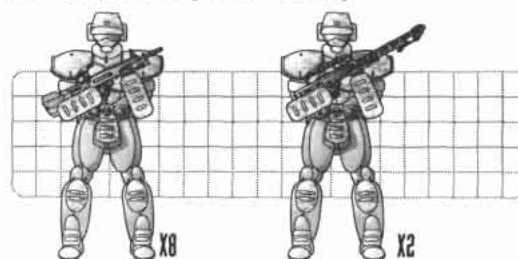
- 8 x [Lvl 2] w/Heavy Flak and 7mm Assault Rifles (Threat Value: 10 ea.)
- 2 x [Lvl 2] w/Heavy Flak and 9mm LMGs (Threat Value: 12 ea.)

Mounted Veteran (Veteran, TV: 522)



- 8 x [Lvl 3] w/Heavy Flak and 7mm Assault Rifles (Threat Value: 11 ea.)
- 2 x [Lvl 3] w/Heavy Flak and 9mm LMGs (Threat Value: 14 ea.)

Jump Veteran (Veteran, TV: 522)



- 8 x [Lvl 3] w/Heavy Flak and 7mm Assault Rifles (Threat Value: 11 ea.)
- 2 x [Lvl 3] w/Heavy Flak and 9mm LMGs (Threat Value: 14 ea.)

TYPICAL INFANTRY ESCOUADES

4



4.6 - Field Specialists

Field specialists are escouades of infantry that have received additional training in one particular field. They are comparatively rare because of this, and are usually found only at the company level and higher. Unlike other infantry units, they are not expected to directly engage the enemy; rather, they use their special training and equipment to indirectly benefit friendly forces. More than half of the field specialists are line troopers that have received training in the field engineering techniques. Rarest of all, the spotter teams are highly trained and motivated troopers that go into the thick of the fighting to designate targets for rear line friendly fire support units.

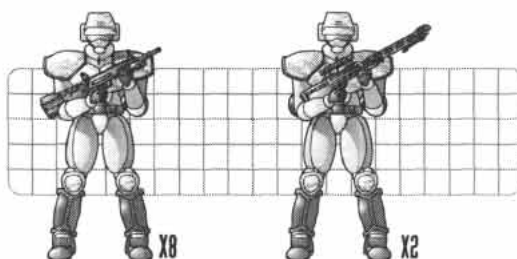
Special Abilities & Variations ☐

Engineers Special Abilities:	May purchase Engineering Training and Mine Sensors (Tactical Field Support, pp. 47-48)
Engineers Variations:	Escouade may have an attached Baxter (new TV = 845).
NBC Specialists Special Abilities:	May use Environment Suits (Tactical Field Support, page 47) without penalty (x1.05 TV)
NBC Specialists Variations:	Escouade may have an attached Medevac Badger vehicle (new TV = 429).
Demolition Special Abilities:	May purchase Engineering Training and Satchel Charges (Tactical Field Support, pp. 47-48)
Demolition Variations:	Escouade may have an attached Badger APC for transport (new TV = 288).
Spotters Special Abilities:	May purchase Laser Designator (Tactical Field Support, p.48) and serve as Forward Observers
Spotters Variations:	Escouade may be mounted on light ATVs (new TV = 334).

Escouade Composition Rules ☐

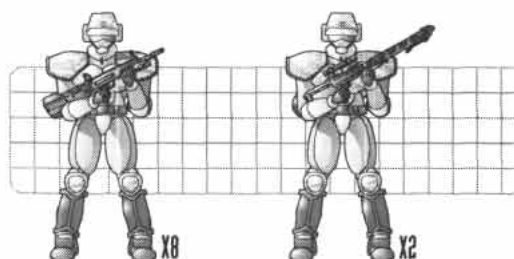
	Basic Requirement	Upgrade Requirement
Engineers	Basic x 4	N/A
NBC Specialists	1 per company	N/A
Demolition	1 per company	N/A
Spotters	1 per battalion	N/A

Engineers (Qualified, TV: 74) ☐



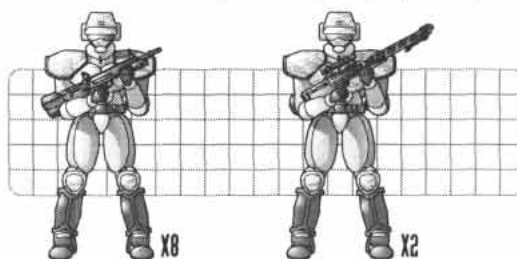
- 8 x (Lvl 2) w/Light Flak and 7mm Assault Rifles (Threat Value: 7 ea.)
- 2 x (Lvl 2) w/Light Flak and 9mm LMGs (Threat Value: 9 ea.)

Demolition (Qualified, TV: 74) ☐



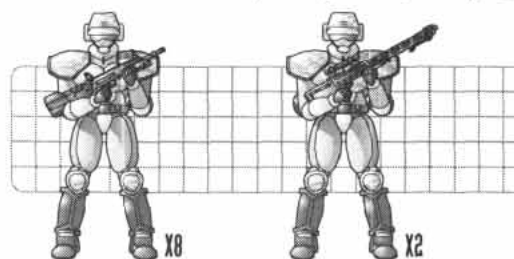
- 8 x (Lvl 2) w/Light Flak and 7mm Assault Rifles (Threat Value: 7 ea.)
- 2 x (Lvl 2) w/Light Flak and 9mm LMGs (Threat Value: 9 ea.)

NBC Specialists (Qualified, TV: 78) ☐



- 8 x (Lvl 2) w/Light Flak and 7mm Assault Rifles (Threat Value: 7 ea.)
- 2 x (Lvl 2) w/Light Flak and 9mm LMGs (Threat Value: 9 ea.)

Spotters (Veteran, TV: 167) ☐



- 8 x (Lvl 3) w/Light Flak and 7mm Assault Rifles (Threat Value: 7 ea.)
- 2 x (Lvl 3) w/Light Flak and 9mm LMGs (Threat Value: 9 ea.)





TYPICAL INFANTRY ESCOUADES

4



Special Forces Escouades - 4.7

Special Forces escouades are given that name because they tend to be either so specialized or so rare that one or two at most will be assigned to a given regiment. Under no circumstances are they found below the company level. The rarest of all, and probably most powerful, of the infantry escouades within the Southern MILICIA are the elite Hawk troopers. The men and women are taken from the cream of the troops and submitted to an extensive training program. They wear a suit of ferro-ceramide plates, similar to turtleshell armor. The armor is extremely expensive and requires extensive training to be used, and is still more fragile than a similarly-priced Gear. They are smaller and more rapidly dispatched, however, and can enter areas that the larger Gears cannot.

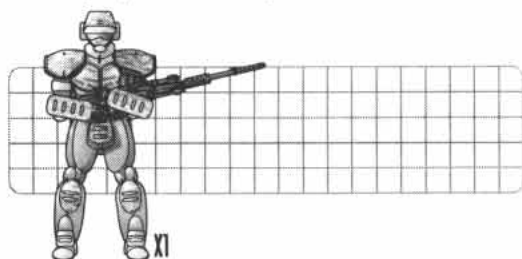
Special Abilities & Variations

Sniper Special Abilities:	Uses the Sniper special rules (TFS, p.25)
Sniper Variations:	15mm Rifle may be replaced by a Laser Sniper Rifle (new TV = 100) or a 24 mm Anti-Armor Rifle (new TV = 131).
Armor Hunters Special Abilities:	<i>Lethal Precision</i> allows the escouade to make high precision shots with a Margin of Success of 2 instead of 3 at the cost of one Command Point. (x1.1 TV)
Armor Hunters Variations:	24mm Rifles may be replaced by Rocket Launchers (new TV = 461).
Commandos Special Abilities:	<i>Stealth Training</i> adds +1 to Concealment at all times (x1.1 TV).
Commandos Variations:	Heavy Flak may be replaced by Turtleshell armor (new TV = 642).
Hawk Troopers Special Abilities:	May use Jump Packs (TV x 2)
Hawk Troopers Variations:	Rocket Launchers may be replaced by 24mm Rifles (new TV = 1592).

Escouade Composition Rules

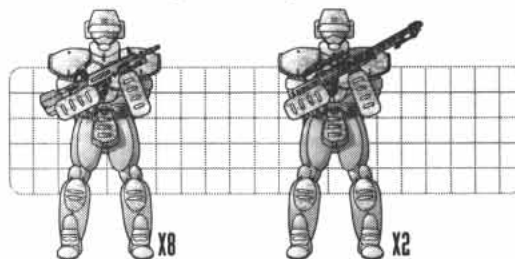
	Basic Requirement	Upgrade Requirement
Sniper	2 per battalion	N/A
Armor Hunters	2 per battalion	N/A
Commandos	2 per battalion	N/A
Hawk Troopers	1 per battalion	N/A

Sniper (Veteran, TV: 100)



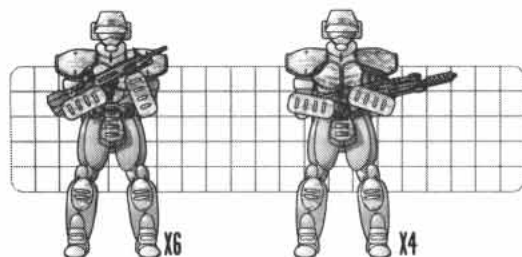
- 1 x (Lvl 3) w/Heavy Flak and 15 mm Sniper Rifle (Threat Value: 16)
- No Heavy Weapon

Commandos (Elite, TV: 510)



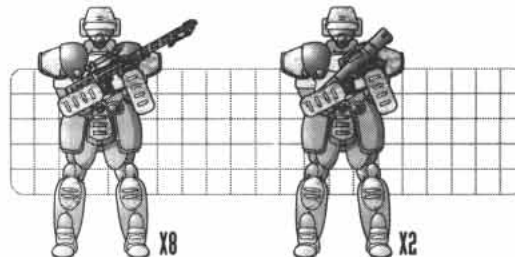
- 8 x (Lvl 4) w/Heavy Flak and 7mm Assault Rifles (Threat Value: 11 ea.)
- 2 x (Lvl 4) w/Heavy Flak and 9mm LMGs (Threat Value: 14 ea.)

Armor Hunters (Veteran, TV: 372)



- 6 x (Lvl 3) w/Heavy Flak and 7mm Assault Rifles (Threat Value: 11 ea.)
- 4 x (Lvl 3) w/Heavy Flak and 24mm Anti-Gear Rifles (Threat Value: 21 ea.)

Hawk Troopers (Elite, TV: 1680)



- 8 x (Lvl 4) w/Turtleshell and 9mm LMGs (Threat Value: 17 ea.)
- 2 x (Lvl 4) w/Turtleshell and 50mm Rocket Launchers (Threat Value: 37 ea.)



REMEMBER MINAN



Suzanne watched with pleasure and pride as the Commandant strode to the front of the room. She snapped to attention along with the other members of the regiment as he turned to face the assembled throng.

"At ease." The Commandant's voice was powerful enough to carry to them all without amplification, and as usual he scorned the use of the microphone. The soldiers shifted position again, and he continued. "Minan is ours." A cheer began to swell from the middle of the assembly, but he cut it off with a curt gesture. "The dawgs showed their true colors yesterday, and fled with their tails between their legs. Minan belongs to the South, and this was their final proof." He paused for a moment, and Suzanne felt a rush of pride as the cheers reverberated off of the ceiling of the ramshackle town hall. She added her voice to the growing chorus, and grinned from ear to ear when Dana glanced over and flashed her a thumbs-up.

The Commandant smiled slightly, waiting for the noise to die down. His face grew grim, and the easy feel of the moment began to slip away. "But things are not what they should have been." His words dropped like shards of glass into the suddenly still and attentive hall. "The Northern dawgs had the town for a day, and there is evidence that they had help. Some of the citizens of the town are collaborators against the South, and I have been given information that the buildings have been trapped against our return." Suzanne blinked, and glanced around surreptitiously, as though she expected to find a fuse under the stage itself. *Idiot.* She reprimanded herself. *They'll have checked this place thoroughly before they brought us in. Damn Northies.*

The Commandant had continued to speak, and she turned her attention back to the podium. "... so as of tonight, we will be on surveillance patrols and investigative duties. Our job is to clear the town of Northern sympathizers and infiltrators before the SRA takes formal possession. Report to your commanding officers at 29-00 hours. Dismissed!"

The muttering started as the troops filed out of the hall, growing into loud and angry words when they burst out into the damp afternoon air. Suzanne turned at a tap on her shoulder, smiling half-heartedly at her wingman.

"Can you believe that they actually invited the Northies in?" Dana shook her head in wonderment. "It takes some really screwed up priorities to do that, you can bet. I wonder what they could have been thinking?" She clapped Suzanne on the back, steering her towards the temporary hangar. "We should check on the babies, 'Zann. 'Nolises aren't meant for that kind of combat! What on earth were they thinking. . ." Suzanne chuckled to herself, and followed Dana into the hangar, tuning out Da's long list of complaints against the . . . *what was it? Oh yes... penny-pinching, tight-fisted, anal-retentive. . .* "non-com, Northie-loving tightwads." They finished together.

Dana glanced at her wingman, startled, and then nodded and laughed. "All right, so I complain. It could be worse, right? They could have tried to send us into combat with Asps." She grinned as Suzanne shuddered.

"Don't even think about that. . . they just might try it. After all, MILICIA's expendable, right?" Suzanne snorted derisively and wandered over to her Gear, its innards spilling out across the repair bay. She looked at it for a moment, then turned back to Dana, her face serious. "You know as well as I do that the Northies will be back. All they want now is revenge." Dana said nothing, but her expression was plain. "The SRA won't be here in time."

Dana looked as though she was about to comment, but a rumble from outside cut her off. They ran to the front of the hangar and watched as a team of Gears and tanks moved towards the town center. Shouted commands carried to them on the breeze, as the group began to fire on the houses of collaborators. Dana sighed softly as the houses on the edge began to topple. "Remember RahnMILICIA, indeed."





Structure of Armor Cadres - 5.1

We provide, in this chapter, a detailed listing and description of all typical armored cadres fielded by the Southern MILICIA. There are several other types which are particular to individual regiments (for examples, see *Chapter 7: Regiments of Note*, p. 52), but most of them fall into a sub-category of those listed here. The composition of armor regiments depends greatly of what its assigned task is, and is often much more unified than an equivalent Gear-based regiment. Almost all divide their assets between some light reconnaissance and flanking forces and something with more punch, such as assault groups or artillery batteries. Some of the better ones include many Light and Heavy Assault tank cadres, whose job is to break enemy lines and hold positions. Most of the MILICIA, however, must make do with entire compagnies of lighter combat vehicles.

The structure of the sections, compagnies and regiments is pyramidal: several "weaker" units at the bottom supporting few but powerful units above them. This structure allows Players to create and build their own armored regiments while maintaining a modicum of realism and believability. After all, most military officers prefer to have balanced regiments rather than regiments with one good section and fifteen sub-par ones. Having such a regiment would leave the good section lacking support; it would be quickly crushed by overwhelming odds.

Much like Gear regiments, the pyramidal structure of armor is broken down within each cadre type, into Standard, Senior and Prime cadres. There are always more Standard cadres than Senior ones, and there are more Senior cadres than Prime ones. Standard cadres are self-explanatory — they are the basic ones, those which are the most common in any regiment. Senior cadres are mostly piloted by Veteran pilots and get to use better or more specialized vehicles. Prime cadres are the best of any category: Veteran pilots or better, more powerful tanks, etc. Most Standard cadres do not have a Special Ability, whereas Senior and Prime ones do. Those are listed with each cadre.



Building Armor Regiments - 3.1.1

With this pyramidal system, anyone can build a customized Southern MILICIA armor regiment. There are a few details that must be covered beforehand, however. The pages which follow include short-hand explanations which are very similar to the ones used previously to describe Gear units.

Composition Rules ◆

Construction is divided in two steps involving the type of cadre (Light/Heavy Patrol, Light/Heavy Assault, etc.) and the class within that type (Standard, Senior, Prime, etc.). In order to purchase the lowest class of a type, there are some basic requirements that must be met. For instance, in order to purchase a Standard Light Patrol cadre, the requirements are "None," which means there are no limits to the number of Standard Light Patrol cadres a Player can purchase. If, however, he wants to purchase a Senior Heavy Artillery cadre, the requirement is "no more than 25% of the regiment's cadres," which means he can purchase up to 4 such cadres out of a regiment of 16. Once a cadre has been purchased (and only then), the Player may wish to upgrade it to a better class (Standard to Senior, Senior to Prime, etc.). In order to do that, however, he must assign a number of "lower class" units to support the higher ones. These "lower class" cadres may not be upgraded unless they are replaced by similar lower class cadres.

"Required" cadres do not have to be in the same unit as the cadre being purchased. For instance, the two Standard Heavy Artillery cadres required for a Senior HA cadre may be from a different compagnie. If you're building a complete regiment, it just doesn't matter where the units come from, as long as they're part of the same overall structure.

Armored Regiment Construction Example ●

Victor wants to build a standard armored regiment - 4 compagnies, 4 cadres per compagnie (total of 16 cadres). He knows he wants good fire support capabilities, but he also wants to take some scouting assets, just in case there are no Gear or infantry groups to scout ahead for him.

For Compagnies 1 and 2, he goes for a relatively basic composition: 2 Light Artillery and 2 Light Patrol each. Compagnie 3 incorporates 4 Heavy Artillery cadres. Since he cannot have more than 25% of his regiment's cadres in Heavy Artillery, that's the maximum he'll ever get. Out of those four, he assigns 2 as Standard, 1 as Senior (supported by the first two) and the last one as Standard, since that's all he can do with it. That's it for Compagnie 3. For his fourth and last Compagnie, he selects 2 Standard Light Assault, one Senior Light Assault (supported by the first two) and (just for the extra punch) one Standard Heavy Assault cadre. That about wraps up his armored regiment.



5.2 - Artillery

While not as sexy or as celebrated as their strider brethren, artillery vehicles are no less important to the units they are attached to. The MILICIA uses the term "artillery" to cover a large variety of fire support vehicles that go from close range rocket batteries to anti-aircraft cannons. Unlike most national armies, however, the MILICIA is poorly equippe with large mobile howitzers an must rely on smaller units or emplaced weaponry. Cavalry regiments often convert some of their artillery cadres into specialized teams, providing the regiment with heavy fire support and defense against aircraft.

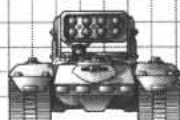
Special Abilities and Variations ☐

Standard Special Abilities:	None
Standard Variations:	Ballista #1 may be replaced by a Crocodile (TV: 1496)
Senior Special Abilities:	Veteran Crews reduce the delay in responding to a fire mission request by one-third (minimum of 1 round). (See Tactical Field Support, pg 22). (x1.1 TV)
Senior Variations:	Ostrogoth #1 may be replaced by an Evil Eye (TV: 2020)
Prime Special Abilities:	Same as above
Prime Variations:	Replace one Artemis with a Laser Artemis (TV: 8993)

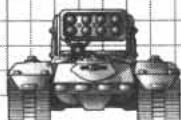
Artillery Cadre Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	No more than 25% of regiment's cadres	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

Standard (TV: 1770) ☐



▲ Ballista Qualified



▲ Ballista Qualified



▲ Ballista Qualified

Senior (TV: 2772) ☐



▲ Ostrogoth Qualified



▲ Ostrogoth Qualified

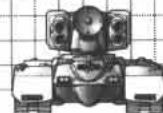


▲ Ostrogoth Qualified

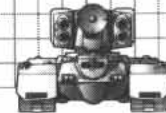
Prime (TV: 9578) ☐



▲ Artemis Veteran



▲ Artemis Veteran



▲ Artemis Veteran





TYPICAL ARMOR CADRES

5



Conscript Patrol - 5.3

Those MILICIA conscripts who prove to be highly talented with vehicles, but who are not accepted into Gear piloting school for whatever reason, are instead assigned to patrol units as drivers for fast scout vehicles. The new conscripts are paired with more experienced scouts in similar vehicles, with a Caiman APC attached for fire support. The rookies tend to gain experience quickly from this arrangement, and soon become effective reconnaissance assets for cavalry regiments. Like their counterparts in conscript Gear cadres, units that have proven themselves more than once on the battlefield or have some political connections are often reinforced with Light Patrol cadres.

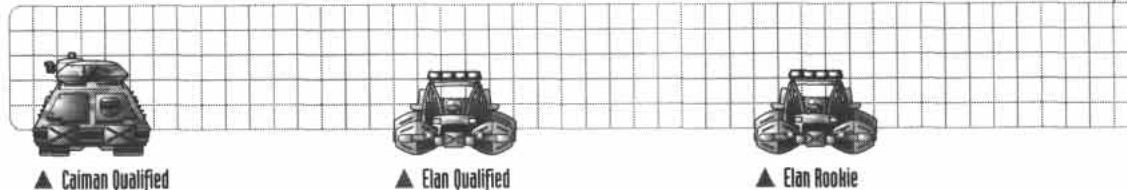
Special Abilities and Variations

Standard Special Abilities:	None
Standard Variations:	Replace Caiman with Crocodile (TV: 389)
Senior Special Abilities:	Superior Driving gives the vehicles a +1 to Piloting rolls when turning at Top Speed. (x1.05 TV)
Senior Variations:	War of the Alliance: Replace Caiman with Crocodile (TV: 944)
Prime Special Abilities:	Tactical Feints allow one (and only one) of the squadron members to spontaneously shift speeds at the cost of 1 Command Point, once per round. (x1.1 TV)
Prime Variations:	War of the Alliance: Replace both Caimans with Crocodiles (TV: 1950)

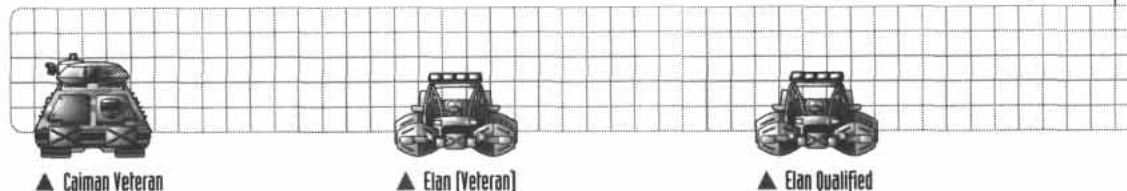
Conscript Patrol Cadre Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Conscript Standard x 2 or Conscript Standard x 1 and Light Patrol Standard x 1
Prime:	N/A	Conscript Senior x 4 or Conscript Senior x 2 and Light Patrol Senior x 2

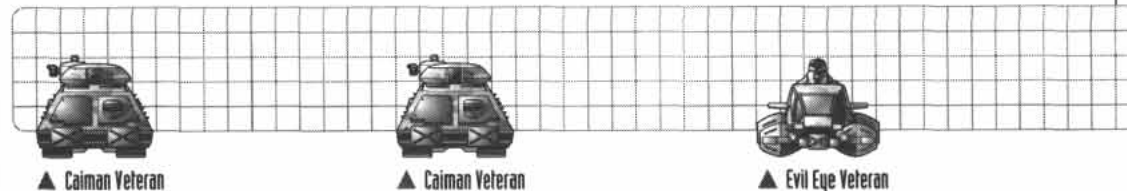
Standard (TV: 263)



Senior (TV: 647)



Prime (TV: 1327)



TYPICAL ARMOR CADRES

5



5.4 - Light Patrol

While most often used to transport infantry escouades into battle, armored personnel carriers are also effective by themselves as patrol and reconnaissance vehicles. They are roughly as well armed and armored as any recon Gears or vehicles they might encounter, but they cannot hope to engage any enemies with heavier armor. An artillery cadre is usually on standby, ready to respond to any calls for fire support that a patrol might make. Light Patrol cadres are sometimes deployed as perimeter defense or flanker units, even though those functions are often better fulfilled by Gears.

Special Abilities and Variations ☐

Standard Special Abilities:	None
Standard Variations:	Add Smoke Launchers (10 shots) to all vehicles (TV: 597)
Senior Special Abilities:	<i>Superior Driving</i> gives the vehicles a +1 to Piloting rolls when turning at Top Speed. (x1.05 TV)
Senior Variations:	<i>White Death</i> : If stationed near Port Oasis, may replace all vehicles with Alligators (TV: 1080)
Prime Special Abilities:	<i>Tactical Feints</i> allow one (and only one) of the squadron members to spontaneously shift speeds at the cost of 1 Command Point, once per round. (x1.1 TV)
Prime Variations:	Replace Caiman #1 with a command variant (add ECM 2, +1 Crew, +1 Communications) (TV: 1542)

Light Patrol Cadre Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

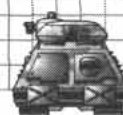
Standard (TV: 570) ☐



▲ Caimans Qualified

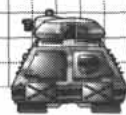


▲ Caimans Qualified



▲ Caimans Qualified

Senior (TV: 848) ☐



▲ Caiman Veteran

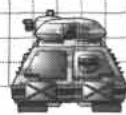


▲ Caiman Qualified



▲ Caiman Qualified

Prime (TV: 1411) ☐



▲ Caiman Veteran



▲ Caiman Veteran



▲ Caiman Veteran





TYPICAL ARMOR CADRES

5



Heavy Patrol - 5.5

Heavy Patrol cadres undertake the same missions as Light Patrol units, but they have greater firepower available to deal with more serious threats. They are usually sent into the field when resistance is expected, or as defendable flanker units. Most Heavy Patrol cadres are currently built around the Crocodile cavalry fighting vehicles, which, although lightly armored, packs enough punch to take down most light threats they might encounter. Though Gears would often do a better job overall, patrols often do not get a choice in the matter. Heavy Patrol units saw a large amount of action during the War of the Alliance, and suffered very high casualties at the hands of GREs and CEF hover tanks.

Special Abilities and Variations

Standard Special Abilities:	None
Standard Variations:	(Add Smoke Launchers (10 shots) to all vehicles TV: 975)
Senior Special Abilities:	<i>Superior Driving</i> gives the vehicles a +1 to Piloting rolls when turning at Top Speed. (x1.05 TV)
Senior Variations:	Add Smoke Launchers (10 shots) to all vehicles (TV: 1450)
Prime Special Abilities:	<i>Tactical Feints</i> allow one (and only one) of the squadron members to spontaneously shift speeds at the cost of 1 Command Point, once per round. (x1.1 TV)
Prime Variations:	Add Smoke Launchers (10 shots) to all vehicles (TV: 2413)

Heavy Patrol Cadre Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

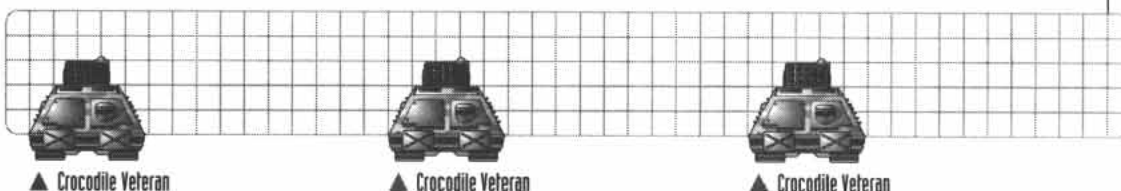
Standard (TV: 948)



Senior (TV: 1410)



Prime (TV: 2346)





5.6 - Light Tank

Light tanks such as the Hun are the backbone of the MILICIA's armored forces. They have the weapons and armor to engage the heaviest Gears and the most common enemy tanks, and make the enemy pay dearly for their folly. Light tanks never operate alone, however. They are either assigned to be the support section for cadres of heavy tanks, or are supported themselves by infantry and patrol vehicles. In the cramped quarters of an urban battle, it is not at all unusual for lighter tanks, Gears, artillery and infantry to be seen rushing to the aid of an heavy tank cadre that has been outflanked.

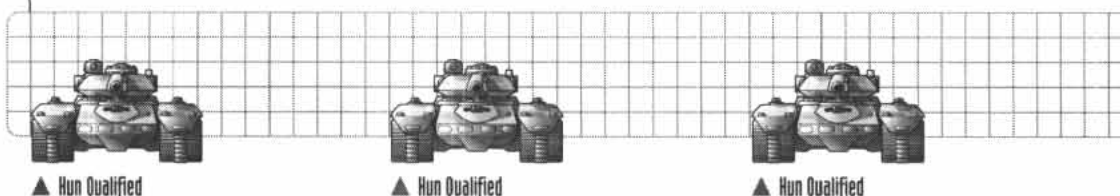
Special Abilities and Variations ☐

Standard Special Abilities	None
Standard Variations	Add Smoke Launchers (10 shots) to all vehicles (TV: 2832)
Senior Special Abilities	<i>Superior Driving</i> gives the vehicles a +1 to Piloting rolls when turning at Top Speed. (x1.05 TV)
Senior Variations	Replace Hun #1 with a Hittite (TV: 3277)
Prime Special Abilities	<i>Tactical Feints</i> allow one (and only one) of the squadron members to spontaneously shift speeds at the cost of 1 Command Point, once per round. (x1.1 TV)
Prime Variations	Replace Hun #1 with a Recon Hun (TV: 6727)

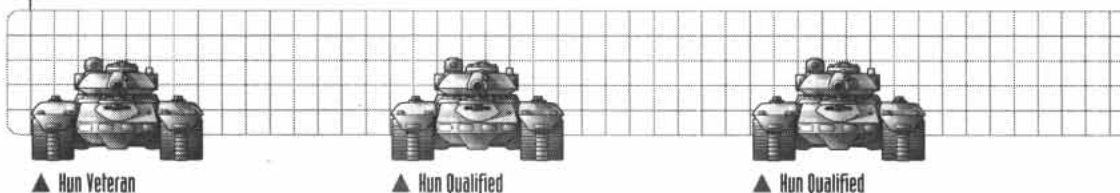
Light Tank Cadre Composition Rules ☐

	Basic Requirement	Upgrade Requirement
Standard	None	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

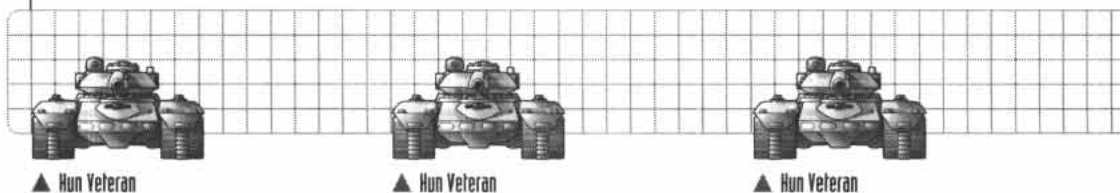
Standard (TV: 2781) ☐



Senior (TV: 3940) ☐



Prime (TV: 6257) ☐





TYPICAL ARMOR CADRES

5



Heavy Tank - S.7

While Gears may be the most versatile of modern Terranovan battlefield vehicles, only the monstrous landships of the Southern Republic can possibly top the sheer destructive force of a Visigoth main battle tank. The tradeoff for their immense levels of firepower is a lack of maneuverability, however, and heavy tanks often require support from other units. Tank drivers often complain bitterly about the lack of turning capabilities in these giant war machines, but none of them seem willing to give up the incredible offensive power of the tanks. As long as they are properly supported, they can count on their thick armor for survival.

Special Abilities and Variations

Standard Special Abilities:	None
Standard Variations:	None
Senior Special Abilities:	<i>Superior Driving</i> gives the vehicles a +1 to Piloting rolls when turning at Top Speed. (x1.05 TV)
Senior Variations:	<i>War of the Alliance</i> : Replace 1 Qualified Visigoth with a Qualified Blitz Visigoth (TV: 11,243)
Prime Special Abilities:	<i>Tactical Feints</i> allow one (and only one) of the squadron members to spontaneously shift speeds at the cost of 1 Command Point, once per round. (x1.1 TV)
Prime Variations:	<i>War of the Alliance</i> : Replace both Visigoths with Blitz Visigoths (TV: 18,266)

Heavy Tank Cadre Composition Rules

	Basic Requirement	Upgrade Requirement
Standard	No more than 25% of regiment's cadres	N/A
Senior	N/A	Standard x 2
Prime	N/A	Senior x 4

Standard (TV: 7755)



▲ Visigoth Qualified



▲ Visigoth Qualified



▲ Visigoth Qualified

Senior (TV: 11,536)



▲ Visigoth Veteran



▲ Visigoth Qualified



▲ Visigoth Qualified

Prime (TV: 19,647)



▲ Visigoth Khan Veteran



▲ Visigoth Veteran



▲ Visigoth Veteran



OLD FRIENDS



Gary hummed softly to himself as he strode down the main drag of Prince Arthur. He had another nine hours of leave left, and he needed a decent piece of that to get what he needed and get back to base. But in the meantime. . . He turned slightly to watch as one of the local lovelies went swiveling past, the light fabric of her dress clinging in all the right places. Yes, life was good every once in a while. He grinned and continued on, glancing around carefully before he ducked into a dank alley and darted quickly around the corner.

The grubby wooden door was exactly the same as it had ever been, tucked away between a dumpster and a stack of ancient, discarded building materials. The wood was gray with age, slogans scrawled on it one on top of the other in dulling colors of paint, calling for the Earthers to go home. Gary stepped up to it quickly, knocking in a certain way, then pushing the buzzer attached haphazardly to the doorframe. The door opened after a few minutes, and Gary found himself staring at a wall of muscle, barely kept in check by the tight red shirt. He glanced up and nodded politely as he stepped past the huge bouncer and into the bar itself.

The air was full of smoke, as per usual, and the few people scattered throughout the booths paid him no attention. That was the true beauty of this place — the customers as well as the bartender were always blind and deaf. Gary dropped down on to one of the stools that lined the bar itself, dropping one of the smaller Arthur *lith* stones on to the wooden top of the bar. It clattered on the meticulously polished surface, spinning in its disk. A rather rotund man appeared behind the bar before the lith fell still, making it disappear between two pudgy fingers. "Gary, my dearest friend — what can I do for you today?" His accent was thicker than usual, a smirk never leaving his face. "I had heard that you had been sent away from the army, is this not so?"

The smile never left Gary's face, but his eyes grew cold. He nodded slightly, his lips curling back with vague disdain. "You're looking well, Grigorii. A life on the bad side of the law seems to suit you." He nodded towards the door that led to the back room. "Can we have a moment?" Grigorii nodded obsequiously and popped the latch to open a small swing door in the bar itself.

"Of course, my friend. Of course."

Gary followed the older man into the back room, waiting until he had locked the door behind them before dropping down into one of the lushly upholstered chairs that perfectly complimented the exquisitely decorated room. "You haven't lost your taste for obscene luxury, you fat pirate. . . business must be good."

Grigorii waved his hand dismissively before carefully seating himself. "It comes, it goes. More comes than goes now. It will not always be so. Now, my boy. Tell me what has happened in your life. I grow curious."

Gary shook his head slightly. "Nothing terribly interesting, I'm afraid. I told my idiot commandant exactly what I thought of his foolish tactics, and found myself reassigned to the MILICIA. They're much more my style anyway." He smiled slightly. "The women are more friendly, too."

Grigorii looked pensive for a moment, then he shrugged it off. "Eh. I am too old to be thinking of such things, my friend." He groaned, and propped up his feet. "Too old and too fat. Now, you tell me what brings you here today, ah? Port Arthur is a long way to come just for a visit."

"Ross whiskey, Grigorii. A bottle of your finest. A rookie friend of mine made his first kill, and the way it happened, he's going to need some of your stock to make it through."





SUPPORT STRUCTURE

6

Quartermaster Duties - 6.1

The Quartermaster Corps is referred to as the "Intendence Corps." The Intendence Corps falls under the control of the Administration Services Division, which provides clerical and administration support to any given Higher HQ. According to old Southern regulation, the highest rank provided for Intendence Corps service was Commandant. Intendence Corps has no exclusive unit, rather they are tasked out to local commanders of a given Military District, and instructed to fight through the "red tape" and to fend for themselves, as they are in direct competition with other units for needed supplies.

The duties of the Intendence Corps are to provide, essentially, all supplies needed by troops. Because of this overwhelming and poorly-supported responsibility, Intendence Corps duty is considered only marginally better than Infantry service. Also, because of the lack of a chain-of-command or exclusive Intendence Unit, all requisitions are routed through whatever Prefect happens to be in charge of a given Military District, whether he be an Infantry officer, Tank officer, or even Air Defense Artillery officer.

Because of the nebulosness of the command structure and assigned responsibilities, requests are expedited at a snail's pace and, often times, requests for socks, medicines and toilet paper are conveniently "misplaced" to allow for shipments of exotic foods, lavish transports and building materials for commanding Prefects and their staff.

There are some documented occurrences of innocent Intendence Corps workers being beaten by their comrades for failing to order food, when what actually happened was that the food was ordered, then counter-manded by HQ so that a Prefect could have caviar for dinner and have some work done on his home. These abuses are much less common now, however.

The MILICIA Intendence Corps is a pitiful substitute for a central, efficient supply system. Coupled with low morale, soldiers speaking any one of 300+ local dialects and languages as well as sub-standard training, it all boils down to a military juggernaut of immense proportions (the Southern MILICIA) whose abilities and possibilities are inadvertently restricted by a very short leash (the Intendence Corps).



Support Troop Organization - 6.1.1

Support troops (Mechanics, Cooks, Electronics/Radio Repairmen, Medical, Finance, Justice, Topographers, Band members, and Intendence) are the step-children of the Southern system. The Southern design philosophy for the MILICIA dictates that if a man is not pulling a trigger, then he has little significance and is more expendable than a common infantryman.

The basic maintenance unit is attached at the *compagnie* level, and generally consists of between three and five mechanics along with their tools and helpers. The support unit at the battalion level adds a dedicated maintenance truck, one ambulance, a mobile field kitchen and miscellaneous support items such as cargo haulers, potable water trailer and generator trailer (the latter usually being reserved for use by the local Field HQ). The really heavy equipment is assigned to a regiment as a whole. Depending on the regiment's reputation and assignment, the regimental support team includes some or all of the following: additional maintenance trucks, heavy crane truck, portable bridges, bulldozer, mine-layers/mine-clearing vehicles, water-filtration set (on trailer), fuel trucks and trailers, decontamination trucks and additional support personnel.

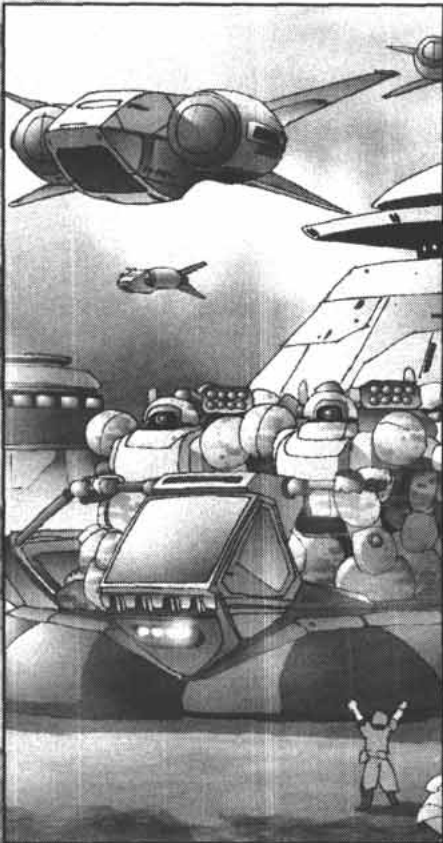
Equipment tends to matter much more than men, who are readily replaced. For an entire regiment to have fifteen sundry maintenance vehicles and only three doctors, the disparity with the Northern Guard is apparent. These are just the support units, not the combat arms units assigned to these organizations. Southern doctrine stresses compartmentalization of duties, thereby keeping soldiers "in their place." The theory being that a driver might learn a mechanic's job and later manage to somehow use it against the State.

Special Formations - 6.1.2

Formal deployment doctrine for the MILICIA stipulates that supply lines are to be established once the forward troops have captured the territory and are able to protect the support train. There are occasions, however, when units have been either stranded or assigned to difficult locations, such as a mountain top or a remote polar outpost, or even a space station (this happened only once, during the War of the Alliance. MILICIA troops are not generally trusted enough to garrison such sensitive locations). These situations are always problematic for the Intendence Corps, since there are few or no established procedures for these. Historically, solutions have been as diverse as hiring civilians to deliver supplies, to using conventional vehicles in unconventional ways. Inventiveness is necessary since the powers that be will rarely authorize additional expenses. The most spectacular resupply run was certainly the Badden Pass Trail Chain, where local farmers used beasts of burden to bring food and fuel through difficult mountain trails to MILICIA units stranded in the mountains by a CEF advance during the War of the Alliance.



6.2 - Troop Movement Procedures



All armed forces have traditionally been restrained in their movements by the quality and the reach of their support network. Though it is possible to field vehicles that require very little maintenance, such is not the case for their pilots — “an army travels on its stomach,” to quote a famous general. Consumables such as fuel and ammunition must be made available for the army to fight effectively, as well. These factors limit the mobility of a ground-based armed force, which can only move as fast as the proper supply lines can be established. The latter, being crucial to the fighting ability of the army, must also be properly defended at all times lest they provide the enemy with a tempting target, especially while on the march and out of the more easily defended base camps. In many ways an army on the move is like a giant mythical creature, powerful but with a soft belly that may prove to be its undoing if attacked or not properly fed.

Troop movement protocol was developed for use in the valleys and ravines of the polar hemispheres and was field-tested in numerous skirmishes. It is really more suited, however, to fighting in the wide plains of the Badlands desert. MILICIA units travel in single file, to hide their numbers and fan out to form a line-of-battle when threatened. It works well when they have room to maneuver, but in a confined space the strategy is much less effective and can actually become an hindrance.

When traveling, the units' disposition is referred to as “Road Marching” or “At the March.” When moving to form a line-of-battle, they are said to be “Enveloping the Enemy” or “Forming the Line.” Typically, a tank or Gear cadre is named the “Advanced Guard,” traveling five to fifteen kilometers ahead of the main body in order to secure an area for safe passage. The main body consists of all other combat units, followed by the “Rear” or “Tail.” The Rear consists of all support units and generally has no protection whatsoever. The Southern planners felt that support units did not warrant constant combat unit protection, since offensive units would quickly dispatch enemy forces before their arrival.

For certain operations, especially during the Interpolar War, the MILICIA sometimes deploys a “support troop,” which is basically a camp-building support train protected by a strong but small force, which is tasked to establish a supply dump in the forward area of an offensive push to shorten supply routes. Support troops are typically given more autonomy than other line units since they have to operate further from HQ, but they follow the overall same principle of a military force flattening all before it, with the supply vehicles following once the coast is clear.

6.2.1 - Supply Lines

As referenced in the “Quartermaster Duties” section above, re-supply in the MILICIA was quite an endeavor. Most Commanders in the Interpolar War were forced to practice “Rape and Burn” operations: get enough food from a Badlands or Northern-friendly village, then kill the villagers and burn the village. Barbaric, until one realizes that the Southern troops fighting there would have starved themselves if they hadn't ransacked the countryside. The reason the Commanders were forced into this sort of action was that resupply of units was impossible during combat, and the enemy never let the fighting lapse.

MILICIA forces are generally equipped with two to three weeks' worth of food and a week's worth of fuel when they roll out on offensive operations, or at least they do on paper — the actual amounts are influenced by both the unit's current standing and the skills of its supply officers. The Southern planners believed that the main mission of the MILICIA should be to capture ground immediately, secure it, dig in, and await resupply, basically earning the right to get more food and gas by their actions. Any unit(s) that faltered were obviously inferior and deserved to suffer for their failure. In practice, even if a unit did capture some ground and dig in, resupply could be agonizingly slow.

Southern battlefield tactics called for a Blitzkrieg rush forward (the “steamroller” approach) and in doing so, a given unit would far outrun its supply train. The solution, they thought, was to establish small staging areas all the way back to Southern territory in order to direct the supply trucks in the correct direction for a (hoped) rendezvous with the Rear of the Combat unit. These small “logger” sites would keep down resistance in their area, thereby keeping the supply line from being cut — in theory. In practice, supply lines were repeatedly cut, thereby forcing the evolution of the “Rape and Burn” tactic.

In peace times, the MILICIA forces are stationed in various depots and posts around their assigned positions (see *Defensive Doctrine*, page 85). Supplies are moved along both rail tracks and roads, and are often sub-contracted to civilian interests in order to reduce cost. Protection and safety are ensured by the troops themselves. If a conflict breaks out, the supply lines remain the same but with increased protection, generally provided by either regular army personnel or military police forces — the MILICIA troopers are seldom trusted with this vital endeavor, unless they are part of a unit with a proven track record or there is no other personnel available to perform the task at hand.





Food and Equipment - 6.3

Regiments need large quantities of consumables every day to remain at peak fighting efficiency. These consumables include items as varied as water, food, hygiene items, fuel, ammunition and spare parts, with the food and fuel making up the bulk of the cargo shipped out to units in the field. In order to cut costs, MILICIA standard operating procedures state that water must be acquired from local sources whenever possible, to avoid tying up transport assets. While it makes some form of sense, this policy is sometimes impossible to apply in the field, especially in the drier regions of the planet (such as the Badlands).

MILICIA units deployed in the battles of the Interpolar War often had troubles getting enough water for their troops, which usually meant cutting down on hygienic use while in the field (washing oneself with fine sand is a time-honored MILICIA tradition for units stationed in the Badlands). This, naturally, made ambushes very difficult for the infantry, and they had to be very careful, after a long stretch in the field, to remain down-wind of any prospective targets. The health of the troops was also quite adversely affected by the policy, and many developed such problems as the "Elarian Two-Step," a non-lethal but extremely uncomfortable form of dysentery.

Soldiers in the field require several liters of water every day to function, however, and operating procedures do exist to supplement whatever water supply the troops can find in the field. Operating manuals for officers have numerous reference tables that cross-index troop needs and estimated morale versus available supplies to enable commanders to request additional rations if needed. These tables were designed to take into account the troops' natural tendency toward exaggeration, a fact originally intended to remain secret. In practice, it is a constant tug-of-war between the intendency and the troops and their officers as each side tries to influence the supply poll's result to their advantage.



Cooking and Basic Necessities - 6.3.1

The Cooks assigned to a given unit (see Support Troop Organization above) are not actually responsible for feeding the masses. Rather, cooks and Mobile Kitchens are supplied for high-ranking Officers' use. The common soldier is generally fed only once per day "in the field," and that meal normally consists of boiled johar roots (or similar), meat patty (if available), a biscuit-like hunk of bread, water and one luxury item (candy pack or soft drug). The foodstuffs for soldiers are often cooked by themselves. Normally, a cadre will possess an iron or, if they are lucky, a steel pot in which to cook their meals.

In situations where food supplies are exhausted, the "Rape and Burn" tactics outlined in the "Supply Lines" section apply, as a rule. While in garrison (at home base or facility), soldiers receive three meals daily. They consist of a light breakfast, a light lunch and a hearty dinner. Denial of food is a disciplinary protocol, so the first two daily meals are kept light, in essence, to keep the troops' behavior manageable from fear of missing dinner.

Toiletry items are carried individually and are confined to toothbrushes, a stick of lye (soap), a wash-cloth, comb and razor. Most troops in the field, especially the Badlands, may get to bathe once a month, if they are lucky. MILICIA troops in the field generally sleep in or on their vehicles or underneath them. Vehicles are the only heat-source available to a common soldier. High-ranking officers, conversely, sleep in trailers which are basically towed campers. Most high-ranking officers do not spend much time with their troops, so the presence of a sleep-trailer at an encampment usually indicates that something out-of-the-ordinary is going on, such as a briefing, tactical planning, readying for movement, etc.

Fuel and Ammunition - 6.3.2

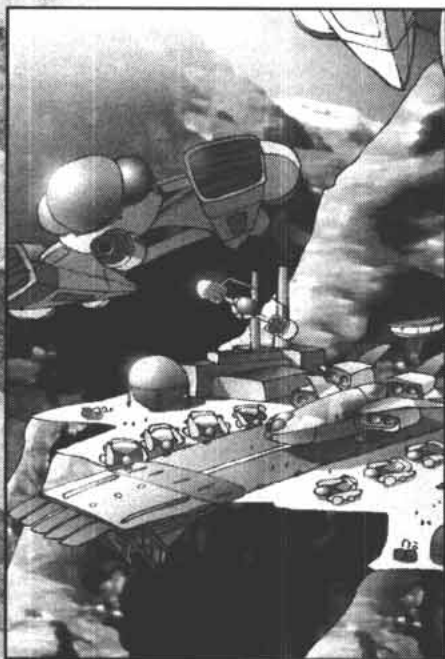
Enough fuel is carried for one week of normal movement (no all-night movements or extreme terrain). As stated in the "Supply Lines" and "Quartermaster Duties" sections, units receive more when they have been determined to be the priority unit to receive re-fueling, whether for tactical importance (holding important ground) or in recognition of good forward progress (possibly exploiting a weakness in the enemy's defenses).

Ease of resupply is also a huge factor. If the unit deemed worthy of re-supply is outside the scope of the supply lines, another unit may be re-supplied in order to reach the first, thereby re-establishing supply lines, re-supplying the first unit, and allowing the operation to continue. Ammunition is handled in the exact same fashion as fuel, with the exception that ammunition supplies can be stretched to two to three weeks of use.

Storage of ammunition is a very haphazard undertaking, at best. Soldiers individually carry their own supply from the start of a movement near hostile forces or under threat (ammo is centrally controlled and supplied otherwise). Soldiers are subjected to "ammo checks" many times a day by officers, to ensure that soldiers are not trading ammo with locals for food or drugs.



6.4 - Specialized Personnel



Like all other modern armed forces, the Southern MILICIA has its share of specialist troops, personnel with extra training that makes them useful in some situations: field medics, engineers, demolition experts and others. Their importance in the field tends to be underplayed by the Southern military planners, who see them simply as infantry soldiers with a set of additional skills that may come in handy — perhaps. To the other soldiers, however, they are a gift from above, and tend to be well-cared-for within the unit itself.

Southern youths who enlist or are conscripted into the MILICIA are indoctrinated in a month-long training session which can be loosely compared with Basic Training in the other Southern military forces. During this four week period, they are taught to drive a Utility Truck and to fire a rifle. The training session ends with a battery of tests intended to help classify the troopers.

After the testing, soldiers are sent to their specific units for on-the-job-training, which is the only additional formal training they will ever receive unless they prove proficient at one particular task, as shown by the tests. The most promising candidates are sent to the advanced training schools, while the rest are assigned to field units, their education to be completed by their older squadmates. Needless to say, rookies face rough times until they can prove their worth to their comrades.

Depending on their level of training, specialists are assigned to individual escouades or cadres, or they are assigned to a company as a whole. More rarely, some specialists will be grouped into a section of their own and attached to a regiment, acting as a roving trouble-shooting team for the entire battle group.

There have been instances of specialist battalions, mostly combat engineers, formed and deployed in great numbers during the War of the Alliance, but these formations are considered too unwieldy today and are not encountered anymore.

6.4.1 - Medical Staff

Though a few soldiers are full-fledged M.D., they are rarely assigned to units in the field. The medical team responsible for providing basic medical care to injured soldiers is generally composed of troops who have received basic paramedic training and little else, and who are instructed to let their medi-packs do most of the work for them. Generally, lack of facilities enhances a comparatively horrific fatality rate, even for injuries that most Northern armies would have little trouble treating. Men are expendable in the MILICIA system, and medical personnel are mainly present to ease the minds of young men rushing into battle.

Medical vehicles such as the Nightingale are fielded in limited numbers, usually at the company or regimental level. Most of the vehicles are hand-me-downs from the Southern Republic, and as such are in only fair condition. Several have been stripped of their most advanced equipment, though they remain more than adequate to treat battlefield injuries.

6.4.2 - Field Support Personnel

The various duties normally assigned to specialized field support personnel are often fulfilled by the same troops in the MILICIA, again because of the "fighter or useless" policy elaborated during the formation of the army. Engineers are responsible for clearing and emplacing both mine fields and earth-work obstacles, crossing rivers that are too deep for vehicles to ford and maintaining water filtration equipment. Mechanics are responsible for repairing and maintaining all vehicles and generators within their assigned unit, either in the Rear or during the heat of battle.

The only permanently dedicated troopers in this category are the Chemical Warfare Specialists, who are deemed important enough to warrant additional training and staff. They are responsible for protecting the rest of the troops against Chemical, Biological and Nuclear (NBC) warfare. They also handle decontamination efforts for their unit's vehicles, personnel and even buildings or patches of ground. All-in-all, they would be unsuccessful against all but the most basic or primitive attacks of these types.

6.4.3 - Political Officers

Political officers are perhaps the most significant difference between the MILICIA and the Northern Guard. Their main function is to keep an eye on the forces for any sign of discontent or treason. They are also responsible for providing a minimum of five hours per week of political indoctrination to all troopers, from Soldats to Commandants, though the officers and many of the veteran troopers manage to skip these sessions without any problems. This indoctrination mainly consists mostly of prepared sermons praising the valor and virtue of the Allied Southern Territories and their benefactor, the Southern Republic. The "P-Of," as the troops call them, vary from fanatical tyrants to benevolent supervisor, but their prime loyalty is always to the Allied Southern Territories.





Alternate Supply Routes - 6.5

The supply problems experienced by the MILICIA are endemic to the force, and are expected to remain so for a long time. Over the cycles, the troops have learned to use alternate means of procuring the supplies and consumables they need on a daily basis. The casual observer might not even notice the shoddy state of the organized supply system, so good are the MILICIA quartermasters at procuring what the unit needs through alternate means.

Many units, when stationed in one place for long durations, begin to grow their own crops in fields beside the bases to supplement their diet. The flat roofs of the barracks are also a favored spot for planting vegetables. "Dirt hauling" is a common chore given to rookies, entailing the lugging of a long series of heavy canvas bags of earth and seeds to the roof of the building. Care must be taken when preparing the new garden, however, lest the troopers inside receive the entire thing on their heads in the middle of the night. There is at least one documented instance of a roof breaking down under the extra weight of the earth and the irrigation waters, showering the troops inside with wet dirt and pieces of assorted vegetables. Though the farming considerably improves the daily life and health of the troops, it is often a cause for ridicule from the army regulars, who have taken to call the MILICIA "boy farmers" and other, less respectful, names.

Some quartermasters prefer to use more direct means of procuring essentials, and rely on smuggling and underground trading to get what they need. While some have extensive connections and prefer a very cloak-and-dagger style of contact, some, especially those attached to units stationed on the border or in disputed areas, simply arrange to have their commander look the other way when smugglers pass through their territory, in exchange for a cut of the goods.

Most units also have at least one dedicated contact person, a "fixer" who can get virtually anything the troops require, provided, of course, that they are given enough time to work their magic. The fixer is generally known as such only to the people in his unit, and his identity is jealously guarded from outsiders. A few MILICIA regiments, especially those stationed in far-away locales, openly make deals with the underground. Many of the MILICIA troopers dislike this state of affairs, but they see no other solution; others revel in it, seeing it as a welcome addition to their 'rebel against the state' aura.

A smaller number of regiments, specifically those who are stationed in a border town for more than a month or two, or those whose actions have directly contributed to the safety of one of the smaller settlements, can often depend on local aid to supplement their stored supplies. Grateful Badlanders appreciate the more informal style of the MILICIA once they have had a chance to contrast it with the 'anal-retentive' Republican forces, and will often trade goods such as food or soft drugs in return for services. MILICIAmen have been known to use their days off moonlighting as security at a community event or performing some other type of labor — physical or otherwise — to pay for some badly-wanted supplies. This form of supply acquisition is very open to abuse, unfortunately, and a couple of regiments are rumored to be carrying out protection rackets, demanding food and luxuries from the settlers to prevent "unfortunate accidents."

■ Informal Awards

Although the mostly-conscripted MILICIA has less need for medals and ceremony than the Republican Army does, the MILICIA is rife with informal traditions. The Support branch of the army, perhaps in an effort to get onto the good side of the troops, have been known to provide informal awards. Most of these unofficial awards are either statements about current events or a sort of wry celebration of the trials of MILICIA life. High command tries to stamp out these informal awards, seeing their cynical nature as detrimental to morale, but they flourish nevertheless.

An obvious parody of the Ruby Tear combat injury award, the Crocodile Tear commemorates a wound of a different sort. Crocodile Tears are a sort of consolation prize mourning the death of a career. Whenever a Republican Army officer is transferred (i.e., demoted) to a post in the Southern MILICIA as a result of some disgrace, after his first day of service he typically discovers a small box, containing a Crocodile Tear, at the foot of his bunk. The tarnished bronze and glass pin exists as sardonic recognition of the officer's fall from grace from the Republic's Best to the AST's Worst.

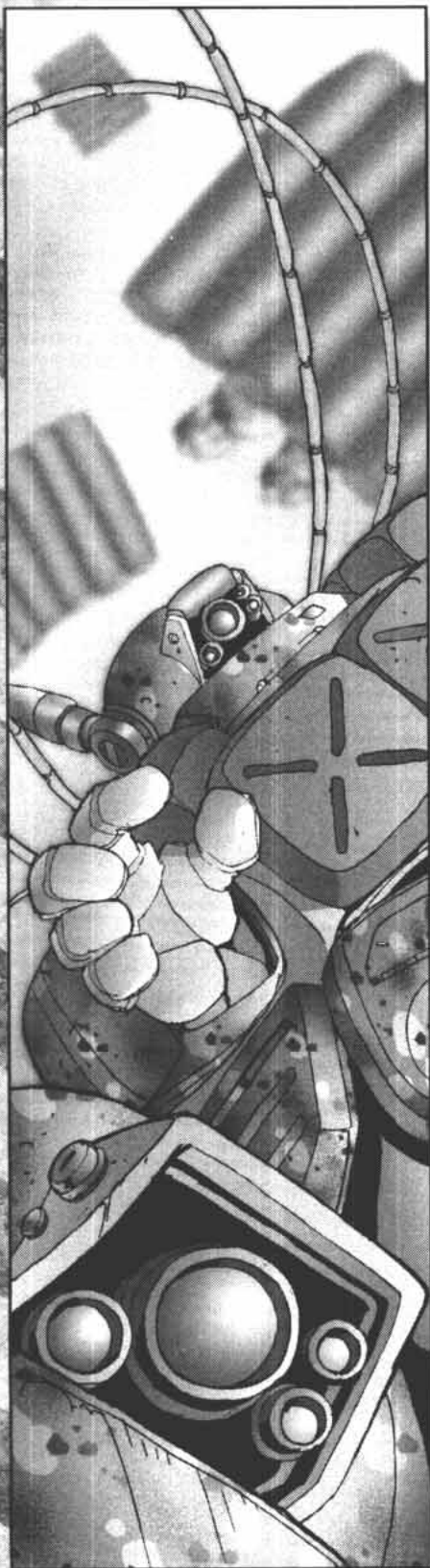
The Heretic Halo is the most recent informal medal currently in circulation, distributed to soldiers who participated in the TN 1935 assault on Massada. An aluminum pin emblazoned with the image of a flimsy halo tied to a stick, the Heretic Halo is a caricature of the regimental logo of the Northern Guard's 99th Heavy Gear regiment, the Blue Angels, with whom the MILICIA forces came into direct contact. A shirt bearing the slogan "I Was Branded A Heathen and all I Got Was This Lousy Shirt" frequently accompanies the Heretic Halo.

Only a few cycles old, the Basal Bulls-Eye is another recent creation. This red and white enamel pin, shaped like an archery target, is quietly distributed among all MILICIA troops stationed in the volatile Emirates. The Basal Bulls-Eye is equivalent to a sarcastic "Kick Me" sign, reminding troops that they are targets for both the rebels and the Patriarch's armies.





WIND BENEATH MY WINGS



25 seconds to drop.

Josten scowled slightly, and adjusted his harness. They were being called upon yet again to pull some ground-pounders out of the fire. It just figures. They pick fights that they can't possibly win, and who gets called in to help? The airbornes. And do they ever thank you afterwards? No. That would be too easy. It's always "where were you?" and "why didn't you get here earlier." Still, it was always a right bit of fun when it was your regiment who turned the tide of a battle. The looks on the faces of the ground-pounders made it worthwhile, in a way.

20 seconds to drop.

He reached out and toggled his visual sensors, scanning the rack of Jägers waiting patiently behind him. Five years he'd been leading this section, and was there ever a word of gratitude, or even a hint of promotion for his pains? Not that he'd have taken it, mind you. The day they pulled him out of the sky was the day he turned in his service ribbon. Not that they hadn't tried, that once, to get him streamed into a desk job. Said he was getting too old, they did. Said he wasn't fit, they did. They gave that up soon enough when he challenged the Prefect to an arm-wrestle, now, didn't they? Tried to get him sent away on mental fitness grounds after that one, but that didn't fly either. Heh.

15 seconds to drop.

This war's been a long time in coming, and it'll be a long time in going, too. Just look at the children assigned to the Section now! Boys and girls just out of school, eyes full of fire and hands full of guns. They barely know why we're fighting. Just gotta beat the Northies, eh? Nothing else matters. Take this town, take that base, then the next. Don't matter how many children die, how many towns we raze. Don't even matter that Terra Nova will have destroyed itself by the time Earth comes back again. Feh.

10 seconds to drop.

Josten switched his comm over to the general channel, landing in the middle of a raucous conversation between some of the rowdier members of his team.

"... take her out to the club and..."

"Not a chance!"

"SHADDUP!" Josten snapped sharply, getting their attention quickly. Best way, if you asked him. "Too much chatter. You all know what we're doing on this one. Just find your feet and start shooting. We're dropping behind the ridge, so we'll have about a five-second grace period to get steady. That should be more than enough. I'm going down first, about 500 meters away from your landing site, and will be laying strafing fire as I descend. That will draw attention long enough for you to get down safely. Now stop nattering and focus on your jobs, you idiots." He left the comm on long enough to catch the first snickering comment, and then turned back into his own thoughts.

5 seconds to drop.

Maybe it was time. Time to step back and let someone else take over. Time to stop doing these foolish things in the name of the country that had raised him. Time to pass on the squad to someone younger, without a stiff neck and sore knees. Maybe.

Time.

The shutters opened and Josten felt the jerk of the holding clamps' release. The clouds parted at his command, and the ground rushed up to meet him in an embrace barely slowed by the tug of his opening parafoil. The air whispered his name in his ear, and the Jäger was solid and warm around his body. Maybe it was time to step down. But he'd be damned if he did it voluntarily.



Celebrated Regiments - 7.1

Military historians generally consider regiments to be the most important and central units in the Southern MILICIA, as in most Terranovan armies. While divisions or battalions may arguably be more significant tactical units and individual soldiers may pay more attention to their cadres in the heat of combat, it is the regiment that brings together both operational flexibility and history into one single body. Traditions and rituals are almost always associated with regiments; any worth their salt have gathered impressive collections of distinctive patches, practices and stories used to terrify green recruits and impress other soldiers. These traditions rarely serve any explicitly tactical purpose, but they do help strengthen unit morale. They provide examples for soldiers to follow and a reason for them to carry on in the face of the horrors of war. If a cadre or section functions much like a family, a regiment is a portable nation; it is a flag to which the soldier can salute when artillery fire and flame throwers have reduced thoughts of home to distant echoes. Some units also have unique combat specialties that further strengthen regimental cohesion and identification.

The richness of regimental traditions means, of course, that not every one is created equal. Many units have relatively short histories and few victories to their credit — they are often hungry for glory. Others have histories going back to colonial days and a record of battle long enough to make the most grizzled soldier gape with awe. These units can pick and choose their recruits and often remain at the pinnacle of the MILICIA. Occasionally, reforming prefects will decide to shuffle assignments to inject new blood into these regiments. Some of these reforms have been very successful; others have been utter disasters. The five regiments in this chapter are prime examples of units rich in traditions and combat specialties. Two are built around Gear forces, while the other three feature armored units and infantry.

The 27th Heavy Gear Regiment (Hanged Men) was once an elite regiment, well deserving of the perks and prerogatives it received. After criminal charges were brought against its command structure, the regiment became nothing more than a shadow of its former self. Now it is simply a rag-tag collection of criminals and ne'er-o-wells, used as cannon fodder when used at all. The 49th Heavy Gear Regiment (Silver Vipers) has made a name for itself in an entirely different arena. Forged from two separate units after the Battle of Tiburon Valley, the Vipers' arrogance and superior attitude is legendary. . . but not entirely unjustified.

The 82nd MILICIA Cavalry Regiment (Apes) are one of the younger regiments, but a proud one. They are the only regiment to fully espouse the doctrine of combined arms, but politics and prejudice against their commanding officer has made it difficult for them to make full use of their devastating potential. Despite the official condemnation of the experiment, the Apes are slowly gaining notoriety. The 11th Recon Regiment (Phantoms) were formed as a heavy armor unit, but after the War of the Alliance has been re-made into a reconnaissance team. Since the attacks on Fort Henry, the Regiment has been the target of apparently ceaseless Western ire. The 31st Infantry Regiment (Devilfish) are an elite force, specializing in underwater and marsh conditions. Forged out of necessity and taught by the best, the 31st has a reputation for success under the most adverse of conditions. Training at the notorious Camp Blackwater, the regiment is currently in the middle of more conflict and action than it has ever seen since its creation.



Combined Arms - 7.1.1

Most of the regiments in the Southern MILICIA are built around a very specific type of unit, generally to fulfill a specialized post. For example, the 31st was formed as a water-trained unit to exploit the previously unavailable swamp terrains of Okavango. Using units of a similar type also simplifies the supply and maintenance operations required to keep a regiment at peak operating conditions. There are times, however, when high command needs more flexibility.

In such a case, a regiment is constituted of mixed infantry and vehicle sections, normally divided at the compagnie level (though sometimes compagnies may incorporate dissimilar sections). The dedicated MILICIA regiments are generally built along these lines, with about half the forces being made up of mechanized infantry (either troopers in Infantry Fighting Vehicles or Gear units) and the rest being divided between light and heavy armor, with some artillery complement. They are generally more flexible in terms of battle organization and require less battlefield support, but they are often unable to incorporate units with a very high level of training (except through experience).

Combined arms regiments, as these are called, require commanders with a good grasp of both tactics and the particular strengths and weaknesses of each type of unit found within its ranks. Properly deployed, however, they can turn the tide of battle, especially during a drawn-out campaign with everchanging battlefield conditions.



7.2 - 82nd MILICIA Cavalry Regiment The Apes

The Apes are a young unit, officially activated in TN 1923, but their notoriety goes back some cycles further to the War of the Alliance and the experiences of their commanding officer, Commandant Jorge Rodriguez. During assignments as a compagnie commander with the Republican Army's 54th Gear Regiment (**Southern Republic Army List**, pg 82-83) and with the Northern Guard's 18th Armored Division as a liaison officer, he was exposed to the combined arms doctrine of warfare, in which armor (enhanced by Heavy Gears), infantry and artillery worked together as a team to achieve the objective. He recognized that this approach allowed for a degree of flexibility unheard of in the Republican Army's "one branch per regiment" doctrine, a point which was brought home to him during Operation BISHOP in TN 1915, as he saw the Northern 18th take a CEF position that his training told him was unobtainable.

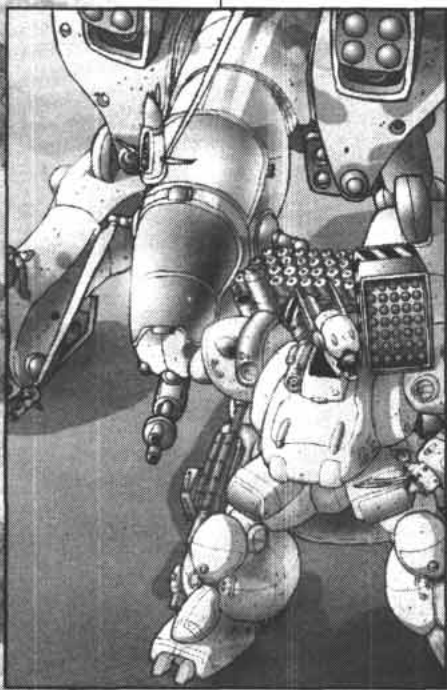
After the War, Rodriguez marked his promotion to Commandant by launching a campaign for the Republican Army to adopt the combined arms doctrine. In the next few cycles, he received some support from his former commander, Commandant Phillippe Dorian, and other officers who like him had seen the effectiveness of the Northern use of the doctrine. He was mostly met with rebukes and disinterest, however, and in TN 1922 his frustration got the better of him during an argument with a commandant at the MILICIA War College. The subsequent court martial convicted Rodriguez of public slander, and he was faced with two choices: either transfer to the MILICIA or leave military service altogether.

Persuaded by his supporters that within this disgrace lay an opportunity, Rodriguez took the first option and accepted command of the newly-formed MILICIA 82nd Cavalry Regiment in TN 1923. He immediately reorganized the unit to include artillery and infantry assets, and began training his men in the tactics of combined arms. Such dramatic reorganization and retraining took time to implement, though, and Rodriguez used that time to send several requests for top-of-the-line Gears and armor. He felt that the use of the most modern equipment would best prove the effectiveness of his theories (and also make the biggest splash in the Republican Army). His supporters, however, did not extend to the MILICIA Quartermaster Corps, and regional supply officers followed an unwritten instruction to not waste first-rate vehicles in "a misguided experiment." Rodriguez eventually received the numbers of vehicles he asked for, but in the form of less capable Jaeger, Hun and Caiman chassis. Rodriguez relented to this state of affairs, deciding that the best way to get superior equipment was to demonstrate the superiority of his theories.

The Apes' combat record has not yet been enough to bear Rodriguez out, its actions being limited to anti-over operations and the occasional interception of smugglers. Training exercises with and against other MILICIA units, however, have demonstrated the flexibility of a combined arms unit, and Jorge has even garnered some reluctant praise as the leader of the Apes (including an invitation to speak at the MILICIA War College). He has become more vocal than ever in his calls for reform in the Republican Army, though, which has effectively destroyed any chance he made have had to get back into the Army's good graces.

The Apes are currently stationed at the Republican Armed Forces Base in Tijuana, not far from the AST-Badlands border and the independent city-state of Madras (**Operation Jungle Drums**, pg. 21)

Birth of the Apes



"Well, it was during the Summer of '23, when we had our first training exercises together as a unit. With the CO's big changes in tactics and organization, it had taken that long for everybody to get on the same page. We had thought about calling ourselves 'The Mixed Bag' or something like that, but nobody was really keen on that idea.

"Anyway, we had this big, full-blown maneuver exercise near the town of Cabrillo. Don't bother looking for it; you won't find it on most maps, and I don't even know if it's there anymore. I was in charge of a APC in Delta Compagnie, and during the exercise our fire-control computer just up and caught fire. We put the fire out, but our Caiman was a mess, so we were ordered back to the rear for repairs.

"I'm not sure how or why, but the road caved in from under us and we went into a gully. Everybody got out okay, but the track was covered in dirt and vegetation and it wasn't long before we were too. There was this mocha-colored breed of johar grass that just got all over us. You know the kind I mean, with the really fine fibers? And no matter what we did, this stuff would not come off our clothes. So we just said 'to hell with it,' and made our way to a hamlet a little ways off. And we were a sight, I'm here to tell you — Perkins had the stuff all in his beard, and he looked like something from an old monster movie.

"When we got to the hamlet, the locals saw us, and started shaking their heads and snorting, trying for dear life to keep from laughing. And this little kid pointed at Perkins and said, 'Look Mommy, it's an ape like the one on the Zoo Channel!' Everybody just busted up laughing — everybody except Perkins. I've never seen anybody's face that red before.

"He transferred out a season later — couldn't stand being called an Ape."

— Adjutant-Chef Benjamin Richard,

Regimental NCO

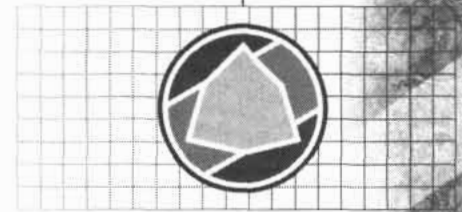


Command and Unit Structure - 7.2.1

Jorge Rodriguez has been the only commander of the Apes. His belief in the combined arms doctrine is easily matched by Sous-Commandant Gabrielle Sinclair, the second in command of the Apes and commander of Alpha Compagnie. Sinclair is a veteran cavalry officer who lost her command at Baja at the hands of a combined Earth force of GREs and hover tanks, and was the person who suggested the development of the unit's Composite Cadres (see below). Sinclair takes great pride in her reputation for creating innovative and efficient solutions to ongoing problems. Lieutenant Jacques Webber, the artillery commander of Beta Compagnie, is less convinced of the merits of combined arms, having a great admiration of the Republican Army and its traditions, including that of single-branch regiments. Although this new doctrine is contrary to his training as a Gear commander, Lieutenant Geoffrey Forbes of Gamma Compagnie sees it as another new challenge in his MILICIA career. Lieutenant Hiroki Wang, the Mekongese commander of Delta Compagnie, just wants all the armored support for his infantrymen he can get.

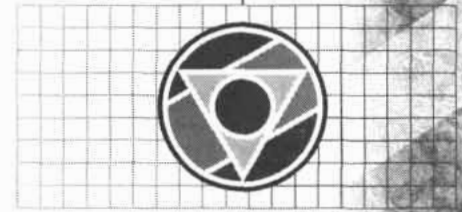
Alpha Compagnie (Cavalry)

1st Cadre:		Senior Light Cavalry
2nd Cadre:		Standard Light Cavalry
3rd Cadre:		Composite Cadre Type 2
4th Cadre:		Composite Cadre Type 1



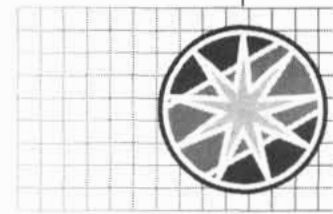
Beta Compagnie (Artillery)

1st Cadre:		Standard Heavy Artillery
2nd Cadre:		Senior Light Artillery
3rd Cadre:		Standard Light Artillery
4th Cadre:		Standard Light Artillery



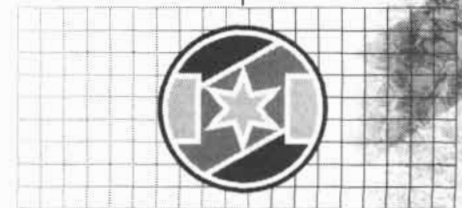
Gamma Compagnie (Gears)

1st Section:		1 x Senior General Purpose Cadre, 2 x General Purpose Cadres
2nd Section:		3 x General Purpose Cadres
3rd Section:		1 x Senior Recon Cadre, 2 x Recon Cadres
4th Section:		2 x Fire Support Cadres, 1 x Strike Cadre



Delta Compagnie (Infantry)*

1st Platoon:		2 x Senior Standard Escouades, 2 x Standard Escouades
2nd Platoon:		2 x Standard Escouade, 2 x Trainee Standard Escouades
3rd Platoon:		2 x Heavy Weapons Escouades, 2 x Grenadier Escouades
4th Platoon:		2 x Engineer Escouades, 1 x Demolitions Escouade, 1 x Gear Hunter Escouade

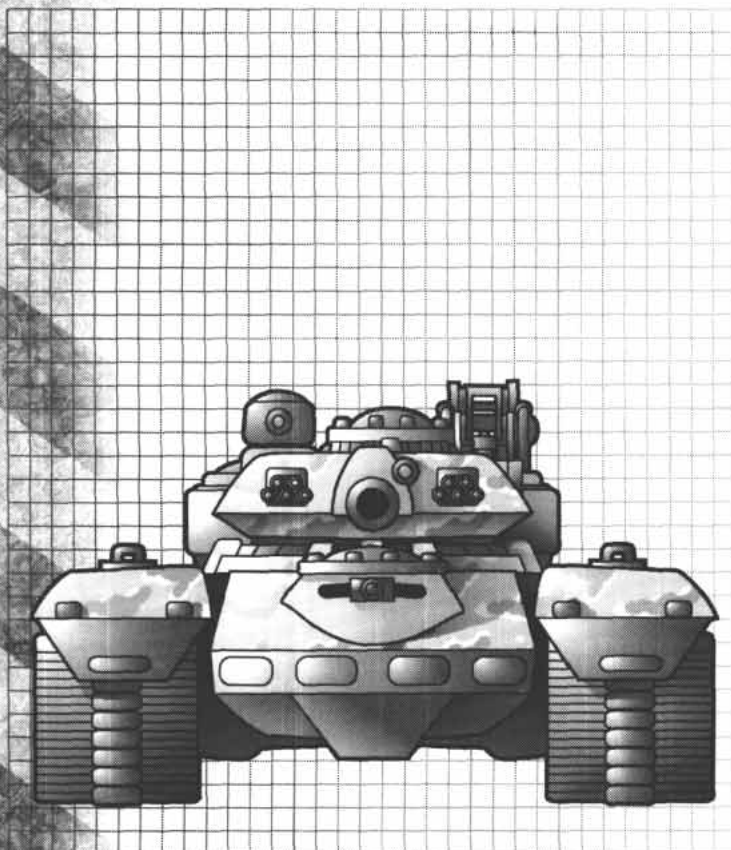


*One Caiman APC attached to each escouade, except for the Demolitions and Gear Hunter Escouades, which use light motorcycles for transportation (as per Optional Movement Rules, **Heavy Gear Second Edition Rulebook**, pg 150).



7.2.2 - Paint Schemes and Logos

The Apes' vehicles are usually painted in the standard MILICIA jungle paint scheme of medium and light jungle green. The Apes' unit insignia is a diamond divided into four smaller diamonds. Each diamond is colored according to the traditional color of the branch — Alpha Compagnie is armor yellow, Beta is artillery red, Gamma is infantry blue and Delta is Gear green. The unit insignia appears on the left shin armor plate on the Gears, the left rear turret on tanks and self-propelled guns, and on the backs of the helmets of the infantrymen in Delta Compagnie. Vehicles are further marked with a diamond with their compagnie's color and their section's number on the right rear turret. Vehicles are adorned with unofficial ape-related markings, and the compagnies have taken ape nicknames, the "Orangutans," "Baboons," "Gorillas" and "Chimpanzees," respectively.



Alpha Compagnie



Section 1



Section 2



Section 3



Section 4

Beta Compagnie



Section 1



Section 2



Section 3



Section 4

Gamma Compagnie



Section 1



Section 2



Section 3



Section 4

Delta Compagnie



Section 1



Section 2

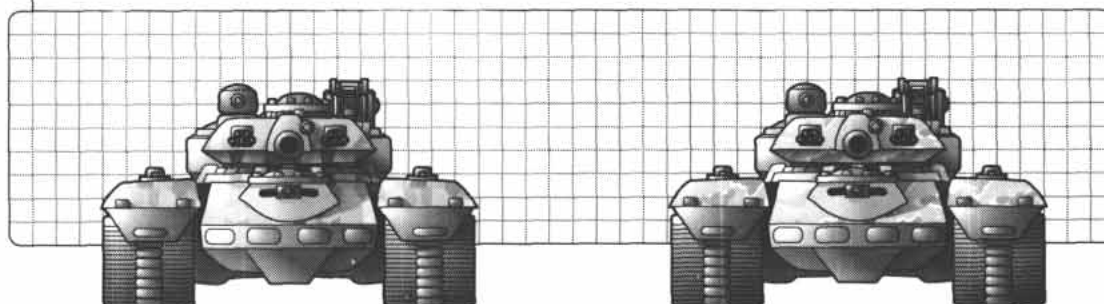


Section 3



Section 4

Paint Schemes



Urban Camo

Woodland Camo





Unique Cadres - 7.2.3

Sous-Commandant Sinclair suggested the development of the Apes' so-called "Composite Cadres" soon after she took charge of Alpha Company. The Composites take the combined arms doctrine to the smallest scale possible, combining tanks, Gears and infantry in a single cadre. Similar teams destroyed her cavalry cadre in Baja in TN 1916, and Sinclair has learned the lesson of that engagement and taken it very much to heart..

Each Composite Cadre features two tanks and two Gears, and an escouade of infantry with an attached APC. The cadres are trained in standard Southern offensive and defensive tactics that are normally applied only at the division level. Their combat experience so far has been in a rover suppression action in TN 1931, where the mix of vehicles and men worked very well in clearing a small community held by the rovers. Sinclair is pushing for the development of more Composite Cadres, even suggesting the creation of a fifth, Composite-only compagnie to the Apes, a suggestion which Rodriguez is currently considering.

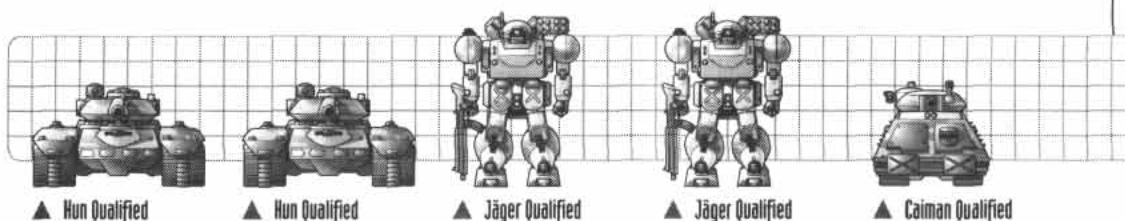
Special Abilities & Variations

Composite Type 1:	Replace Huns with Hittites (Qualified) (TV: 2150)
Composite Type 2:	Replace one Hun with one Visigoth (Qualified) (TV: 5588)
Composite Type 3:	Artillery Priority allows cadre to spend one Command Point to interrupt any artillery fire mission request with one of its own (TV: x1.05 TV)

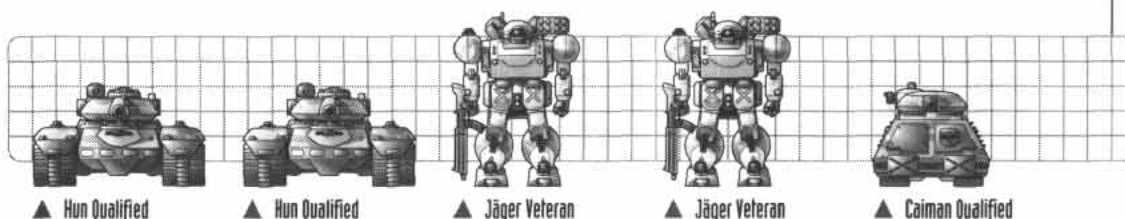
Composite Cadre Composition Rules

	Basic Requirement	Upgrade Requirement
Composite Type 1:	None	
Composite Type 2:	2 x Type 1	
Composite Type 3:	1 x Type 2	

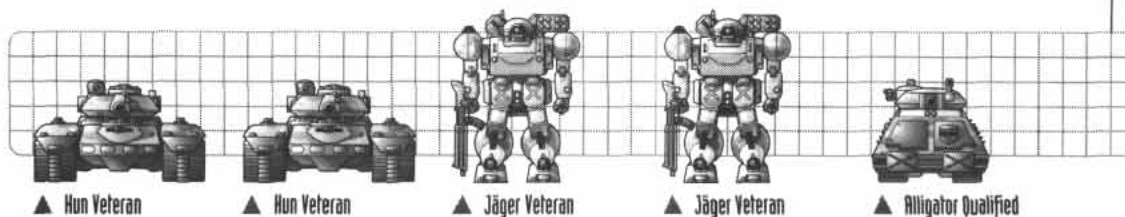
Composite 1 (TV: 2878)



Composite 2 (TV: 3930)



Composite 3 (TV: 6526)





7.3 - 49th Heavy Gear Regiment Silver Vipers

The 49th formed in the wake of the War of the Alliance, assembled from the shattered remains of two MILICIA regiments, principally the 23rd Mobile Armored Force (the Silver Vipers) and portions of the 122nd Heavy Gear Regiment (The Sand Ogres). Both units were decimated near Baja, fighting CEF pickets while clearing a path for the main Southern force in the run-up to the crucial battle. The two units were hard-pressed and found themselves trapped in the Tiburon Valley, their strength rapidly depleted by CEF raids. When the commander of the Sand Ogres was killed in a GREL head-hunter attack, leadership of the combined force fell to Commandant Rae Parque. The Marabou-born former Republican officer forged the disparate units into a cohesive fighting force that held off the CEF hovers tanks long enough for the main Allied force to advance on the city. Unfortunately, the commandant was killed before the extent of her victory became apparent, though she was posthumously awarded the Légion d'Honneur.

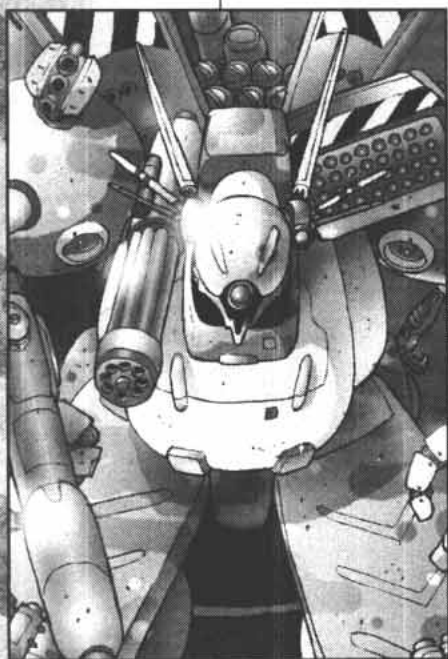
This temporary alliance was formalized after the cessation of hostilities with the decision to merge the two battle-hardened units rather than dilute their much-needed abilities with too many green recruits, designating the new unit the 49th. The rebuilding also allowed the regiment to replace many of its badly damaged Desert Viper Gears with the newer Black Mamba, a design now regarded as their "signature" vehicle.

Unfortunately, the rebuilding of the unit meant that it sat out the rest of the war, though their valor during the Baja conflict ensured the regiment's reputation. This was reinforced by the 49th's post-war activities, hunting down CEF renegades and aiding numerous reconstruction efforts. In turn, their efforts earned the regiment a number of privileges and prerogatives, including access to the latest Southern technologies and an uninterrupted access to supplies. Members of the 49th guard these privileges jealously and go to extreme lengths to protect them. The 49th rarely trade with other regiments — they have little need to — and deal with any infractions against their supply depots harshly. Indeed, the regiment is known to "repay" any attempts to misuse their resources, staging vicious reprisals that the unit regards as humorous "just desserts," but which are anything but funny to their victims.

The Vipers have also developed a well-earned reputation as pranksters, involving other regiments in long-running feuds. These 'wars' would go unnoticed by many, except for the volatile and often humiliating results of what the Vipers tend to consider 'funny.' The sense of superiority that most of the Viper 'old guard' takes for granted appears to many other regiments as unbearable arrogance, leading to escalations in the conflicts.

The "Silver 49th" are currently stationed at Javari in the ESE where they have seen action against both the Northern Guard and the Eastern rebels. They have suffered no major defeats but steady attrition has seen their strength undermined by a host of inexperienced recruits. This has led to a clear stratification within the unit that has caused considerable friction. Many new recruits resent the superior attitude of the old-time soldiers, while the experienced troops regard the newcomers as little more than fodder for the meat-grinder. Only when a recruit has survived two battles is he or she regarded as a fully-fledged member of the regiment, inducted in a drunken revel during the rare periods of R&R. Unfortunately, less than one in three young soldiers survive to be accepted into the regiment, a ratio that has steadily deteriorated over the course of the war.

By the Sword



Like most Terranovan militaries, MILICIA units have regimental duelists whose job is to defend the honor of the unit and its personnel. The "Silver 49th" take this tradition, among others, to extremes, and in addition to the official regimental duelist, each company has its own representative, as do many sections and even cadres. Though not officially recognized by the MILICIA, these sub-unit duelists play a major role in the 49th's internal politics, providing a mechanism for resolving personal disputes.

Honor duels are common, but the duelists of the 49th also compete between themselves for resources. Duelists can challenge the allocation of material and support personnel, with the victor of each bout having first call on the specific material in question at the time. Of particular interest is the assignment of technicians, seen as status symbols within the regiment, not only for their mechanical skills but for their artistic abilities in creating the intricate viper patterns on the regiment's Gears.

Betting on the duels, while technically forbidden, has taken on an almost ritualistic component over the years, and new recruits who make a good first impression are warned not to bet for their first six months, as they will be quickly and remorselessly cleaned out.

Since the outbreak of hostilities, Commandant Levant has enacted a number of restrictions on the use of dueling to settle the intra-regiment tensions, especially with the loss of many experienced troops to the war effort. Unfortunately, with their traditional avenues for venting their anger and frustration denied them, the soldiers of the 49th have become increasingly aggressive, often taking extreme risks in combat. While this has allowed the unit to more than hold its own in the conflict in the ESE, it has sent casualty figures soaring out of control, the very thing the commandant had hoped to avoid.



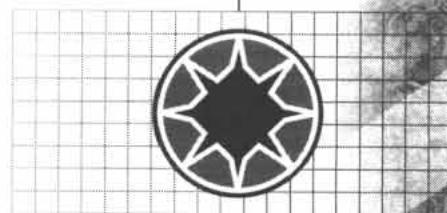


Command and Unit Structure - 7.3.1

Commandant Sochiro Levant has commanded the regiment for the last eight cycles, earning the respect of both the troops and his fellow officers for his calm and efficient leadership. Though willing to entertain suggestions from his subordinates, Levant leaves no doubt that he commands the regiment. He leads by example, working hard and constantly pushing himself to the limit and he expects his officers and troops to do likewise. Indeed, the one flaw in Levant's command style is his distaste for those who he feels are failing to live up to their potential. He is particularly harsh with the new recruits who have recently been flooding into the unit, though his deputy, Sous-Commandant Nicole Harper, has privately suggested Levant ease up on his expectations, at least with regards to the green troops. This has become a point of contention between the two officers, encouraged and exacerbated by the regiment's political officer, Lieutenant Maurice Leyton, who for the past few cycles has been making a concerted and (hopefully) concealed effort to limit Levant's power and influence.

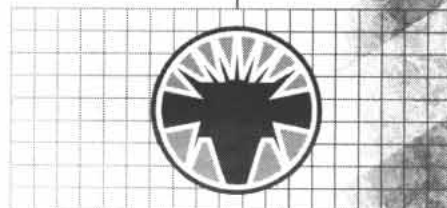
1st Compagnie (Gears)

1st Section:		2x Senior Recon Cadres 2x Senior General Purpose Cadres
2nd Section:		1x Standard Standard Recon Cadre 1x Boa Cadre, 2x Standard General Purpose Cadres
3rd Section:		1x Senior Standard Recon Cadre 1x Boa Cadre, 2x Standard General Purpose Cadres
4th Section:		1x Standard Recon Cadre 1x Boa Cadre, 2x Standard General Purpose Cadres



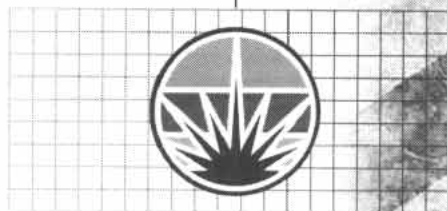
4th Compagnie (Gears)

1st Section:		1x Senior Recon Cadre, 1x Senior Fire Support Cadre, 2x Cobra Cadres
2nd Section:		1x Standard Recon Cadre, 1x Standard Fire Support Cadre, 2x Cobra Cadres
3rd Section:		1x Standard General Purpose Cadre, 1x Cobra Cadre, 1x Boa Cadre, 1x Asp Cadre
4th Section:		1x Asp Cadre, 1x Cobra Cadre, 2x Boa Cadres



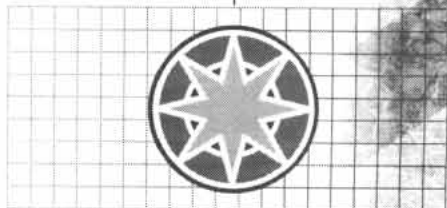
7th Compagnie (Gears)

1st Section:		2x Standard Recon Cadres, 2x Standard General Purpose Cadres
2nd Section:		1x Standard Recon Cadre, 1x Standard Fire Support Cadre, 2x General Purpose Cadres
3rd Section:		1x Standard Recon Cadre, 1x Standard General Purpose Cadre, 1x Cobra Cadre, 1x Standard Fire Support Cadre
4th Section:		1x Standard Recon Cadre, 1x Standard General Purpose Cadre, 1x Cobra Cadre, 1x Boa Cadre



Support Compagnie (Gears)

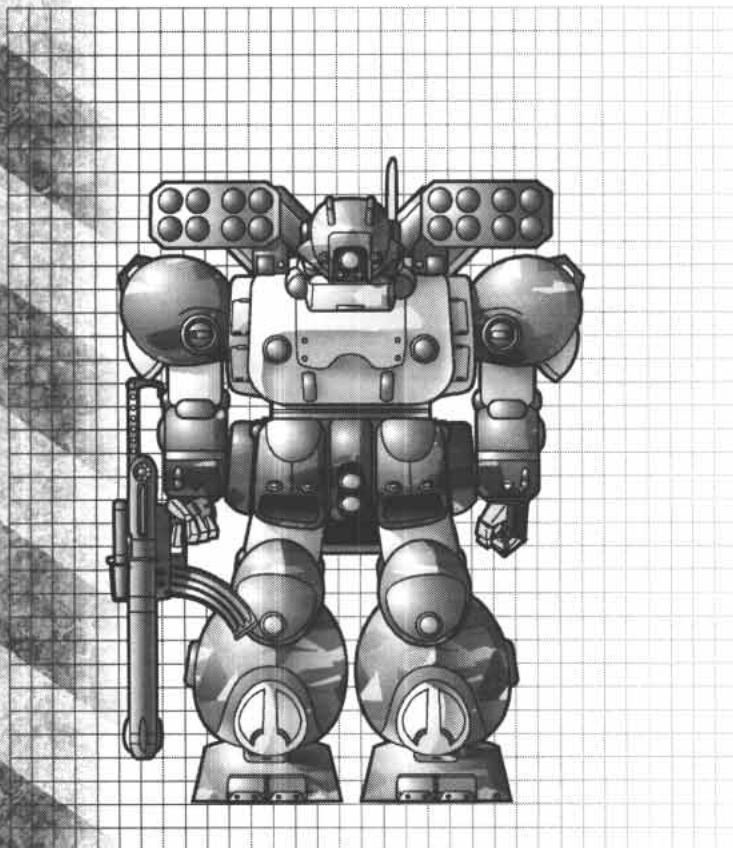
1st Section:		2x Standard GP Cadres, 2x Standard Recon Cadres
2nd Section:		4x Standard GP Cadres
3rd Section:		1x Standard Artillery Strider, 2x Standard Fire Support Cadres, 1x Standard GP Cadre
4th Section:		2x Standard Assault Strider, 2x Standard Strike Cadres





7.3.2 - Paint Schemes and Logos

The Silver Vipers' Gears are decorated a uniform silver for parades and non-combat duties, lovingly painted to mimic the scaled skin of the viper for which they are named. Additionally, compagnies — and in some cases specific cadres — are distinguished by the intricate painting of a viper on the helmet and body of each Gear, granting them a fearsome visage. These decorations are a source of considerable pride within the unit, a visual representation of the inter-unit rivalries. Indeed, practical jokes directed against other units' "colors" are commonplace. In combat, regular camouflage replaces the silver patterning. A stylized red "49" is generally painted on one of the Gears' shoulder pads, and the insignia of the city state from which they operate (currently Javari in the ESE) appears on the left hip skirt.



1st Compagnie ☐



Section 1



Section 2



Section 3



Section 4

4th Compagnie ☐



Section 1



Section 2



Section 3



Section 4

7th Compagnie ☐



Section 1



Section 2



Section 3



Section 4

Support Compagnie ☐



Section 1



Section 2

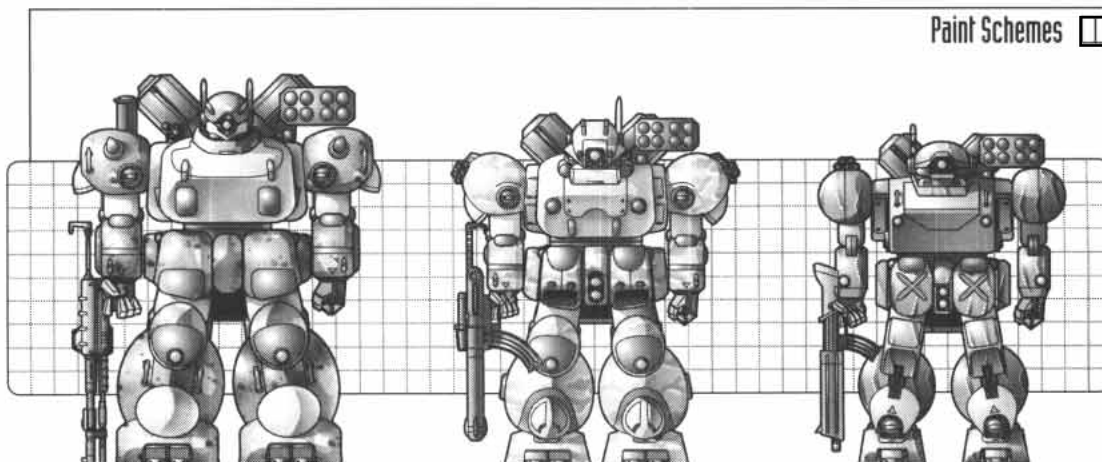


Section 3



Section 4

Paint Schemes ☐



Broken Ground Camo

Forest Camo

Jungle Camo





Unique Cadres - 7.3.3

For an MILICIA regiment, the Silver Vipers are well equipped, with many advanced Gears which are in turn piloted by the regiment's best troops. These troops and Gears are grouped into elite cadres, the flexible yet lethal Cobra cadres, the hard-hitting Boa artillery cadres, and the Asp commando cadres. Asps serve as the point cadres for any Silver Viper operation, disrupting enemy formations and pinning them in place while the regiment advances and reduces the enemy position. Cobra cadres serve as general purpose battle units, combining speed and firepower and serving as "firefighter" units, deployed wherever they are needed on the battlefield. Boa stars serve in the rear echelons, providing long-range fire support for the assaulting units. Most of these cadres are concentrated in 4th Compagnie, the regiment's principal assault force, though examples may be found in sections throughout the unit.

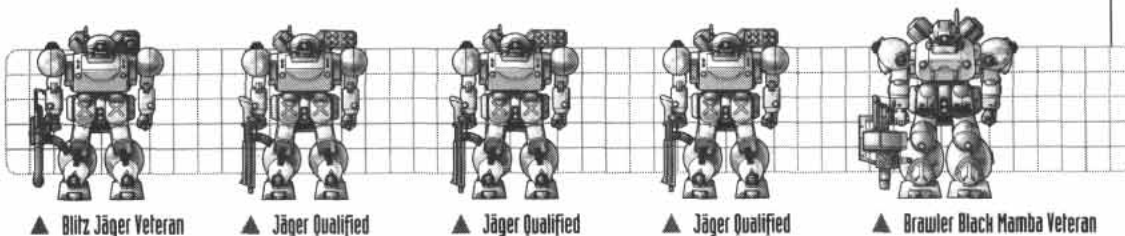
Special Abilities & Variations

Cobra:	<i>Snap Shot</i> allows veteran or better pilots to reduce the target unit's speed modifier by one (but no lower than 0), at the cost of 1 Command Point. (x1.1 TV)
Boa:	<i>Accurate Saturation</i> allows any Veteran or better pilots to re-roll their Gunnery tests and take the best result. This costs 1 Command Point and no more than one Gear per round per cadre may use this ability (x1.1 TV)
Asp:	<i>Agile Transfer</i> allows Veteran pilots to change movement systems even above Combat Speed, at the cost of their free action for the turn. (x1.05 TV)

Cadre Composition Rules

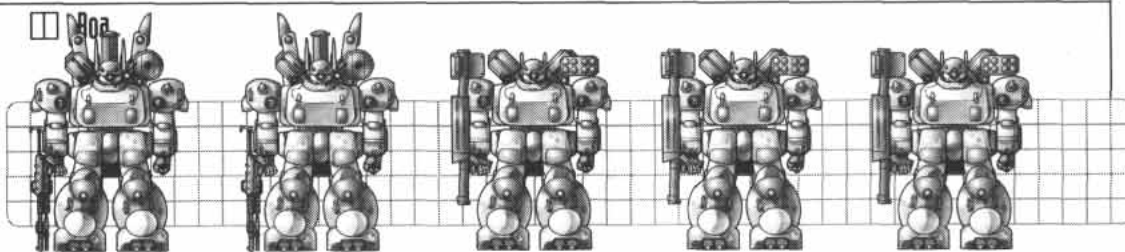
	Basic Requirement	Upgrade Requirement
Cobra:	2x GP Cadre	N/A
Boa:	N/A	2x Fire Support Cadre
Asp:	N/A	1x Commando Cadre

Cobra



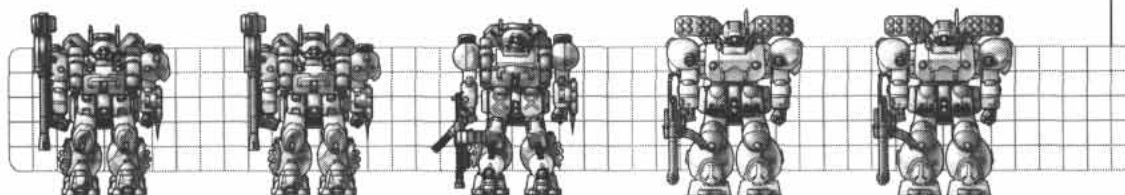
▲ Blitz Jäger Veteran ▲ Jäger Qualified ▲ Jäger Qualified ▲ Jäger Qualified ▲ Brawler Black Mamba Veteran

Boa



▲ Artillery Cobra Veteran ▲ Artillery Cobra Veteran ▲ Striking Cobra Qualified ▲ Striking Cobra Qualified ▲ Striking Cobra Qualified

Asp



▲ Iguana Commando Veteran ▲ Iguana Commando Veteran ▲ Jäger Paratrooper Veteran ▲ L. F. Black Mamba Qualified ▲ L. F. Black Mamba Qualified



7



7.4 - 27th Heavy Gear Regiment The Hanged Men

Once an elite unit of the MILICIA, the 27th Regiment has fallen on hard times and today is a dumping ground for criminals, dissidents and conscripts. During the St. Vincent War, the unit earned a reputation for daring and innovative tactics. Almost single handedly, they drove CNCS troops out from Innsmouth, earning more than a dozen Crimson Suns and three Légions d'Honneur. In the post-war years the regiment traded off its reputation, and Commandant James Haskell was a common sight at social gatherings across the AST. Haskell ensured that the regiment served in a succession of high-profile but low-risk assignments, allowing its members to indulge their every whim — both legal and illegal. Thanks to careful political manipulations, the regiment was able to maintain its privileged position for almost a hundred cycles.

It was the arrest of Commandant Duchamp and his command staff in TN 1837 on charges of drug smuggling that destroyed the unit's reputation, the subsequent investigation revealing corruption, decadence and debauchery at all levels. By the time of the CEF invasion, the 27th were regarded as little more than a joke by other MILICIA units and it came as little surprise — what with the lack of emphasis on training or drills — that their once-vaunted combat skills had atrophied. The regiment suffered an immense number of casualties in the defense of Aquitaine before being withdrawn from the line. Their losses were made good, but with low-quality equipment and a mix of conscript and penal troops, in effect becoming a "sink" unit. Its reputation in tatters, the 27th were assigned a number of near-suicidal missions, often serving as a distraction and "cannon-fodder" while other Republican or MILICIA units engaged the CEF. Despite fearsome losses, these missions failed to completely destroy the regiment, though they did effectively destroy it as a fighting force. By the wars end, the 27th were relegated to rear-echelon duties, principally engineering roles and — ironically — guarding prisoner of war camps.

Currently stationed in the Mekong Dominion, the regiment's main task in the current conflict is the creation of field bases, supply dumps and roadways for the MILICIA effort supporting the Peacekeepers against CNCS aggression. Once famous for their martial skills, the 27th have yet to see combat in the Interpolar War. The construction work is hard and unrewarding and desertions among new conscripts are high. Already strong, the unit's MP contingent has steadily been reinforced over the last cycle but the difficult terrain of the Mekong jungles makes it easy for deserters to slip away and hinders pursuit.

Those soldiers who do remain with the unit have earned a reputation for their surliness and vulgarity. They frequently clash with the members of other units, and with the civilian population of Loyang. Many complaints were levelled against them in the beginning of their assignment, but the inhabitants have now mostly given up, and spend most of their efforts on staying out of the 27th's way. First Citizen Nakano has made repeated protests to Commandant Marceau, but the disgraced republican has little interest in his unit, let alone how the troops interact with the local population. Fortunately for the city, the regiment's political officer, Sous-Commandant Tavernier, has ensured that the 27th's MPs work closely with the local Peacekeepers to keep the troops in line and to hunt down renegade troopers.

The Honorable Warrior



There are many tales, good and bad, associated with the 27th, but the most famous is that of Lieutenant Maxime Rimmel. Early in the War of the Alliance, Rimmel was accused of murdering a fellow officer. He protested his innocence, but accepted his role in his comrade's death — out on furlough one night, the two had been involved in a drunken brawl. He was convicted and sentenced to two cycles in a 27th Regiment penal cadre. En-route to the regiment, his transport ran off the road and all of the guards except one were killed. Though hurt, Rimmel pulled the remaining guard and several other prisoners clear of the burning transport. The other prisoners fled into the countryside, but Rimmel chose to wait by the side of the badly injured guard and tend to his wounds until help arrived.

During the subsequent de-briefing, he was questioned as to why he did not flee with his fellow prisoners, to which he replied that he had been convicted by due-process — a process he staunchly believed in — and was honor-bound to serve out his sentence. Many of his fellow members in the penal cadres were amused by his valiant gesture, which became the butt of many jokes. His martial skills and dedication to duty quickly brought him to the attention of the command staff, as well as earning him the respect of his peers. He soon earned the post of caporal in his cadre, and as the war claimed more victims, he rose to command the entire section. It was widely expected that when his sentence was up Rimmel would remain with the regiment, joining one of the regular cadres. Unfortunately, barely ten days before the end of his sentence, the honorable warrior died while fighting a rearguard action to allow his troops to escape a CEF ambush.

Rimmel has become something of a legend within the 27th, both adored and reviled for the nobility of his actions. Green recruits are told the story within a week of their assignment to the regiment, and instructed to follow his example only if they feel they can fully live up to the legend. This has the unfortunate side effect of discouraging the recruits from attempting anything of the sort.





Command and Unit Structure - 7.4.1

Officially, command of the 27th lies solely with Commandant Bertrand Marceau. Disgraced for his role in the Rennes debacle in the first season of the Interpolar War, the former Republican officer has shown little interest in command duties, instead keeping his own council, accompanied only by a bottle of Mekong whiskey. Most command functions have fallen to the unit's political officer, Sous-Commandant Sophie Tavernier, and to the various compagnie commanders. Tavernier's role is an open secret - political officers are meant to counterbalance the influence of the unit commander, not replace them - but given the 27th's poor reputation, the high command have decided to ignore this violation of MILICIA policy. This avoids the need to assign a new command staff to the regiment, a difficult proposition with the MILICIA stretched to bursting point in the current conflict. They are, however, keeping a close eye on the Sous-Commandant to ensure she doesn't abuse her power.

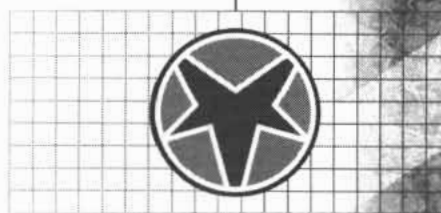
Alpha Compagnie (Gear)

1st Section:		2x Senior GP Cadres, 1x Standard Fire Support Cadre, 1x Senior MP Cadre
2nd Section:		3x Standard Conscript Cadres, 1x Standard GP Cadre
3rd Section:		3x Standard Conscript Cadres, 1x Engineer Cadre
4th Section:		1x Standard MP Cadre, 3x Penal Type 1 Cadres



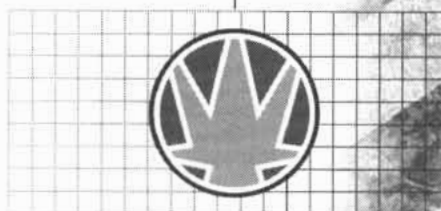
Beta Compagnie (Gear)

1st Section:		2x Standard GP Cadres, 1x standard Strike Cadre, 1x Standard MP Cadre
2nd Section:		2x Standard Conscript Cadres, 1x Standard GP Cadre, 1x Engineer Cadre
3rd Section:		4x Standard Conscript Cadres
4th Section:		1x Senior MP Cadre, 1x Standard GP Cadre, 2x Penal Type 2 Cadres



Gamma Compagnie (Gear)

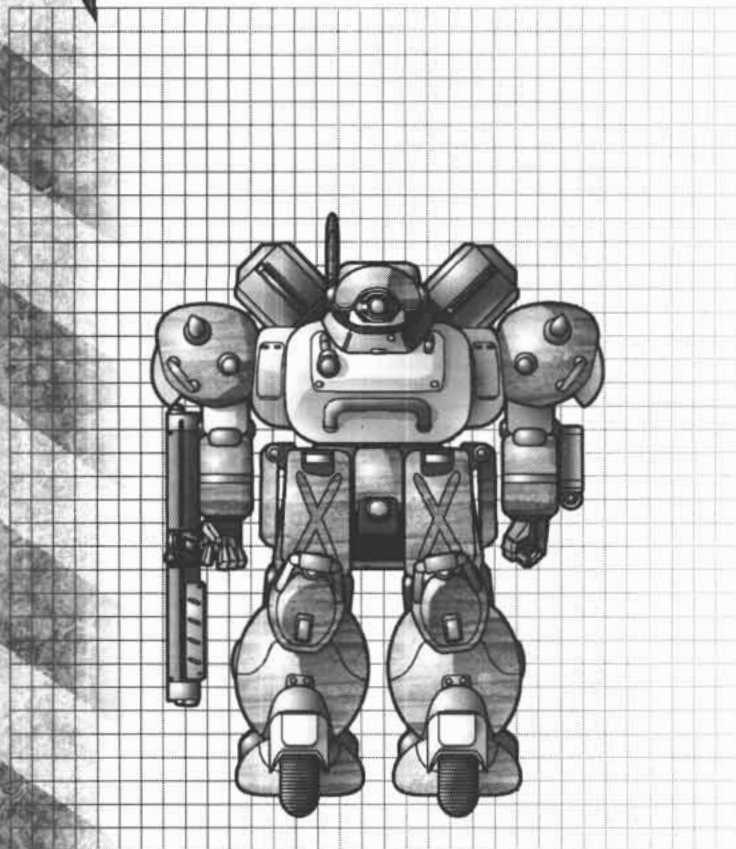
1st Section:		2x Standard GP Cadres, 2x Engineer Cadres
2nd Section:		3x Standard Conscript Cadres, 1x Standard GP Cadre
3rd Section:		2x Standard GP Cadres, 2x Standard Conscript Cadres
4th Section:		2x Standard GP Cadres, 2x Standard Conscript Cadres





7.4.2 - Paint Schemes and Logos

The 27th's color scheme reflects the poor conditions and lack of cohesion in the regiment. Officially, all Gears in the unit sport an olive drab paint scheme, with color-coded trim and insignias reflecting membership of individual compagnies. Furthermore, the members of penal cadres wear a yellow stripe across the front and rear of their torso. In practice, the paint scheme of each Gear depends on the preferences of individual pilots, and on the availability of materials. Many pilots spend much of their off-duty time customizing the appearance of their gears. The Gear below is typical of the regiment, with the legs, lower torso and arms painted in standard jungle camo while its torso features another. This Gear contravenes MILICIA regulations by failing to display the AST logo, an act of rebellion common in the regiment.



Alpha Compagnie ☐



Section 1



Section 2



Section 3



Section 4

Beta Compagnie ☐



Section 1



Section 2



Section 3



Section 4

Gamma Compagnie ☐



Section 1



Section 2

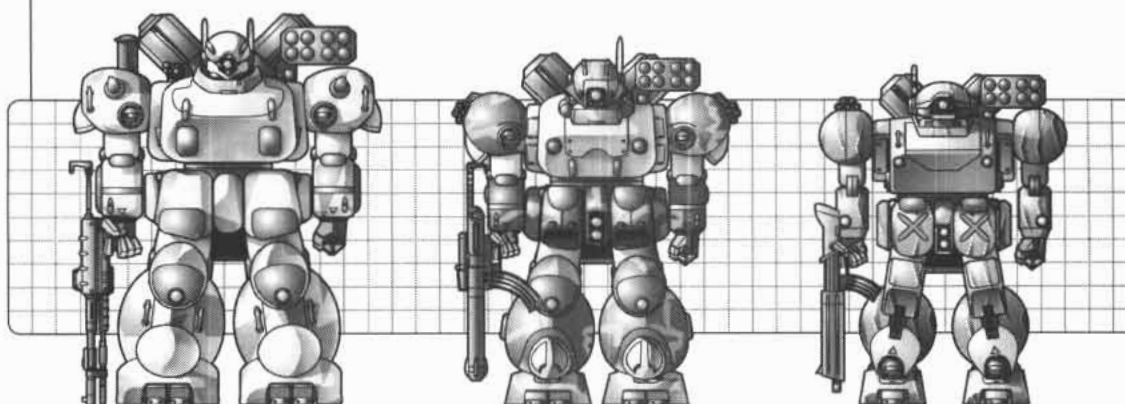


Section 3



Section 4

Paint Schemes ☐



Pattern Braker Camo

Jungle Camo

Ground Camo





Unique Cadres - 7.4.3

The Hanged Man contains a number of unique cadres that reflect its position as the dregs of the MILICIA. As a second-line unit, their equipment generally comprises older models like the Anolis or Rattlesnake, handed down from one or more other units and often in a poor state of repair. Such models are particularly common in the conscript and penal cadres, with the few modern designs and working machines assigned to officers and to the MP cadres.

In stark contrast to their combat machines, the regiment has a number of modern engineering Gears that play a vital role in construction operations. These are principally the Stone Mason and Engineering Cobras, but also include a number of customized Jägers and Iguanas. While the loss of one or more of the 27th is not usually considered a tragedy, the quality of their constructions is of utmost importance to many.

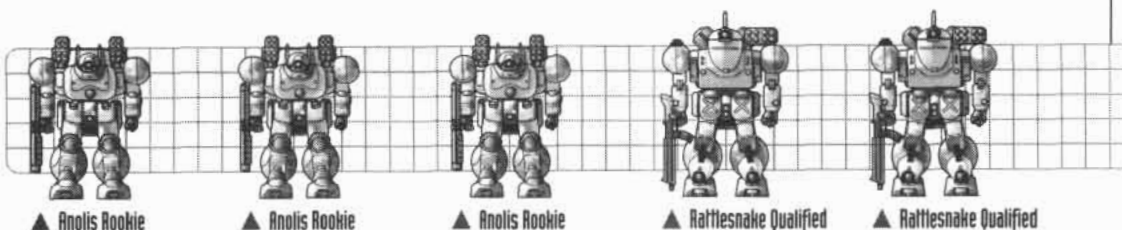
Special Abilities & Variations

Penal Type 1:	Command points may not be spent on members of penal cadres. (x0.9 TV)
Penal Type 2:	As penal type 1
Engineer:	Replace Stone Mason with Stone Mason Logger

Cadre Composition Rules

	Basic Requirement	Upgrade Requirement
Penal Type 1:	1x MP Cadre	N/A
Penal Type 2:	1x MP Cadre	N/A
Engineer:	1x GP Cadre	N/A

Penal Type 1



▲ Anolis Rookie

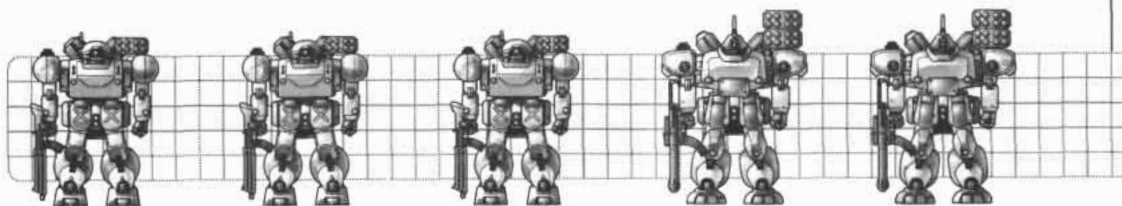
▲ Anolis Rookie

▲ Anolis Rookie

▲ Rattlesnake Qualified

▲ Rattlesnake Qualified

Penal Type 2



▲ Jäger Qualified

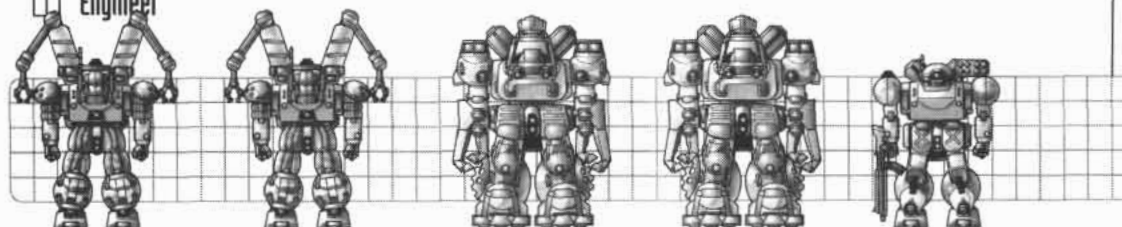
▲ Jäger Qualified

▲ Jäger Qualified

▲ Sidewinder Qualified

▲ Sidewinder Qualified

Engineer



▲ Stone Mason Qualified

▲ Stone Mason Qualified

▲ Engineering Cobra Qualified

▲ Engineering Cobra Qualified

▲ Jäger (Qualified)



7.5 - 11th Recon Regiment The Phantoms



The 11th are a new unit, formed just over 30 cycles ago at the height of the Judas Syndrome. They were one of a large number of heavy armor units created to go head-to-head with comparable Northern Guard forces in the war that everyone expected to erupt, but instead found themselves baptized in the blazing fires of the War of the Alliance. The 11th Heavy Cavalry Regiment were sent to the forefront of the fighting against the CEF in the early weeks of the war, sustaining an incredible amount of damage at the hands of CEF hover tanks and GRELS while buying time for AST forces to rally and mount a solid defense. When they were finally able to disengage from the combat, more than half the unit's personnel were dead or heavily wounded and almost two-thirds of their equipment was lost or rendered completely inoperable.

Their heroism ensured the 11th would not be struck from the MILICIA rolls, but the vast scale of the MILICIA's casualties meant it was not possible to replace the unit's losses with comparable equipment. Instead, many of the regiment's Visigoths were replaced by the lighter Hun design, forcing a radical shift in tactics. Championed by the commander of Beta Compagnie, Anne Masterson, the unit became adept at small-unit reconnaissance operations, an ability that proved invaluable in the defense of Timbuktu against Earth forces. Their intelligence allowed the Republican Heavy Gear brigade stationed at Base Gamma Three to ambush and reduce the CEF probe with minimal losses. After the war, with Masterson now the unit commandant, the 11th opted to retain its light tanks and formally petitioned to be renamed. This request was granted and in TN 1920 the regiment became officially known as the 11th Reconnaissance Regiment.

During the TN 1920's the unit served in numerous operations across the badlands, principally against rover gangs but also in several minor engagements with CNCs forces. *Their knowledge of the Western Basin proved invaluable and when the Interpol War erupted the regiment were assigned to support numerous MILICIA and Republican regiments operating in the region, ranging as far north as the Southern border of the WFP. In Winter TN 1937 the 11th served as pathfinders for the Victoire Battlegroup, providing information on the WFP and Northern Guard deployments that allowed the Southern forces to stage a lightning strike that shattered Fort Henry's air-defense grid, in turn allowing a massive air and missile assault on the city-state. It did not take the martial Westerners long to learn of the 11th's involvement in the operation, and though usually respecting combat victories, the major civilian casualties prompted the WFP to declare vendetta against the regiment and other members of the battlegroup.*

Since the vendetta began, the Phantoms have found themselves the target of numerous Western operations, ranging from covert assassination and sabotage missions to fully-fledged assaults on their positions. The commandant has attempted to counter these strategies by moving constantly and staging harassment raids against CNCs positions. Unfortunately, while the lightweight cadres of the 11th are ideal for such raids, the constant pressure of these operations and the constant possibility of surprise attacks and ambush are taking its toll on the regiment's personnel and equipment. Reports on the situation have been sent up to ever-higher levels of the MILICIA, but little, if anything, seems to have been accomplished. Reports have filtered in recently, informing the commandant that the Westerners are planning to take their vendetta to "the next level," but no other news has been forthcoming. Strangely enough, the Western attacks seem to have fallen off in recent months, rather than increase.

Holding the line ☐



The 11th's darkest hour came in the early hours of 37 Summer, TN 1913 while holding the left flank of the defense of the city-state of Saragossa. Though aware of the approaching CEF force, AST intelligence suggested they would strike the Southern lines further east and so the ferocity of the assault, made under cover of darkness, caught the regiment by surprise. GREL commandos infiltrated the MILICIA lines, sabotaging a number of key installations, including sensor and communication arrays. With the defenders in chaos, the CEF hover tanks struck, supported by GREL shocktroops. Individual compagnies were forced to operate completely alone, and in many cases communication above the cadre level was impossible.

It is a testament to the 11th's skill, training and determination that they did not fold under the pressure. Thanks to a number of pre-planned strategies, they were able to mount a valiant defense, throwing back the first two Earth assaults, albeit at a fearsome cost. Field repairs were attempted in the lulls between engagements, but the hastily patched systems could contribute little to the overall defense. Unfortunately, when the hover tanks made their third assault, shortly after dawn on the 37th, the regiment was stretched too thin to mount anything more than a token defense and two compagnies were overrun and obliterated.

The remaining cadres formed a redoubt amid hastily dug fortifications, staging a series of hit-and-run guerilla raids against the CEF task force. The actions of the regiment delayed the Earth assault long enough for the other Republican and AST units to reposition themselves and block the CEF advance. Unfortunately, the 11th's victory was ultimately pyrrhic. Not only did they lose almost half their troops, but the stymied CEF chose to subject the city to a sustained orbital bombardment. The regiment continues to tell stories of its glorious past, and has no doubt that, like the phoenix, it will rise again.



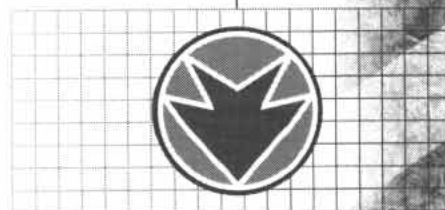
Command and Unit Structure - 7.5.1

Commandant Anne "La Reine" Masterson has gained a well-deserved reputation as an aggressive and accomplished commander. A staunch believer in the AST and its army, Masterson is willing to take whatever action is required — especially militarily — to preserve the alliance, a policy that has prompted many casualties in the unit over recent cycles. The commandant looks down on those who do not share her views, and has taken exception to claims in some quarters that it is her ambition, rather than her patriotism, that has resulted in so many losses.

Masterson's deputy, Sous-Commandant Walter L'Hostis, is a staunch supporter of her policies, as are three of the four compagnie commanders. The exception is Lieutenant Carmen Shraub, commander of Beta Compagnie, who has suggested a return to more traditional — and less aggressive — tactics. Masterson has taken Shraub's recommendations "under advisement" but is actually looking for an excuse to replace the Beta commander. Shraub is well aware that she is 'on probation,' and has begun to hold her tongue when she is asked for her recommendations on martial topics.

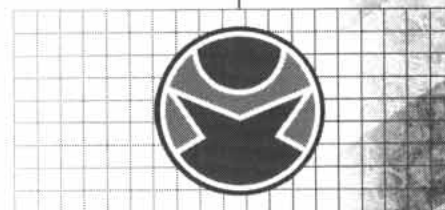
Alpha Compagnie

1st Cadre:		Prime Light Tank
2nd Cadre:		Senior Light Tank
3rd Cadre:		Senior Light Tank
4th Cadre:		Fast Recon



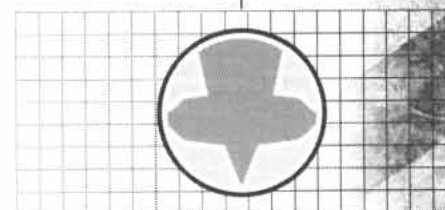
Beta Compagnie

1st Cadre:		Heavy Recon
2nd Cadre:		Senior Light Tank
3rd Cadre:		Standard Light Tank
4th Cadre:		Standard Light Tank



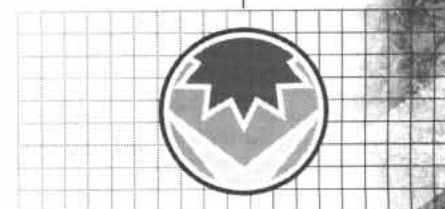
Gamma Compagnie

1st Cadre:		Heavy Recon
2nd Cadre:		Senior Light Tank
3rd Cadre:		Senior Light Tank
4th Cadre:		Standard Light Tank



Delta Compagnie

1st Cadre:		Spotter
2nd Cadre:		Senior Artillery
3rd Cadre:		Senior Heavy Tank
4th Cadre:		Standard Heavy Tank

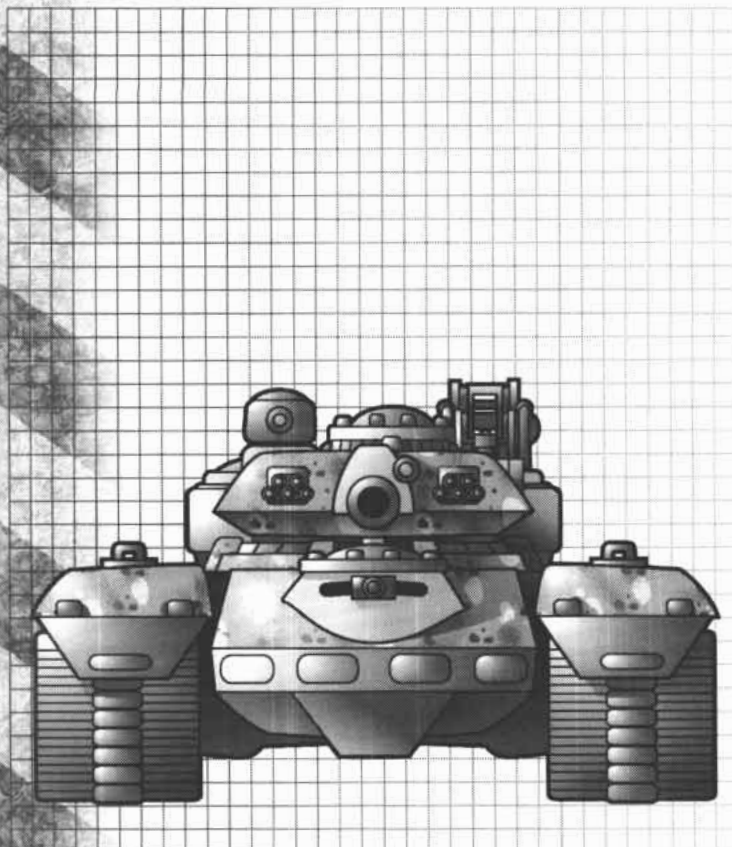




7.5.2 - Paint Schemes and Logos



The 11th generally favor a beige and brown paint scheme, reflecting their principal area of operations in the Badlands. They use the standard MILICIA desert camouflage configuration, though they constantly adapt the pattern to best suit the terrain in which they are currently operating. Their recent deployment on the South-Western borders of the WFP has prompted the unusual adoption of a color scheme more suited to a temperate environment. The unit insignia appears on the front glacis of each vehicle, while compagnie and cadre insignia appear on both sides of the turret or body. Individual identification numbers are carefully and lovingly painted on the rear decking or on the vehicle's roof. For formal occasions, the regiment's parade colors are predominantly gray with turrets or roofs painted an ochre-red.



Alpha Compagnie ☐



Section 1



Section 2



Section 3



Section 4

Beta Compagnie ☐



Section 1



Section 2



Section 3



Section 4

Gamma Compagnie ☐



Section 1



Section 2



Section 3



Section 4

Delta Compagnie ☐



Section 1



Section 2

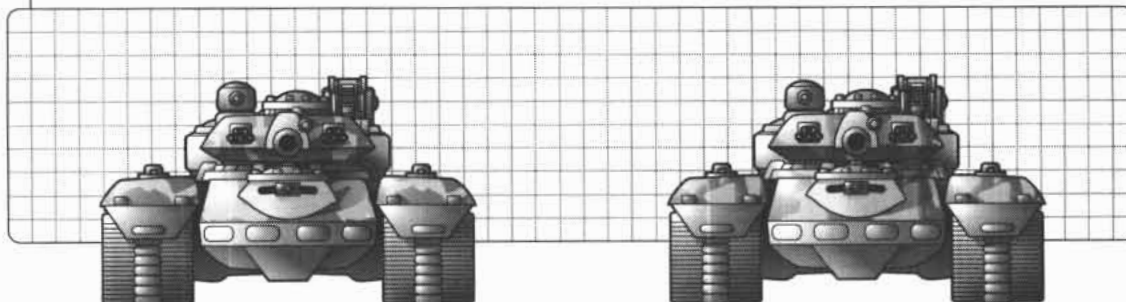


Section 3



Section 4

Paint Schemes ☐



Jungle Camo

Mountain Camo





Unique Cadres - 7.5.3

Anne Masterson has always been a staunch advocate of fast, mobile warfare and the TOE of the 11th clearly shows her preferences. Nowhere can this be seen more clearly than in the unit's fast recon and spotter cadres, which use the ultralight Elan and its variants. Such units do not play a direct role in combat — only the Evil Eye variant is actually armed— but they act as a “force multiplier,” providing detailed intelligence on enemy composition and movement and allowing the regiment's tank and artillery cadres to use their firepower with surgical precision. The heavy recon cadres rely less on speed and mobility to complete their assignments, and more on drones. The Recon Hun carries three Ovni hover drones (see **Tech Manual 1st Ed.**) which extend the cadre's operational range and allow them to infiltrate enemy positions. The 17X variant has proved particularly popular in the current conflict, allowing the drone to designate and mark targets for artillery fire.

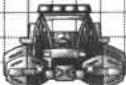
Special Abilities & Variations


Fast Recon:	Increase Com Range to 10 km and rating to 0 (TV x1.05)
Heavy Recon:	Equip with 3x Ovni drones (+119 TV per OE17, + 203 per OE-17X)
Spotter:	Increase accuracy of Target Designator to +1 (TV x1.1)


Cadre Composition Rules

	Basic Requirement	Upgrade Requirement
Fast Scout:	N/A	1x Light Patrol
Heavy Recon:	N/A	1x Heavy Patrol
Spotter:	1x Artillery	N/A


Fast Recon



▲ Elan Qualified



▲ Elan Qualified


▲ Elan Qualified


Heavy Recon



▲ Caiman Qualified



▲ Caiman Qualified


▲ Recon Hun Veteran

Spotter


▲ Elan Qualified


▲ Elan Qualified


▲ Evil Eye Veteran



7.6 - 31st Infantry Regiment Devilfish

When the Eastern Sun Emirates fell to Republican rule in the late 1600s, the marsh city-state of Okavango was a smuggler's haven, much like Wounded Knee is today, full of criminals taking advantage of the locals' laissez-faire attitude. Republican dignitaries were disgusted and decided some major changes were needed. Troops were deployed and a major restructuring ensued. With the use of especially draconian tactics, including (but not limited to, by any means) house-to-house searches, the razing and sinking of criminal hideouts, and the public execution of the worst offenders, the pirates, cartels and cutthroats were all but stamped out within five cycles' time. To ensure beyond a doubt that Okavango would remain a law-abiding city, and to protect future Republican trade, officials created an infantry garrison.

The officer given the task of riding herd on the unruly pack of conscripts was a Republican Army Sous-Commandant by the name of Genevieve Fiore. Instead of despairing over her unfortunate posting to a swampy backwater, Fiore was determined to make the best of her position and new responsibilities. After petitioning her superiors for the better part of a decade she was granted the authority to have her rag-tag collection of troops recognized as an official regiment in the newly formed Southern MILICIA. On 3.SU.1725 the 31st Infantry Regiment, the Devilfish, came into being.

While another officer would have been content with her achievements, the newly promoted Commandant Fiore saw another opportunity. Using the locals' knowledge of the lay of the land she began instructing her troops and running exercises in wetland tactics and survival. Taking to their new studies surprisingly quickly, the Devilfish became one of the few MILICIA regiments approximating an elite force, unsurpassed in their marshy element. Wetlands Training Camp Blackwater opened its doors a decade later, taking on many of the original Devilfish as instructors and drill sergeants. After achieving so much, turning a dead-end posting into a success and a regiment into a legend, Commandant Fiore retired.

The following cycles saw a succession of minor officers assuming the role Fiore had created, but none made such a spectacular impact. Because the 31st were not intended as a front-line unit instead filling the need for specialists fulfilling a minor capacity, offers to command the Devilfish and run Camp Blackwater were rejected by the more career-minded officers. The position was invariably handed to aging senior officers, such as the current CO, Commandant Ashton Bujold. A highly decorated War of the Alliance veteran, Bujold nevertheless fell into the trap of complacency laid by his predecessors. While the instruction of troops in swamp warfare continues, Bujold has had the tendency to dwell on his former glories, delegating the day-to-day operation of the camp to his senior NCO, Camp Blackwater's Senior Drill Instructor Adjutant-Chef Andre Swann.

With the outbreak of hostilities in the ESE, however, the administrators of Camp Blackwater and the officers of the Devilfish have been forced to overcome their nihilism. The infantry of the Devilfish have participated in actions involving both Basal and Bangweulu, and are in the middle of more conflict now than the regiment has ever seen previously in its 210-cycle history. The recent upheaval in Camp Blackwater's own Okavango shocked the troops and the raw cadets, throwing a black shadow of doubt upon the future of the Camp and both Bujold's and Swann's careers.

Damage Control



"All hell has broken loose now that Okavango has thrown in its lot with Shirow, bringing the rebellion to our own backyard. Training outside the Camp has been completely curtailed, limiting our exercises to the small grounds, and we have instituted the highest security measures. Metropolitan Okavango itself has calmed somewhat under the new regime, but there are still reports of sporadic fires between the new Emir's supporters and guards loyal to the Thoras family. The insurgents have ignored us in the MILICIA for the most part, but there have been a few incidents resulting in casualties on both sides. Personally, I feel it is just a matter of time before the local rebels' attention is turned towards us.

"The higher-ups in the Chain of Command aren't sure what to do with us. I suppose the concept of an elite force is too much for them to handle. They're torn between too many options, debating about whether to send orders for full deployment, using us to impose martial law in the name of the AST, reinforcing us, or withdrawing the Devilfish completely.

"In the meantime, while the bickering politicians figure things out, high command has (in its infinite wisdom) foisted upon us a ridiculously crippling new set of Rules of Engagement. Not only are we restricted to defending ourselves only when fired upon, but we must also "carefully and completely" ascertain the political allegiance of the aggressors! In the middle of a firefight! What are we supposed to do, hand out questionnaires? Until the politicians get their heads screwed on straight, we're on our own."

-Personal Journal, Adjutant-Chief Andre Swann



Command and Unit Structure - 7.6.1

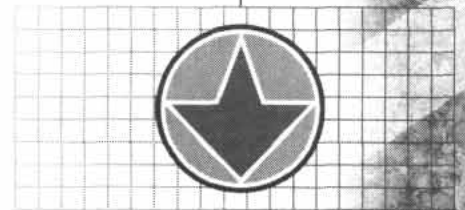
Plagued by erratic finding and the cramped nature of Camp Blackwater, the 31st has an especially decentralized command structure. The Camp Blackwater facilities are only barely able to accommodate Alpha Bataillon; Beta and Gamma Bataillons are farmed out to semi-permanent firebases in the marshes surrounding Okavango.

Despite his status as a war hero, Commandant Ashton Bujold has brought very little leadership to Camp Blackwater and the Devilfish. The rebellion in the Emirates deeply troubles Bujold and he has fallen into a deep depression, remembering a time when the enemies were more clear-cut. Adjutant-Chef Swann is the steady hand at the help keeping the regiment together.

Although the regiment's Commandant may be ineffectual, the Sous-Commandants in charge of Alpha, Beta and Gamma Bataillons are top-notch. Sous-Commandant Tracee Stahl heads Alpha Bataillon, the training unit stationed in Camp Blackwater itself. A remarkably competent leader, Stahl was groomed for command by Swann himself. Sous-Commandants Aleksandr Wong and Niccolo Hazred command Beta and Gamma Bataillons, respectively. Because of their isolation from Camp Blackwater and the chaotic nature of the rebellion, Beta and Gamma operate more or less independently, following Bujold's standing orders to protect the AST's interests in the Emirates.

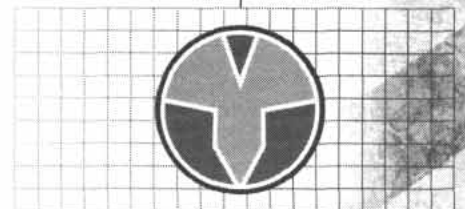
Alpha Bataillon

Compagnie 1:		2 x Basic Trainee Platoon, 2 x Standard Light Recon Platoon
Compagnie 2:		2 x Basic Platoons, 2 x Trainee Light Recon Platoon
Compagnie 3:		1 x Basic Trainee Platoon, 1 x Standard Heavy Weapons Platoon, 2 x Standard Mounted Heavy Recon Platoon
Compagnie 4:		3 x Frogmen Type 1 Platoon, 1 x Trainee Light Recon Platoon



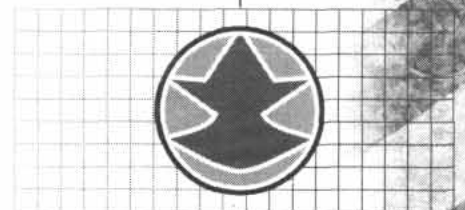
Beta Bataillon

Compagnie 1:		2 x Frogmen Type 2 Platoon, 1 x Standard Light Recon Platoon, 1 x Basic Platoon
Compagnie 2:		3 x Basic Platoon, 1 x Sniper Platoon
Compagnie 3:		2 x Veteran Light Recon Platoon, 2 x Frogmen Type 3 Platoon
Compagnie 4:		1 x Commando Platoon, 2 x Mounted Heavy Recon Platoon, 1 x Basic Platoon



Gamma Bataillon

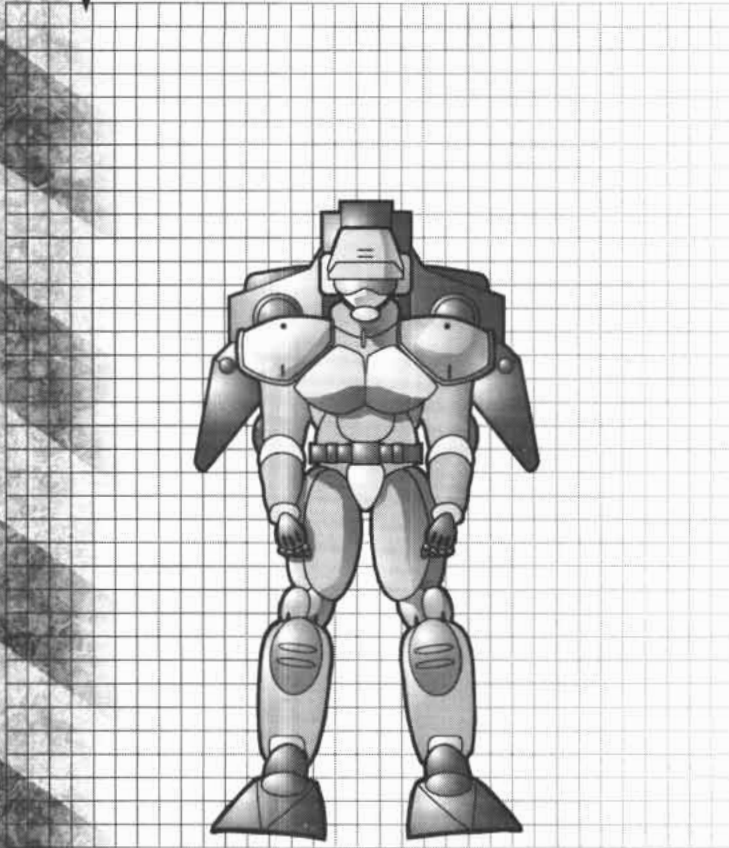
Compagnie 1:		2 x Veteran Light Recon Platoon, 2 x Armor Hunter Platoon
Compagnie 2:		4 x Basic Platoon
Compagnie 3:		3 x Standard Light Recon Platoon, 1 x Mounted Heavy Recon Platoon
Compagnie 4:		1 x Sniper Platoon, 1 x Frogmen Type 2 Platoon, 2 x Basic Platoon





7.6.2 - Paint Schemes & Logos

The uniforms worn by members of the Devilfish (when they're out of the water, at any rate) are the same cut as the standard MILICIA dress uniform, only colored sage in the main body of the uniform, with dark gray trim. The 31st's combat fatigues have a similar color scheme, to keep a sense of a cohesive and continuing unit, with gray tiger-stripes over a sage background. Additionally, in an attempt to prevent attacks by many of Okavango's legendary predators, the Devilfish have borrowed a trick from Republican jungle units and have begun to paint bright red eyespots on the shoulder plates of their SPMF body armor. Some members of the regiment have taken things even farther, adding claws and fangs as decoration. Such liberties are tolerated when they're kept discrete, but cadets at Camp Blackwater are expressly forbidden to imitate the popular modifications.



Alpha Battalion ☐



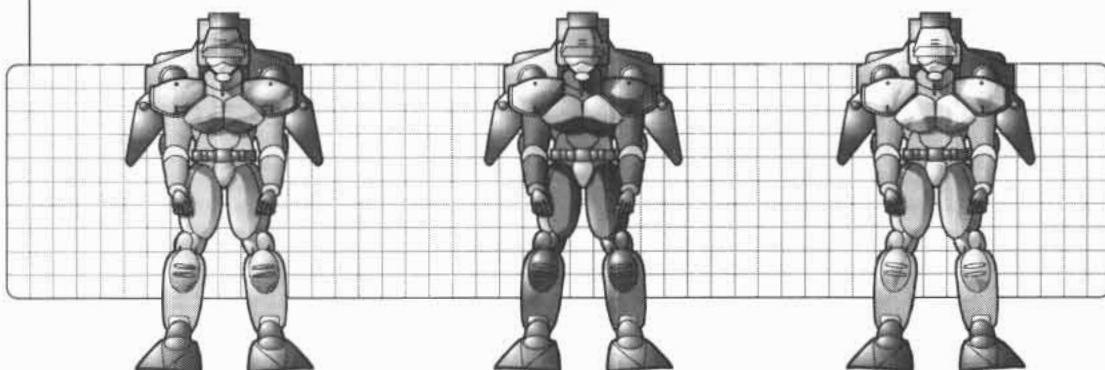
Beta Battalion ☐



Gamma Battalion ☐



Paint Schemes ☐



Swamp Camo

Night Camo

Pattern Breaker Camo





Unique Escouades - 7.6.3

The Frogmen escouades of the 31st Infantry Regiment are the troops Camp Blackwater is famous for. Masters of swamp warfare, Frogmen are silent and deadly.

Frogmen-in-training are derogatorily called 'Pollywogs', and are considered second-class citizens by the more experienced soldiers. The training Pollywogs undergo is as arduous as any Special Forces unit's. Not only do trainees have to endure the mud, the swamp stench, insects, man-eating bog monsters and ten-kilometer swims, but they also get to look forward to coming home to the fearsome Adjutant-Chef Swann.

Full Frogmen are a force to be reckoned with. More experienced and better equipped than the Pollywogs, they benefit from mechanized transport. The 31st has an excellent support fleet of amphibious Alligator APCs, and the unofficial motto of the Frogmen has become "If it's more than ten meters, we drive!"

Type 3 Frogmen are the deadliest of all. These escouades are equipped for big game, usually taking out armored vehicles or hardened targets. Even more skilled than the other Frogmen, the Type 3s often benefit from Engineer training, granting them the ability to place their unique underwater satchel charges.

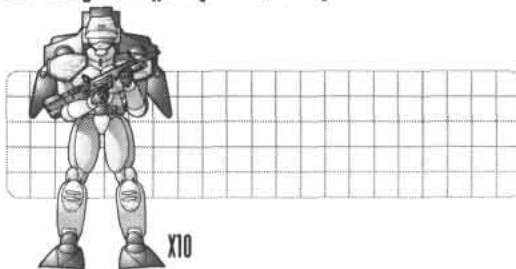
Special Abilities & Variations

Type 1:	The squad uses Diving Equipment and has the training to use it (Tactical Field Support, page 47). (x 2 TV)
Type 2:	Same ability as Type 1 and squad may additionally have an attached Alligator APC (TV + 242)
Type 3:	Same ability as Type 2 and squad has Engineer Training (Tactical Field Support, page 47). (x 1.5 TV)

Frogmen Escouade Composition Rules

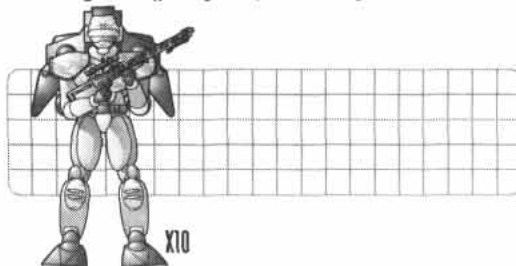
	Basic Requirement	Upgrade Requirement
Type 1:	N/A	N/A
Type 2:	Basic Escouade x 1	N/A
Type 3:	Basic Escouade x 1	Frogmen Type 2 x 2

Frogmen Type 1 (Rookie, TV 10)



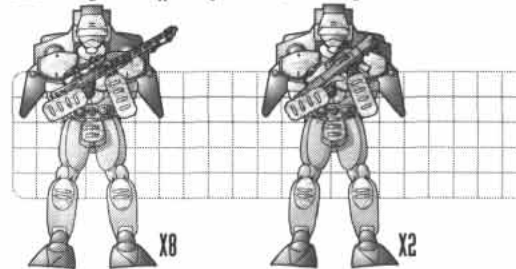
- 10 x (Lvl 1) w/o armor and 7mm Rifle (TV 4 ea.)
- No Heavy Weapon

Frogmen Type 2 (Qualified, TV 140)



- 10 x (Lvl 2) w/ Light Flak and 9mm Light Machinegun (TV 14 ea.)
- No Heavy Weapon

Frogmen Type 3 (Veteran, TV 390)



- 8 x (Lvl 3) w/ Heavy Flak and 9mm Light Machinegun (TV 32 ea.)
- 2 x (Lvl 3) w/ Heavy Flak and 50mm Rocket Launcher (TV 67 ea.)



DRINKING WITH CHARON



Jadis barreled down the hallway, hauling his uniform jacket on. He'd been halfway to bed when his comm had gone off, Commandant Mortis' furious voice ordering him to the meeting, a meeting which he had apparently forgotten about. He thumbed open the door to the Commandant's lounge, only to stumble backwards in shock when the howl of "Surprise!!" rang out and echoed down the hall.

Gathering the last remaining shreds of his dignity, Jadis stepped back into the doorway, looking around cautiously. It looked as though the entire regiment had tried to pack into the small private lounge, and most of them were drinking various glowing concoctions. Big Mike — Commandant Mikal Mortis — stood in the middle, his jacket barely closing over his broad chest. He grinned widely, gesturing for Jadis to step inside.

"In here, rookie!" The regiment commander gestured sharply at one of the techs sprawled across a small couch. "Get up and let the guest of honor have a seat!" The woman laughed and jumped up, winking at Jadis as he entered the room bewilderedly. He dropped down onto the couch as the realization began to dawn on him. Big Mike called for silence, and everyone in the room turned to watch.

"We are gathered here today," the Commandant began, "to induct Jadis Racagen into the order of Charon, to recognize his first solo kill." Jadis' stomach dropped, the image of the helpless Northerner flashing into his mind's eye. "Most of you already know that he took out a Black Sabre last week, while on patrol. What you don't know was that not only was he alone, his poor, fragile Iguana..." Big Mike paused, as much snickering and cat-calling ensued, "...his poor, fragile Iguana was already heavily damaged from the sand-storm. Sous-Caporal Racagen, welcome to the Order of Charon." Big Mike reached forward, and pinned a black skull onto Jadis' jacket. He turned back to the assembled crowd and raised his glass. "I expect you all to have a drink or four for Jadis — I don't want to hear of anyone disobeying that order. Is that clear?" The cheer shook the walls.

An uncountable number of handshakes and back-slaps later, Jadis found himself alone for a blessed instant, staring at the vast array of drink bottles out on the side table. The noise level in the room had grown steadily in direct proportion to the sinking levels in the bottles, and it looked like the party was going to be in full swing until dawn. He turned to greet Phil as his friend shoved an empty (and apparently clean) glass into his hand. The usually jovial man looked at Jadis with concern in his eyes.

"Are you feeling all right? This is your night, Jad! Why are you sulking over here in the corner?" Well, it was Phil's version of concern, at any rate.

Jadis looked away, unsure of how to explain himself. "Everyone's treating me like I'm some kind of hero — like I've accomplished this incredible rite of passage. But I didn't *do* anything, Phil! It was..." he trailed off. "It wasn't what everyone seems to think it was." He finished lamely. He shrugged. "I guess I thought it would be something more, is all."

Phil nodded sagely, as though he understood. "Gotcha." He leaned in conspiratorially. "Confidentially, my first night with Mara was a lot like that." He laughed hysterically, looping an arm around Jadis' shoulders. "Now have a drink. It'll make you feel better." He started shuffling bottles, reading off the labels blearily. "Let's see.. we've got Malomar, sake — that's hot there, and sake... cold, I guess, over here... oh yeah! And plum wine!" He pulled a bottle seemingly out from nowhere, and filled his own glass full.

"Kamikaze Clanner." Phil and Jadis glanced over at Gary, who was busy measuring and pouring some vile combination of liquors into three mugs, then handed them two. "Hot sake and Ross whiskey. One of Big Mike's concoctions." He arched an eyebrow at them, and downed his drink in one gulp.

"Gary..." Jadis began, looking dubious. "Where did you get Ross whiskey? That's been banned since the beginning of the war."

"Don't ask. Just drink. Congratulations, kid."



CAIMAN FIELD HQ

The MILICIA's doctrine calling for a strong command chain, the army planners found themselves faced with the need of adequately protecting commanders in the field. Brok Enterprises came forward with a proposal based on their successful Caiman APC. Operation of the turret gun was now fully automated and controlled by the driver. The armored passenger area was filled with computers, electronics and a holographic table, making the vehicle an excellent forward command platform. The very powerful communication system was particularly notable for its incredible range, allowing the Field HQ to remain as far from the action as possible. This equipment eases many of the tasks involved with coordinating a large mobile force.

Easily recognized by the antennas and satellite dish sprouting from its top, the Field HQ variant is always a prime target when sighted. For this reason, it is often deployed in the rear of the attacking force, as far as possible from the fighting. The vehicle is normally used by battalion or regimental commanders only, since its high cost prevents its wide distribution among the ranks of the MILICIA.

Vehicle Specification

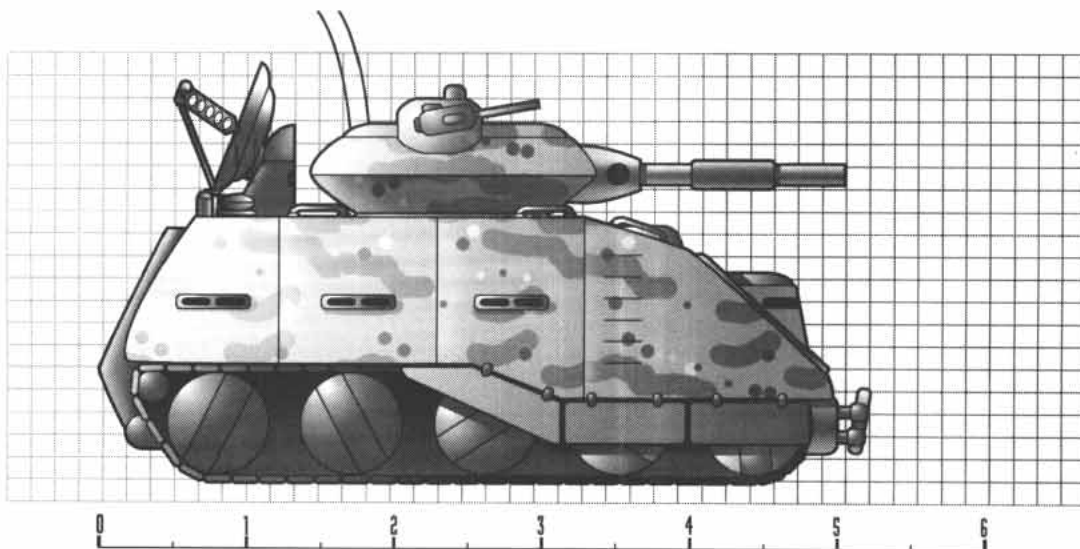
Code Name:	Caiman Field HQ	Production Code:	8E-8650
Production Type:	Limited Production	Cost:	1,388,750
Manufacturer:	Brok Enterprises	Use:	Command Vehicle
Height:	2.71 meters	Length:	5.23 meters
Average Armor Thickness:	37 mm	Armor Material:	Ceramic Composites
Standard Operational Weight:	14,500 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	460 km
Sensor Range:	1.5 km	Communication Range:	120 km
Powerplant:	Electric (x2) w/gas turbines	Horsepower:	320 hp (x2), 140 hp

Modifications to Caiman Chassis

Add:	Anti-Missile System (R1, 40 shots), Automation R1, Camo Netting, High Capacity Computer, Satellite Uplink, Vulnerable to Haywire Effects
Remove:	LMG
Change:	Increase Communications to +2/120 km, Reduce Crew to 1, Reduce Passenger Seating to 4.
Modified Threat Values:	1111
Offensive:	157
Defensive:	73
Miscellaneous:	3103

Vehicle Availability

Availability Threshold:	7	Maximum Number of Units in the Field:	1
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OACS-04GD/SU ASP

After the War of the Alliance, the Southern Republic was suffering critical shortages in military supplies. Damage to military industries had caused production to fall behind the rate at which military academies were training pilots. The Republican general staff was at a loss as to how to quickly bring their units back up to strength, until a vice-president of Territorial Arms proposed a solution: he suggested that the Republican Army requisition the equipment used by local city-state militias whose cities never saw front-line combat. One prefect exclaimed, "But that leaves our cities undefended from insurgents and rebels! What Gears will the local garrisons use?", which lead the Territorial Arms representative to begin his sales pitch.

The Asp is an inexpensive alternative to the Jäger, and in fact shares many component with the older machine. Its relatively low cost and ease of piloting make it ideally suited for civil defense. The manipulator-held 13mm machinecannon and shoulder-mounted grenade launcher are excellent for eliminating infantry or light vehicles, though they have little effect on armored vehicles. While not intended to face enemy armor, the Asp's heavy grenades give it a fighting chance against tanks and striders. Although the Asp's overall armor is lighter than an Iguana's, its frontal armor is heavier than a Jäger's, enabling it to survive long enough to use its grenades. Best of all, Territorial Arms has retooled an old Anolis production line and can deliver a hundred within days if needed.

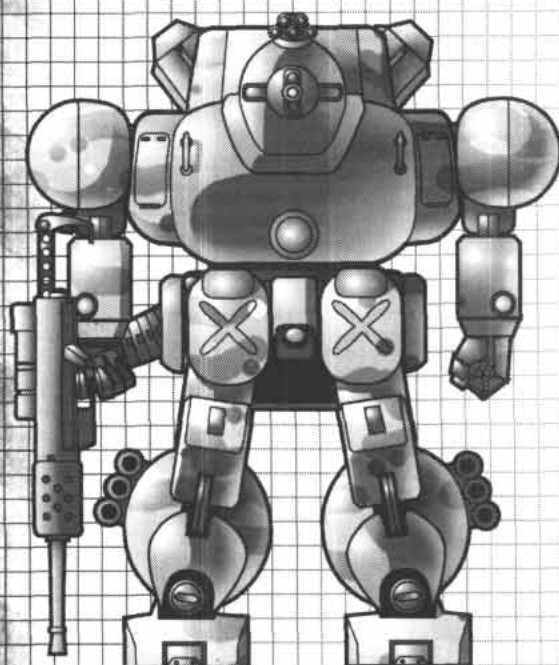
An obviously inferior Gear, the Asp is never seen within the ranks of the Republican Army. In the military of individual city-states, on the other hand, the Asp is just as common as the Jäger because of the post-war "buyout" of garrison equipment. Despite its many weaknesses, the Asp is actually quite good at hunting down poorly armed rebels and providing backup for SWAT teams. They machine also forms the basis of the MILICIA's City Defense Cadres.

Specifications ☐

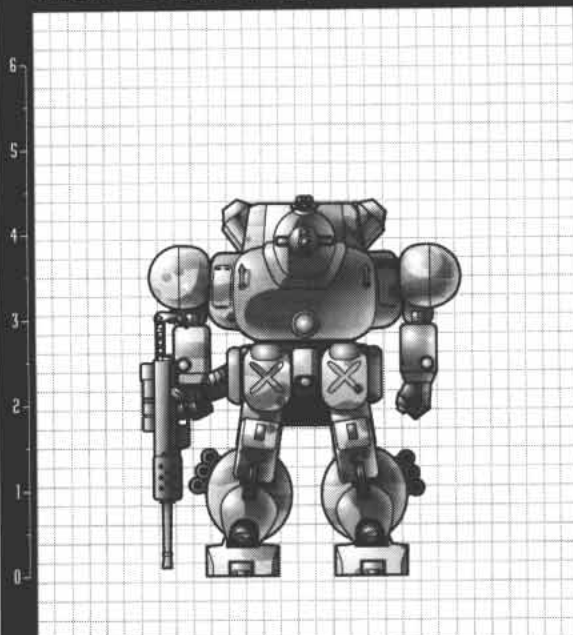
Code name:	Asp
Production code:	OACS-04GD/SU
Manufacturer:	Territorial Arms
Use:	Civil Defense/Anti-Infantry
Height:	4.4 meters
Width:	3.2 meters
Average armor thickness:	42 mm
Armor material:	composite
Standard operational weight:	5440 kg
Maximum speed on clear ground:	70 kph
Powerplant:	WV-1010 LP V-engine
Horsepower:	480 hp

Weapon Payload ☐

Name	Ammunition Payload
13mm ML-120 Machinecannon	600 rounds
HLB-16 AP Launcher	6 grenades
HG-4X Anti-Armor Grenades	2 grenades



OACS-04GD/SU ASP



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

PILOT NAME: _____

RANK: _____

SQUADRON: _____

AFFILIATION: _____

PILOT (LV/AT): ☐ GUNNERY (LV/AT): ☐ ELEC. WAR. (LV/AT): ☐

CREW DATA

VEHICLE CREW

CREW: ☐ 1

BONUS ACTIONS: ☐ 0

CREW DAMAGE

VEHICLE CREW

CREW: ☐

BONUS ACTIONS: ☐

SYSTEMS DATA

MOVEMENT

PRIMARY COMBAT SPD: W 4

PRIMARY TOP SPD: W 7

SECONDARY COMBAT SPD: G 6

SECONDARY TOP SPD: G 12

MANEUVER: ☐ 0

DEPLOYMENT RANGE: ☐ 440

ELECTRONICS

SENSORS: ☐ 0 1

COMMUNICATION: ☐ 0 10

FIRE CONTROL: ☐ 0

ARMOR

LIGHT DAMAGE: ☐ 13

HEAVY DAMAGE: ☐ 26

OVERKILL: ☐ 39

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD: ☐

TOP SPD: ☐

COMBAT SPD: ☐

TOP SPD: ☐

MANEUVER: ☐

FUEL SPENT: ☐

ELECTRONICS

SENSORS: ☐

COMM: ☐

FIRE CONTROL: ☐

ARMOR

LIGHT DAMAGE: ☐

HEAVY DAMAGE: ☐

OVERKILL: ☐

GENERAL SPECIFICATIONS

THREAT VALUE: 172 • SIZE: 6 • COST: 86,500 dinars

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Machinecannon	HMG	Forward	1	2	4	8	0	x4	1	+3	-
AP Launcher	APGL	Fixed F.	1	2	4	8	-1	x3	1	+3	AI, IF, AEO
Heavy Greande	APGL	Forward	-	-	-	-	-1	x25	2	0	-

AMMO

FULL LEFT

600

6

1

WEAPONS

WEAPON 01 • ☐

WEAPON 02 • ☐

WEAPON 03 • ☐

WEAPON 04 • ☐

WEAPON 05 • ☐

WEAPON 06 • ☐

WEAPON 07 • ☐

WEAPON 08 • ☐

WEAPON 09 • ☐

WEAPON 10 • ☐

PERKS

NAME	RATING	GAME EFFECT	AUX
Hostile Environment Protection	-	Desert	
Loudspeaker	-	Public Address system	Yes
Manipulator Arm x 2	6	Can punch	
Reinforced Location Armor	3	Front	
Urban Friendly	-	Urban security equipment	
Wide Angle Searchlight	-	100 meters range, front	yes

PERKS

PERK 01 • ☐

PERK 02 • ☐

PERK 03 • ☐

PERK 04 • ☐

PERK 05 • ☐

PERK 06 • ☐

PERK 07 • ☐

PERK 08 • ☐

PERK 09 • ☐

PERK 10 • ☐

PERK 11 • ☐

FLAWS

NAME	RATING	GAME EFFECT
Brittle Armor	-	Double Armor point losses
Exposed Aux. Systems	-	"Aux. Systems" damage is one level higher
Weak Facing	-	Rear

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-





OWCS-03/SW HYDRA

After losing six consecutive battles during the Leyen Bayou Pacification due to the lack of fire support, the Republican Army put out a contract to replace the hydrophobic Nagas that were assigned to their wetlands combat units. The new machine had to be able to operate efficiently in marshland and aquatic environment, though it did not have to feature full submersible capabilities. Republic Heavy Industries thus began designing a dedicated wetlands strider.

Even by strider standards, the Hydra is a sluggish leviathan. Instead of speed, the Hydra relies on its surroundings to protect it. Indeed, the thick jungles and swamps of the South barely impede the amphibious Hydra while causing numerous problems for many other combat vehicles. The Hydra is so water-friendly that one favorite ambush tactic is to switch to reserve power and submerge the strider entirely by crouching in a shallow pool, standing up and opening fire only when the enemy is almost overhead.

The Hydra relies on a triple barrel turret for most of its firepower. The turret includes a rapid-fire heavy grenade launcher for saturation attacks and a guided anti-vehicle mortar for precision strikes. A smaller, anti-personnel mortar supplements the two larger guns. A nose-mounted 40mm autocannon and a pair of side-mounted gatling guns complete its armament. This diversity ensures that the crew have the most suitable weapon for every situation, though many point out there are too many guns to be fired effectively at once.

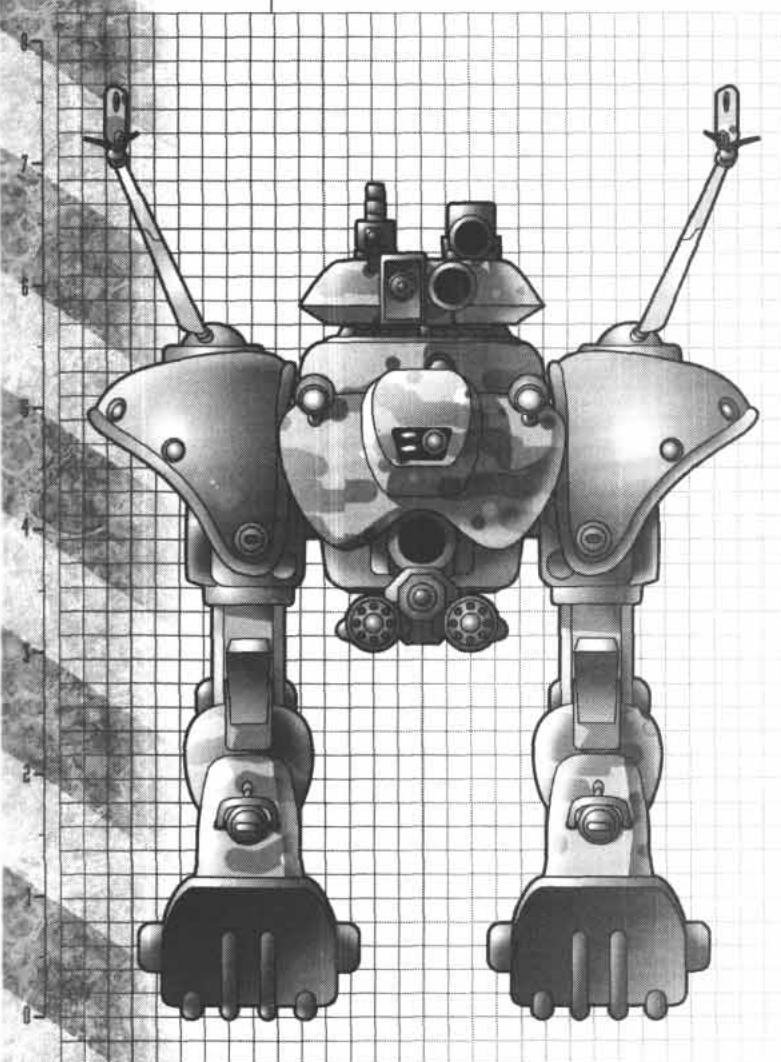
The Hydra has performed admirably in its preferred environment. Outside of wetlands areas, the strider yields less stunning results. Its low ground speed is a grave impediment on open terrain and its lack of sand filters makes it useless in a desert environment. A few shipments of Hydras were purchased by the MILICIA, the Mekong Peacekeepers, and a few private armies of the ESE's emirs, but the majority of Hydras in service can be found within the borders of the Southern Republic.

Specifications ☐

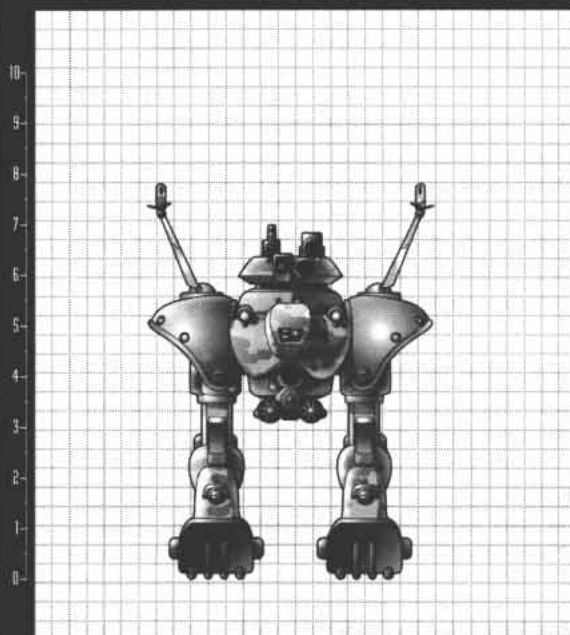
Code name:	Hydra
Production code:	OWCS-03/SW
Manufacturer:	Republic Heavy Industries
Use:	Wetlands Fire Support
Height:	6.7 meters
Width:	5.5 meters
Average armor thickness:	122 mm
Armor material:	Armoplast w/alloy
Standard operational weight:	46250 kg
Maximum speed on clear ground:	35 kph
Powerplant:	4 x gas turbines
Horsepower:	4 x 800 hp

Weapon Payload ☐

Name	Ammunition Payload
SRWI RFGL-C Grenade Launcher	300 grenades
SRWI HI-ARK IV Guided Mortar	60 shells
SRWI AIMS-5 Light Mortar	100 shells
40mm MR60mt Autocannon	600 shells
10mm SRWI Gatling gun (x2)	400 belted shells ea.



OWCS-03/SW HYDRA



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

PILOT NAME: _____

RANK: _____

SQUADRON: _____

AFFILIATION: _____

PILOT (LV/AT): ☐ ☐ GUNNERY (LV/AT): ☐ ☐ ELEC. WAR. (LV/AT): ☐ ☐

CREW DATA

VEHICLE CREW

CREW:

BONUS ACTIONS:

CREW DAMAGE

VEHICLE CREW

CREW:

BONUS ACTIONS:

SYSTEMS DATA

MOVEMENT

PRIMARY COMBAT SPD: (W) 3

PRIMARY TOP SPD: (W) 6

SECONDARY COMBAT SPD: - -

SECONDARY TOP SPD: - -

MANEUVER: -2

DEPLOYMENT RANGE: 440

ELECTRONICS

SENSORS: +1 2

COMMUNICATION: 0 20

FIRE CONTROL: 0

ARMOR

LIGHT DAMAGE: 25

HEAVY DAMAGE: 50

OVERKILL: 75

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD:

TOP SPD:

COMBAT SPD:

TOP SPD:

MANEUVER:

FUEL SPENT:

ELECTRONICS

SENSORS:

COMM:

FIRE CONTROL:

ARMOR

LIGHT DAMAGE:

HEAVY DAMAGE:

OVERKILL:

GENERAL SPECIFICATIONS

THREAT VALUE: 1695 • SIZE: 12 • COST: 847,500 dinars

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Heavy Autocannon	HAC	Forward	3	6	12	24	0	x12	1	+1	-
Heavy Guided Mortar	HGM	Turret	5	10	20	40	-1	x20	1	0	G,IF,MR5
Heavy Grenade Launcher	HGL	Turret	2	4	8	16	-1	x20	1	0	IF
AP Mortar	APM	Turret	2	4	8	16	0	x4	1	0	IF,AL,AE0,MR2
Heavy Machinegun	HMG	Forward	1	2	4	8	0	x4	1	+3	AI
Heavy Machinegun	HMG	Forward	1	2	4	8	0	x4	1	+3	AI

AMMO

FULL LEFT

600

60

300

100

400

400

WEAPONS

WEAPON 01:

WEAPON 02:

WEAPON 03:

WEAPON 04:

WEAPON 05:

WEAPON 06:

WEAPON 07:

WEAPON 08:

WEAPON 09:

WEAPON 10:

PERKS

NAME	RATING	GAME EFFECT	AUX
Amphibious	-	Can move in water	
Aquatic Sensors	-	Dual-purpose	Yes
Backup Sensors	-	Absorbs first "Sensor" hit	
Camo Netting	-	Add 1 to Concealment in Woodland or Jungle	
ECM	2	Offensive electronic warfare equipment	Yes
HEAT-resistant Armor	2	Add to Base Armor vs. HEAT attacks	
Hostile Environment Protection	-	Underwater	
Improved Off-road Ability	-	-1 MP for hexes with cost greater than 1	
Limited Life Support	-	Provide support for up to a week	Yes
Tool Arm x 2	1	Cannot punch; sensor pods	

FLAWS

NAME	RATING	GAME EFFECT
Fragile Chassis	1	Add 1 when rolling on the Structure Damage Table
Large Sensor Profile	2	Easier to detect
Sensor Dependent	-	Must rely on sensors during combat

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-





ONCE UPON A TIME



"Santé!!!" Glasses clanked together in a racous symphony, slopping a huge variety of liquors onto the tabletop and floor. Voices rose in cheers and laughter, as the Southern MILICIA 17th Regiment, known to all and sundry as the Sandstormers, kicked back and relaxed. The bar was the usual place, a true hole-in-the-wall off of the main drag in Malibou. Used to their army guests, the staff ignored a lot of the roughhousing that naturally went on. The floors were actually washed weekly, the music was sometimes live and the ale was cheap. That was more than enough to keep the 17th coming back year after year.

Keesa laughed loudly, rocking back in her chair. She saluted Dustin with her glass, and took a deep drink. "Alright. . . now it's my turn to tell one." Those sitting near her groaned loudly, leaning forwards with anticipation. Keesa had been the winner of the tall-tales competition for four years in a row, and she had stories that would make David Starr look like a preacher. "This was about a month ago. . ." She began. "No kidding, there I was at Wanda's — that club in Peace River? When who should chance to walk in but. . ." She trailed off, staring over Pierre's shoulder with a look of disdain. "Well, speak of the devil."

The group at her table turned to look as Keesa muttered under her breath at small group of Southern Army Regulars making their way to the bar. "Bloody hell." Keighvan curled his lip. "You'd think they'd know enough to stay on their own turf."

Marie placed her hand on his arm as he started to get up. One of the men at the bar had glanced over, and was snickering with his buddies. "Sit down, Kei. They'll just get their boots dirty in here." She smirked slightly. "It'll serve them right for going slumming, neh?" She turned back towards her regiment, and raised her almost-empty glass once more. "To the 17th!" The cheer died off haphazardly, as the Regulars made their way over to the table.

"It only figures that we'd find your kind in here, junky-boys." The tall man commented, his spit-polished boots reflecting the dim lights of the bar. "Except that it's a bit too clean." He smirked, eyeing the gathering. "And what exactly would you all be celebrating? Your annual bath?"

Keighvan shook off Marie's hand and lunged up out of his chair. He swung wildly, his fist barely connecting before Dustin and Paul shoved him back down into his seat, struggling. The Regular staggered backwards slightly, rubbing his chin. "If that's how you want to play it. . ."

"Stow it, boot-licker." Keesa snapped, dropping her chair's front legs back onto the floor with a thud. "Why don't you take your little perma-press syncophants and high-tail it back to base. I'm sure that there are more butts just waiting to be kissed. If you're not careful, you'll get behind in your schedule!" She rose halfway out of her chair, her muscles tensing as the Republican — Sous-Sergeant Brys, as his tag read — flexed his arms and moved towards them with murder in his eyes.

About halfway through the fight, Dustin dodged a thrown glass and flung himself behind an upturned table, only to come face-to-face with Keesa. "You know," he commented casually, "this may not have been the greatest idea we've ever come up with." He ducked his head as a bottle impacted on the wall behind them, showering the pair with something sticky and sweet.

Keesa shrugged slightly, and began twisting the leg off the table. "Maybe so. . . but think about it!" She moved into a crouch, wielding the solid hunk of wood. "The poor beleaguered MILICIA, beset from all sides, attacked by our own countrymen!" She shouted back over her shoulder as she dove once more into the fray. "Give it a cycle or so, and this will be one of my best stories yet!"





Offensive Doctrine - 9.1

The Southern MILICIA is an amalgated armed force designed to provide the Allied Southern Territories with a blunt instrument to quell unrest within its borders and provide the first offensive punch for foreign operations. Its general organization and doctrine are based on simplicity and brute force, the wildly divergent levels of training and equipment of its constituent units making it difficult to create efficient or more advanced strategies.

The MILICIA is composed of numerous vehicle regiments backed by a large number of infantry groups, the latter being less expensive to maintain and train. Like its Northern counterpart, the MILICIA fields a large number of walker combat units, though most of them are older models handed down as surplus from the Southern Republic Army and other national armed forces. While there are some aircraft attached to the MILICIA's organization — mostly some light scouts and transport aircraft — the bulk of the close air support needs are covered by the SRA. Strategic air support, such as the use of heavy bombers or orbital assets (whether artillery or suborbital shuttlecraft) is reserved for large operations only, and then only under the direct supervision of the SRA.

The MILICIA increasingly has to face opponents armed with sophisticated weaponry, including sizable modern armored combat forces, long range artillery and tactical air support. They often have state-of-the-art command and control systems as well as extensive reconnaissance, intelligence, surveillance, and target acquisition capabilities. The MILICIA's low tech, brute force approach may have been perfect for the low intensity conflicts of the past centuries, but will be sorely tested in the cycles to come. Fortunately, the sterling performances of some MILICIA units during both the War of the Alliance and the early days of the Interpolar War have led High Command to begin to reconsider their strategies.

Command Structure - 9.1.1

There are generally far fewer units on the modern field of battle than before, but combat is increasingly lethal due to high technology, advanced battle command, and precision munitions. A good command structure is vital to correctly answer to the ever-changing conditions of the flow of battle. Modern battlefield command is a delicate art made of decision making, leading, and motivating soldiers. The commander must also assign missions, prioritize and allocate resources, select the critical time and place to act, and know how and when to make adjustments during the fight. Unfortunately for them, MILICIA commanders generally have to deal with outdated equipment and procedures, with all the limitations and vulnerabilities this incur. Over the cycles, the competent ones have learned to make the best of them.

A separate Commandant is in charge of each element, while all serve under a Prefect who is nominally in charge of the entire operation. All regiments (or companies, for smaller actions) operate independently of one another, and communications between separate units is often slow or impossible in battle due to enemy disruptions, such as ECM, smoke or suppressive fire. Commandants rarely go to the field; instead, Lieutenants or Majors are normally in direct command of troops.

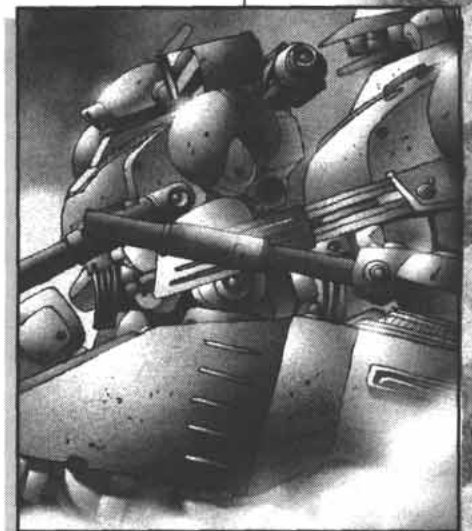
Unlike their counterparts in the Northern Guard (or, indeed, in the Southern Republic Army), the MILICIA commanders are rarely trained to look for weaknesses to exploit in the enemy battleline. Rather, they are given an immense force designed to smother the opponents under an unstoppable wave of sheer numbers, denying the enemy the opportunity to react. It is thus up to the individual officer to learn the more creative tactics and apply them in battle.

Flag Waving

Stuck with the MILICIA's rather rigid command chain (see next page), Southern officers have developed ways and means to ensure that communications remain open between the various levels of their forces. Whenever possible, command units are either equipped with high power communication rigs or extensive ECCM arrays, or be accompanied by a unit that does. When this fails, however, more creative solutions have been created.

In addition to the various hand signs used by both Gears and infantrymen, MILICIA units use signal flags to communicate with one another. The low tech concept is easily implemented in the field since flags can be made out of whatever material is locally available. The code itself is fairly discrete, and consists of only a few dozen signals. Though there is a certain skill involved in making concise yet precise signals — not to mention hiding them from the enemy's attention while making sure they are clear to friends — the system is taught to virtually all MILICIAMen upon their arrival in the force. Some troopers have been known to dye a portion of the interior of their coats in bright colors for emergency use as signal flags.

Troops have been known to jury-rig signal towers with trees and the odd Gear for discrete long distance signals. This has been used to good effect during the War of the Alliance, when electronic monitoring was used by the CEF fleet to pinpoint targets for orbital support. Messages could be exchanged silently between troops even within the detection range of the CEF's roving EW vehicles, and there are instances where messages were relayed over more than 300 km at a go.





9.1.2 - Deployment

MILICIA units are essentially dedicated to garrison and crowd control duties. Field deployment only occurs when a threat is determined to exist in or near a unit's Military District (which is their area of responsibility). A minimum of thirty-six hours are required in order to properly mobilize a regiment-sized unit, though well-trained groups can start to move much, much faster (in a matter of hours if need be). Scout and Recon units deploy first, securing an area or path from which to stage, or "logger," for the impending battle. They are followed by communication elements laying "ground-line," which is non-radio, telephone line-esque wiring for field telephones. These are preferred since they cannot be jammed by electronic means.

Next are the first wave of tanks and infantry, who dig in and prepare a "perimeter," the outer edges of a logger encampment, past which no one is allowed to enter. They are followed shortly thereafter by the majority of combat elements and support services. When all are present, in good working order, and briefed, forward movement will commence anew until contact is made with enemy. The front troops will then apply as much pressure as they can along a broad front, hoping for a weak spot to form. If the enemy resistance proves too hard, the troops will dig in on their position until a new assault is possible. This procedure is often repeated thirty or forty times during an extended campaign.

9.1.3 - Fire Policy

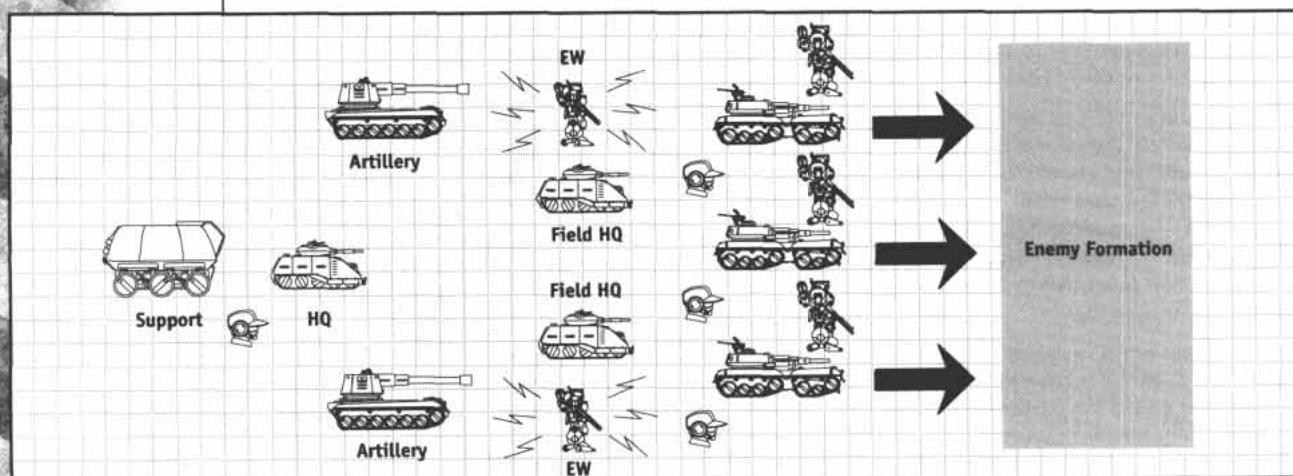
Getting permission to engage an enemy is an enigmatic and overly-complicated process at best. When a given sentry sees a possible enemy, he calls his superior on a field comm or radio. He explains the specifics to him and requests permission to investigate or to fire. Then the sentry waits. . . His superior then calls his superior, who calls his superior, and so on. Eventually the request will be received by a Controller, who is an officer in a bunker or field HQ dozens, if not hundreds, of kilometers distant. The Controller then determines the plan of action and issues the order, which must travel all the way back down to that lonely sentry (who has either lost any advantage he might have had, lost the target, or is already dead from inactivity). This system not only applies to ground Sentries, but to Air Defense, Artillery, and even fighter planes. All Southern MILICIA servicemen are taught never to act without orders (following this procedure in the field, however, is another story).

A disabled or destroyed Command & Control Node is a major problem. By taking out just one link in this lengthy chain, an attacker has effectively disabled all forces subordinate (below) that node, at least until it is replaced or repaired; it is the Achilles' Heel of MILICIA doctrine. This is far different from Northern (and Republican) doctrine, which emphasizes individual initiative and teaches the ability to complete tasks without orders and to take command when superiors are incapacitated or killed.

9.1.4 - Battlefield Support

Southern use of artillery and aerospace fire support is inspired when they are on the defensive, but the system is archaic and unmanageable in offensive operations. Southern planners use howitzers predominately, and they are marvels of simplicity and accuracy on their own. However, when coupled with the MILICIA Fire Tracking System, things get complicated. A grid with coordinates is placed over a given map, then subdivided with a smaller grid inside of it and so on. Coordinates are sent as a series of numbers. This allows the MILICIA to dispense with much of the training required to operate the computer-driven targeting system, though at the expense of accuracy in the field.

Typical Offensive Deployment Schematic ☐





Defensive Doctrine - 9.2

The defensive doctrine of the MILICIA relies on layers of defensive units slowly grinding down enemy forces as they advance, hopefully obliterating them before the enemy can reach their objectives. The defending troops are organized around command units, which are themselves arranged around field HQs, which in turn completely surround the protected objective. The result is a highly redundant structure that gets denser around the edges, exactly where the enemy forces are more likely to be at peak strength. Most of the defensive tactics and maneuvers are based on the assumption that long range fire and skirmishing will take care of most of the enemy's assets before he comes within range of any important objectives, which are placed in the center of the defensive troop deployment. If the terrain allows it, the center of the defensive structure is sometimes placed at the most distant focal point of an elliptical shape (rather than the usual circle).

Potential aggressors may come from anywhere on the planet, even from former allied states. Because of this, the MILICIA planners were forced to design procedures that would be flexible enough to deal with almost any kind of tactics or approach, regardless of the composition of the enemy. They thus opted for a "layered" approach, which, although costly in terms of manpower and equipment, offers the greatest all-around protection.

Minefields are sometimes left behind or deployed by artillery to slow down invaders, giving more time for the defenders to work on depleting their numbers. Gear cadres are assigned to defensive positions around one of the periphery hubs, ready to use their superior mobility and maneuverability to come to the aid of any unit in need of it. Armored vehicles are typically used to lure enemy forces in between two hubs for increased firepower. Infantry is typically stationed around the center of each hub as last resort defenders, in case of enemy penetration.

Command and Control - 9.2.1

Defensively, a Military District Prefect will take action when a threat is detected or perceived. A subordinate will meet with the commanders in a secure location, generally a bunker or armory in the middle of the protected areas. Units will be readied for a siege. On paper, Command will be established from the city or district attacked and will stay until the last man is dead or victory is achieved.

In the event of unforeseen attacks, certain contingencies have been adopted. The posting of sentries both in garrisons and in the field is meant to provide a "speed-bump" to any attacking ground force. However, with the advent of better military intelligence and improved early-warning technologies, it is harder and harder to sneak up on anybody, whether they be a first-rate military force or a third-rate militia. Southern tactics remain relatively unchanged, whether an attack is expected or not. They were designed to function in this manner.

MILICIA forces tend to use fewer vehicles as command field HQs than other armies, mainly because it is felt the troops will do a better job if they know their commanders cannot escape the battle. Still, a number of Caiman APCs, suitably modified with a slightly more powerful radio set or accompanied by a well-equipped Gear are used to deploy command elements closer to the front line. Scout units are employed to widen the defensive perimeter, reporting any activity in their assigned sectors. The information, once relayed through the various command circuits, allows the commanding officers to reposition units to better face the invaders. Up to a point, this tactic softens the effect of the rigid MILICIA chain of command, which limits the overall flexibility of the defenders.

■ Southern Legacies

The diplomatic tension of the past few cycles and the outbreak of the war with the North had at least one beneficial side effect for the MILICIA: it gave them an excuse to upgrade their equipment, which has always been lacking when compared to the more favored national armies. Though the AST assigned only marginal budget increases, they authorized the transfer of a number of vehicles and weapons from the national armies, who were getting newer vehicles.

A large number of Gears were delivered to the front line units over the period reaching from the first quarter of TN 1927 to the present, with the bulk being sent to regiments stationed at choke points and vulnerable areas. In some cases, the new machines could not even be put to use right away, because neither the pilots nor the technical crew had received the specialized training required to do so yet. The technology transfer program had a significant effect on the composition of the MILICIA, raising the number of advanced vehicles such as the Black Mamba within the ranks to a level approaching those of the regular southern armies.

The hard-fought campaigns of the first few months of the war raised the appreciation of the Southern high command for the troopers of the MILICIA, and especially their leadership. A special program, called the Programme de Renforcement des Commandants de Terrain (PRCT, or leadership reinforcement program), has been put in place to reward those successful field commanders with extra equipment, notably Republican mobile field HQs and other command vehicles such as the Razorfang Gear. While these will remain rare, it is a step in the right direction for the beleaguered and undersupplied AST armed force.





9.2.2 - Deployment

For security reasons, the MILICIA forces remain deployed in defensive positions at all times while garrisoned. Local armories and depots are arranged in the layered "multiple circle" configuration, which ensure that a minimum of movement is required to prepare garrisoned units for battle. Even a surprise attack is bound to be made less effective by the sturdy, redundant defensive positions thus created. It is ironic that the MILICIA, which was created as a bludgeon to keep other groups in line and spearhead offensive operations, is best suited for defensive measures.

When the enemy makes first contact with the outer edge of a defense ring, the units composing that defensive formation are to remain at their post and defend the support units (howitzers, field HQ or other) that form the center of their position. MILICIA official doctrine makes little provision for retreat under fire, instructing troops to "fire until dead; and if they should pass you by, as a spearhead, shoot at their backs!" In practice, however, most regiments have contingency plans that involve rotating units along the outer edge of the defensive circle to form an opening at the rear, so that the core units will be able to retreat toward friendly positions while the combat units mass themselves where the fighting is heaviest. Once the core is clear, the combat units can follow suit, hopefully spreading out to engulf the attackers as the latter attempts to pursue the fleeing core. This maneuver is often referred to as the "Inverse Blooming Flower," and requires good practice and coordination between the various units to pull off successfully.

9.2.3 - Fire Policy

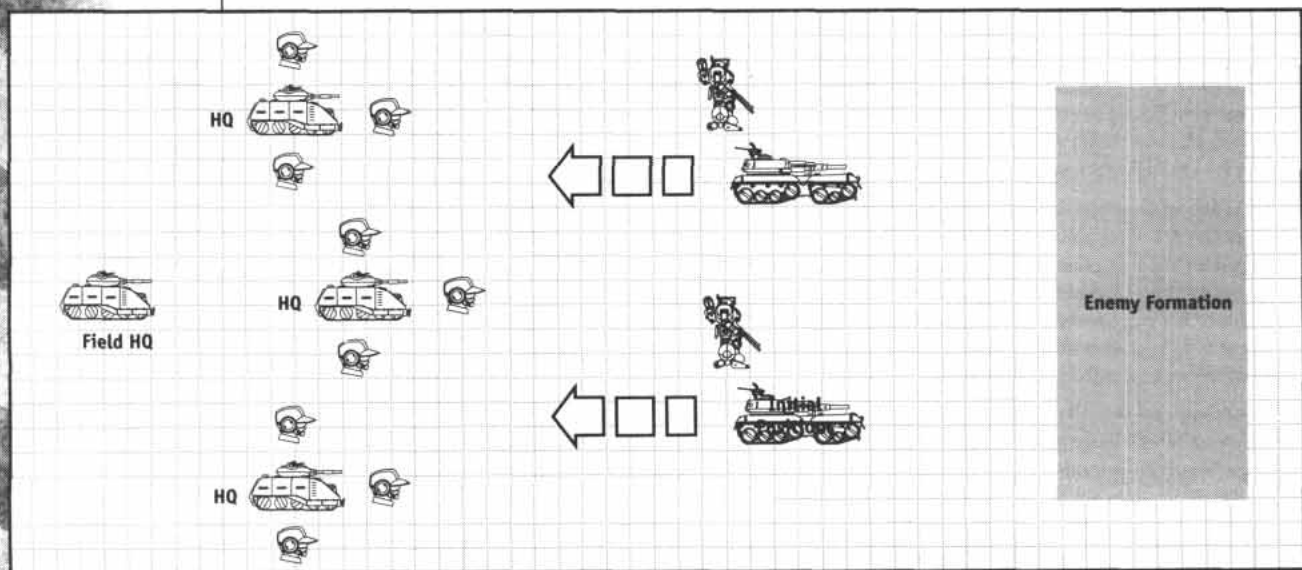
Unfortunately, the system mentioned in the "Offensive Doctrine" section still applies identically as it would on the offensive. The Southern planners who first established the policies and doctrines of the new army wanted to keep it manageable and under control, even if it meant losing flexibility and response time. All soldiers must call their superior on a field comm or radio when first detecting the intruder(s). The request goes up and down the line, until the troops at the front have finally received permission.

Thankfully, the disposition of the forces while in defensive positions, as well as the presence of unjammable landlines, does greatly speed up the response time. Furthermore, no veteran would let the lack of orders from above prevent him from taking action that would allow him to protect his life; provided the MILICIA holds fast, few soldiers get taken to task for their actions.

9.2.4 - Battlefield Support

Strangely, the AST army does a much better job of using its artillery and other fire support elements when placed in a defensive posture. The grid coordinates system explained in the *Offensive Doctrine* section is discarded in favor of a free ranging system that is semi-coordinated by computer network. The MILICIA use radars and observation towers ringed with SAM missiles, air defense units (such as turreted rapid-fire cannons) and artillery. The radar is the hub of the wheel, the offensive systems being placed at the tip of the spokes. That wheel, referred to as a "defensive circle," is at the tip of the spoke of a bigger wheel whose hub is a Command & Control Node, either in the form of a bunker or a command vehicle. The bigger wheel then forms the tip of the spoke of a huge wheel that covers the entire region, providing the system with layered redundancy. Batteries of howitzers can be and are often substituted for the air defense units and SAMs for unprecedented fire support with overlapping fields of fire. It is a very efficient, very deadly system.

Typical Defensive Deployment Schematic □





Battlefield Contingencies - 9.3

Fate is a capricious entity, and the tides of battle may easily turn even when everything seems to go well. Unfortunately, the mindset that presided over the creation of the various doctrines observed by the MILICIA was an optimistic one, which often assumed that only victory was possible. Though there are a number of set responses to the most common emergency battlefield situations (mostly regarding supply reduction or elimination, and loss of command and control), the individual MILICIA regimental commanders are almost always left to their own devices to formulate backup plans for their forces.

Ever since the Merchant War, a lot of these contingency plans have involved the use of Heavy Gears and other walker vehicles. While they do not have the stamina nor the firepower of the armored tanks, they do have a great maneuverability that allows them to rapidly reinforce a crumbling battleline or to rush to the aid of a group that desperately needs additional fire support.

Unlike their Northern counterparts, who feel uneasy when artillery support is unavailable or badly situated, the MILICIA tends to compensate easily if they lose their artillery assets. The force is used to fighting in the close environments of the deep South, where artillery was often impossible to transport or to use. Lighter field artillery is often preferred for offensive operations, and it is also more manageable if things go awry, as they can usually reposition themselves rapidly without too much hassle. Designs like the Long Fang series or the Support Cobra fit admirably with this philosophy.

Chain of Command - 9.3.1

The rigid chain of command employed by the MILICIA remains its weakest link, despite a set of comprehensive rules designed to ensure a smooth transition of authority in case of casualties in the field. The chain of command is strictly hierarchical, with ranks, followed by the size of the force entrusted to the officer, being the decisive factor in settling the picking order. Seniority only comes into play when experience is needed, and there have been instances of soldiers forcing their commanding officer to step down at gun point to let a more experienced subordinate lead the group to safety.

When a combat group enters the battlefield, the chain of command is already established. Should the officer in charge be taken out of combat, through the loss of crew function, mobility or communication, the designated second will take over, generally after confirming the switch with the next command group further up the line. Due to the difficulty in sorting out order chains in the midst of battle, the switch in leadership is permanent until the end of the current battle, regardless of the state of the commanding officer. If both commanding officers are taken out of battle, the leadership responsibility falls to the next officer in the chain, who will try to regroup the orphaned soldiers around him.

■ The Battle of Islamabad

AST Morning News, with Trent Calloway: "The court-martial of the infamous 'Islamabad eighteen' finished this morning, the martial tribunal finally lifting the media ban on the trial as they released their verdict to the public. The MILICIA troops were found not guilty of the murder of their commanding officer, Commandant Jacques Martinaud, by reason of justifiable homicide. We take you now to our trial correspondant, on location at the courthouse itself. Jonie?"

"Thank you, Trent. Islamabad was a small hamlet located on the northernmost border, straight in the path of the invading Earth forces, and by the late weeks of TN 1913 had been completely evacuated. By the time the 328th Southern MILICIA regiment had arrived, the place was a ghost town. Commandant Jacques Martinaud, the son of a wealthy Republican magnate, had been in charge for less than a cycle, and evidence was presented during this controversial trial to show that his position had been bought by his father, when he failed to make the grade for the SRA officer training.

"According to testimony from witnesses, upon arrival, Martinaud deployed his forces around the settlement according to strict MILICIA guidelines, apparently not taking the unique topography of the region into account. When his second in command argued with his decision, Martinaud dismissed him out of hand. Undaunted, the second secretly rearranged the battle plans with the collaboration of his men. By the time the CEF came within range, the defenders were immovable. At the time, the second in command was believed killed during the battle.

"Testimony was offered only yesterday which proved that Martinaud actually killed his own second in order to take the credit for the victory, perhaps in the hopes of being transferred to a more prestigious unit. His own life was taken by his subordinates when his crime was discovered. The soldiers of the 328th were released just this morning, with a reprimand entered on their records for not going through official channels.

"Debate has begun to spring up across the South, fueled by this trial. We may see many more close examinations of the workings of the MILICIA in weeks to come. Back to you, Trent."





A HERO'S WELCOME:



The girls winked at him as he walked down the hall, which only made Jadis feel worse. Ever since the Charon ceremony word had spread, and people all over the base had been treating him like some kind of hot-shot pilot. All he was, really, was a little bit lucky. Lucky to find cover during the sandstorm. Lucky to find the beacon. Lucky to uncover the guy before he regained consciousness. That was all. Why wouldn't they just forget about it and treat him like they always had?

"Because they want to believe in you, that's why." Gary's voice behind him startled Jadis, and he spun around, ready to lash out. Gary just stood there, calm and unruffled as ever. "You look like crap, Jad. You still hung over?" He smiled slightly. Jadis glared at him, turning on his heel to walk off. Gary grabbed his arm to stop him. "Come with me. You're self-destructing, Jad. This angstful thing isn't you." Jadis looked at Gary for a moment, then shrugged and followed.

...

The view from the roof was fantastic, the plains stretching away into oblivion. They sat in contemplative silence for a moment, watching the wind blow the sand into dizzying patterns on the ground below.

"You saw what happened." A statement, not a question.

Gary nodded. "I was first over the ridge, by a good couple of minutes." Silence again. Then this: "I saw the medical report afterwards. The guy was just unconscious. Your shot was what killed him. It was a real kill, Jad."

"But not a fair one. Have you heard the stories they're telling about me now?" Jadis turned to Gary, his eyes shuttered. "They're saying that I took the guy down in single combat, with only a broken Iguana and an autocannon against a new Hunter. They're painting me as some incredible hero, when all I did was shoot a guy who was practically dead already!" He flopped onto his back, watching the few wispy clouds chase each other across the morning sky.

"Did you ever stop to think about why they're doing that, Jad?" Gary's voice was soft and steady. "The MILICIA is a dead-end. It's an army full of washouts, wanna-bes and never-wills. We're the goons who get the grunt jobs that no-one else wants, and who end up as front-line cannon-fodder when we do get sent into real combat. We're the ones who couldn't hack it, the ones who never bothered to try. We have no real pride."

Jadis sat up, outraged. "That's crap, and you know it! Just because we prefer things a little more loose than the Republicans doesn't make us any less good at what we do! So what if we get the 'rejects'. . . I'll take one Big Mike over any ten Republican commanders any day!" He glared at his regiment-mate with real anger.

"Is that really how you see us, Jad? Really?" Gary turned to look at him, one eyebrow raised. "That's not what the rest of the world sees. That's not what they're taught. And the MILICIAmen who get conscripted in, or who wash out of the Republican Regulars. . . at first all they see are failures too. I did." He turned back to look out at the horizon again. "But your story. . . you've given them something to hold up. Something to show off, to say 'look! We're better than you and we can prove it, too!' Whether the stories are true or not. . . do you think they really care? You've given them a hero, Jadis. And a story. It'll grow without you, now. In ten cycles it might not even have your name on it anymore." Gary stood up, brushing the dust off his pants. "So pull your head out of your butt and act like the hero that they need. That we need." He held out his hand. "After all, you may never get a chance like this again. You really are a pretty crappy pilot."





PERSONALITIES OF NOTE

10

Commandant Jorge Rodriguez



Ever since Jorge was a child in Aquitaine, he has had to do things his own way. His individuality got him into trouble a number of times when he was young, and may well do so again in the future. He participated in the usual group activities in school and did well as a Youth Guard cadet, but Jorge always managed to find his own way of adding twists to The Way Things Get Done — upon reaching adulthood, for instance, he surprised almost everybody when he asked his parents to be a part of his circle. Indeed, he entered the Republican Army when he came of age, not so much to be a part of a team, or for any real patriotic sentiment, as to do and see things he would not have otherwise had the chance to.

◆ Military Record

Despite his independent nature, Jorge's prospects in the Republican Army looked promising until his traumatic experiences during the War of the Alliance caused him to fly in the face of Army tradition. His extensive campaign to reform the Army led him to be first considered a nuisance, then an irredeemable menace by higher-ranking Army officers. Things finally came to a head in TN 1922, when during a conference at the MILICIA War College, a sous-commandant referred to Jorge as "a Northern-sympathizing upstart." Jorge lost his temper violently and launched into a scathing tirade, denouncing the commandant's military expertise, his dedication to the Republic and (according to witnesses) the legitimacy of his parentage. Not surprisingly, Jorge found himself reassigned to the MILICIA a season later.

◆ Attitudes

Jorge is a reasonable and thoughtful person about most things, and is willing to examine an argument from multiple points of view and consider the opinions of others. There is no arguing with him, however, about tactical and strategic doctrine. He is wholly convinced that the doctrine of combined arms is superior to the "one branch per unit" tradition of the Republican Army, and several cycles of dismissal and scorn from his peers have only made him more stubborn. Jorge is willing to discuss different applications of combined arms theory, but he will not hear of suggestions to soften his stance. He is right and the Republican Army is wrong — it's as simple as that.

◆ Tactical Edge

"Bring Me Everyone": Rodriguez has spent most of his career learning and applying the doctrine of combined arms. If Commandant Rodriguez is present on the battlefield and has access to a functioning communication system, his side gains an additional Initiative Command Point per turn as long as there are at least two different groups of the following forces: armor (tanks), Heavy Gears, artillery and infantry (includes APCs/IFVs). (TV of entire force x 1.1)

▣ Vital Statistics

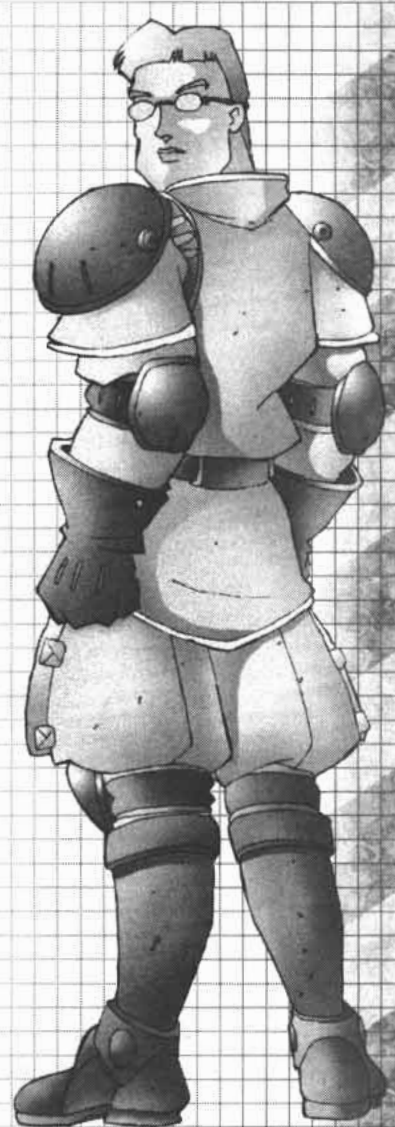
Age:	45 cycles	Height:	178 cm	Weight:	86 kg	Hair:	black	Eyes:	brown
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▣ Attributes

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

▣ Skills

Skill	Level+Attr.	Skill	Level+Attr.	Skill	Level+Attr.	Skill	Level+Attr.
Combat Sense	1 0	Communications	1 +1	Drive	2 0	Electronic Warfare	2 +2
Etiquette	1 +1	Foreign Language*	2 +1	Gunnery**	2 0	Leadership	2 +1
Melee	1 0	Small Arms	1 0	Tactics	3 +2		*(Anglic)
** (Ground Vehicle)							



89



Commandant Ashton Bujold

Born in Port Oasis on TN 1867, Ashton Bujold has had the military in his blood for as far back as he can remember. He was orphaned at the tender age of three cycles, his parents' lives taken instantly when their SouthAir flight crashed during a sudden gale. Although quickly taken into custody by the Infant Welfare Protection Bureau, Bujold was turned over to the Republican Youth Guard, who raised him within their ranks. Already an eager and energetic child, Bujold took to the military life with an ease that startled everyone. He thrived within the auspices of the Youth Guard, swiftly becoming a leader of his peers and a valued member of any team. Along with his friend Stephane Terrier (now Commander-In-Chief of the MILICIA) he joined the Republican Army as soon as the law permitted.

Military Record ◆

Though Bujold and Terrier both soared through the ranks, fate and the military bureaucracy soon separated the friends. During the War, Bujold quickly distinguished himself, leading a daring infantry charge during the Battle of Baja. He paid dearly for his bravery, however, when he was nearly sawn in half by Mordred chain-gun fire. Bujold lay baking in the harsh Badlands sun for an entire day before Cas-Evac could reach him. A series of radical surgeries saved him from being crippled, although to this day he lives with constant, low-grade pain. After the War he was awarded the Crimson Sun, publicly recognized for his valor, and politely — but firmly — instructed to retire. Having known only the military way of life, Bujold panicked. Despite his protests, he left the Army under a medical discharge. Desperately calling in favors, Bujold finally convinced now-Consul Terrier to grant him a posting within the MILICIA. Terrier acquiesced, against his better judgment, placing Ashton as the head of the relatively obscure Camp Blackwater. Although this is a sedentary post, with none of the prestige he had earned serving the Republic, Bujold is content to continue his accustomed military lifestyle.

Attitudes ◆

Bujold now wonders if he would have been better off retiring. The War of the Alliance is fast becoming a distant memory, with the brushfire rebellions in the Emirates and now the declaration of the Interpolar War, and Bujold is coming to think of himself as a relic of a former time. Hamstrung by rules of engagement and unsure of the AST's place in the volatile ESE, Bujold has become disconnected with the daily operation of Camp Blackwater, delegating most of his authority to senior NCO Andre Swann.

Tactical Edge ◆

Foresight: Despite his nihilism, Bujold is still a master of infantry tactics and planning. Consequently, members of the Devilfish receive an extra priority point to be assigned to Scouting during the mission design phase. (TV of entire force x 1.1)

Vital Statistics □

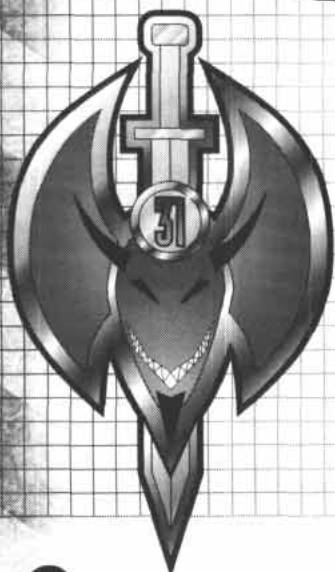
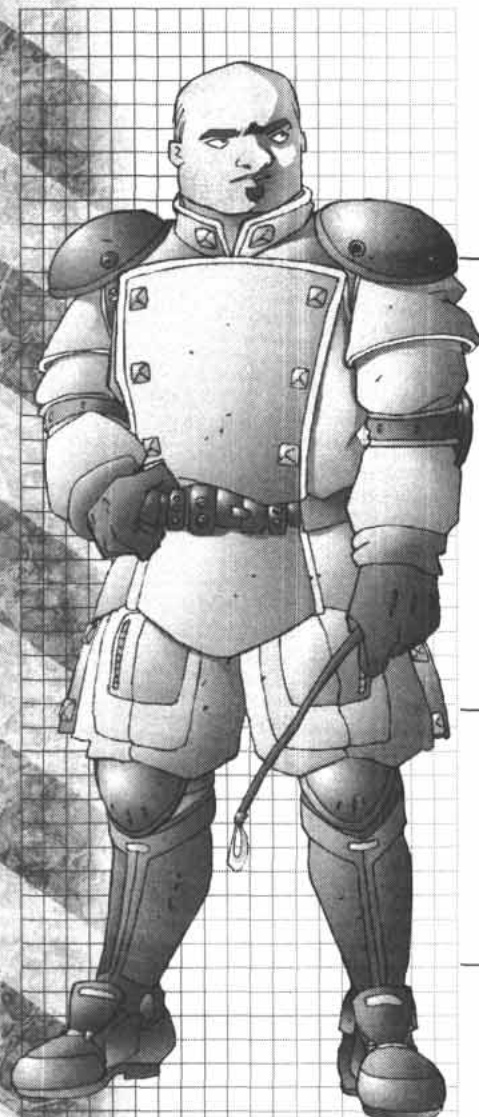
Age:	68 cycles	Height:	1.6 meters	Weight:	61 kg	Hair:	gray	Eyes:	Blue
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Attributes □

AGI	1	APP	-1	BLD	0	CRE	+1	FIT	-1
INF	3	KNO	+1	PER	+1	PSY	-1	WIL	+1
STR	0	HEA	0	STA	25	UD	5	AD	5

Skills □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	Combat Sense	2	+1	Communications	2	+1	E. Warfare	2	+1
Etiquette	2	+3	Intimidation	1	0	Law	1	+1	Leadership	3	+3
Melee	2	-1	Small Arms	2	-1	Tactics	3	+1			





PERSONALITIES OF NOTE

10

Adjutant-Chef Andre Swann



Growing up in a Marabou fishing community inspired a love for the water in young Swann, but the large number of AST troops garrisoned nearby also heavily influenced his formative years. As a gangly, awkward teen, uncomfortable in social situations, he spent much of his spare time alone, exercising and improving his physique. Strangely enough he soon found his classmates acting more respectfully towards the now-muscular Swann and he delighted in the new attentions of his female companions. Always eager to impress, he sought more physical challenges, eventually winning the Iron Man competition at the age of 30 cycles. While his outward appearance is that of confidence and great strength, he continues to see himself as that awkward teenager, and is still quite insecure when meeting groups of people for the first time, though he has learned to hide it admirably.

◆ Military Record

After his victory in the Iron Man contest he was immediately propositioned for military service. Gripped by wanderlust and seeking new ways to prove himself, he joined the Republican Parachutistes d'Infanterie Maritime. The War of the Alliance proved to be Swann's greatest obstacle, but as in all tests of endurance, he thrived. Upon retirement from the PIMs he immediately received several offers for high-ranking posts in the MILICIA by Commandants searching for seconds. He only accepted the Devilfish position, however, when a certain Okavangan maiden caught his eye during a tour of Camp Blackwater.

◆ Attitudes

Troubled by his commander's inaction and concerned about Camp Blackwater's survival in the politically unstable Emirates, Swann has recently become the de-facto leader of the 31st Infantry Regiment. He lets none of his worry show through to his men, however. To them he is a pillar of strength in an uncertain world, and his superficial resemblance to Joe Gear and strong GREL-routing command voice on the radio has given him an almost mythical aura. One of the few truly dedicated leaders ever to be a part of the MILICIA, he would gladly give his life for his troops if it became necessary, as they would just as gladly die for him. Andre Swann has but one goal, to see his regiment weather the coming storm.

◆ Tactical Edge

Rallying Cry: Acting as a sort of surrogate father for many of his subordinates, Swann's presence on the front has considerable impact on his men. If Swann is present on the field of battle and has access to a functional communication system, all Devilfish infantry are to be considered Fanatical for Morale purposes. (TV of infantry force x 1.5 if Morale rules are used)

□ Vital Statistics

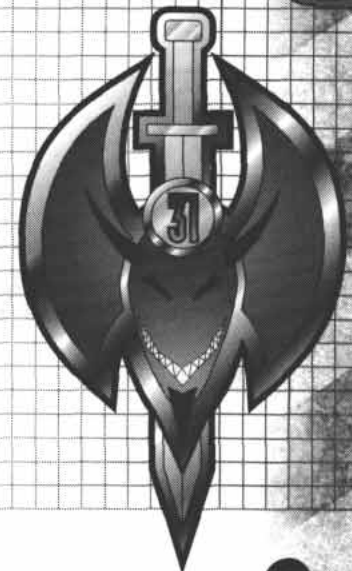
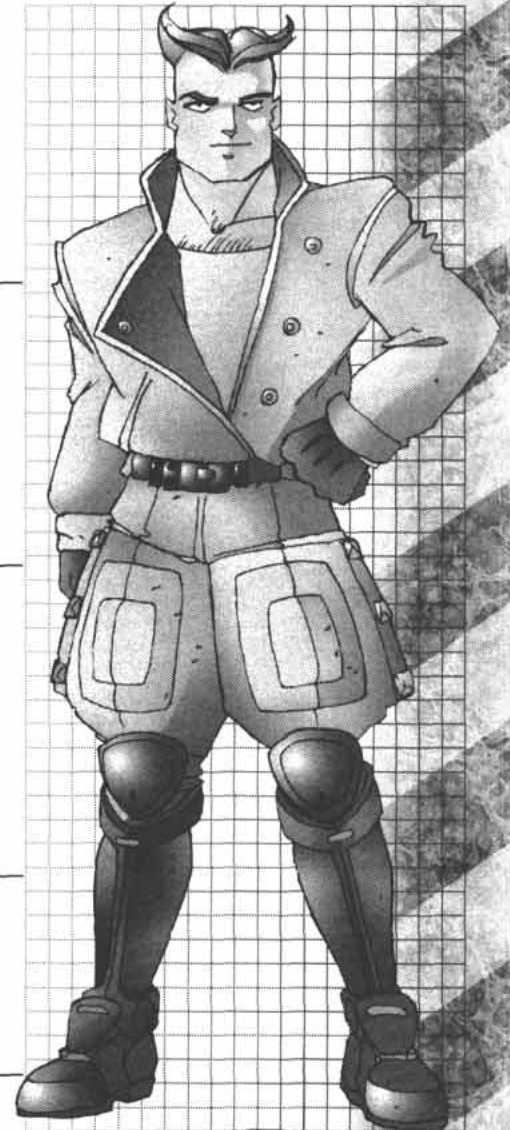
Age:	54 cycles	Height:	1.8 meters	Weight:	85 kg	Hair:	brown	Eyes:	brown
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□ Attributes

AGI	+2	APP	0	BLD	+2	CRE	+1	FIT	+2
INF	+1	KNO	0	PER	+1	PSY	0	WIL	+1
STR	+2	HEA	+1	STA	40	UD	10	AD	9

□ Skills

Skill	Level+Attr.	Skill	Level+Attr.	Skill	Level+Attr.	Skill	Level+Attr.
Athletics	2 +2	Bureaucracy	1 0	Combat Sense	2 +1	Communications	1 0
Dodge	2 +2	First Aid	1 0	Hand-to-Hand	3 +2	Intimidation	2 +2
Leadership	2 +1	Melee	2 +2	Notice	2 +1	Parachuting	2 +2
Small Arms	3 +2	Swimming	2 +2	Tactics	2 +1	Teaching	2 +1



91



Commandant Sochiro Levant

Sochiro Levant was born in Newton in TN 1874. He grew up immersed in the city's culture of learning, studying many major literary and scientific texts whilst still a child. Despite his academic brilliance, Levant longed for the excitement of military life. He joined the Republican Youth Guard but found his long-term plans to join the Republican Army blocked by a secret in his past; his parents had been members of a student radical group in their youth, and he was thus considered a political risk. His application was rejected but the recruiter suggested he apply for the MILICIA.

Military Record

Sochiro's intellect was recognized during his time at the MILICIA War College in Marabou and he found himself assigned to the intelligence staff of the 9th Legion. Serving as a communications analyst, he provided information vital to the MILICIA unit's operations in the Badlands. After five cycles Levant requested a transfer to the Heavy Gear branch, realizing that a career in intelligence would limit his options, denying him his goal of transferring to the Republican army.

When the CEF forces landed on Terra Nova, Levant was commander of Heavy Gear strike cadre, having proved an adept tactician and passable Heavy Gear pilot. Sochiro's calm and collected manner earned him the respect of those under his command as well as his superiors, and when his lieutenant was killed in action against the Earth troops he was immediately promoted to *compagnie* commander. By war's end, his combination of intelligence and martial skill earned him the command of the 49th Regiment, a post he has held — in spite of his best efforts — ever since.

Attitudes

Despite his calm and collected public persona, Commandant Levant is ambitious and opportunistic. Even after almost twenty cycles as commandant, he dreams of joining the Republican Army. Many of his recent actions have been aimed at building the reputation of himself and his unit with a view to either transferring to the more prestigious Republican Army or perhaps running for public office, the only acceptable alternative. Despite this, Levant is not reckless — he will not waste his troops or undermine the AST's war effort — but he will look to turn every situation to his own advantage.

Tactical Edge

Analysis: Levant believes in thinking his way out of situations, and is particularly effective at deducing and countering enemy actions. If Commandant Levant is in command of the 49th in an engagement, he may spend one command point to cancel out a command point spent by the opposing side on a unit within sensor range of his position. All normal command point rules remain in effect. (TV x1.2)

Vital Statistics

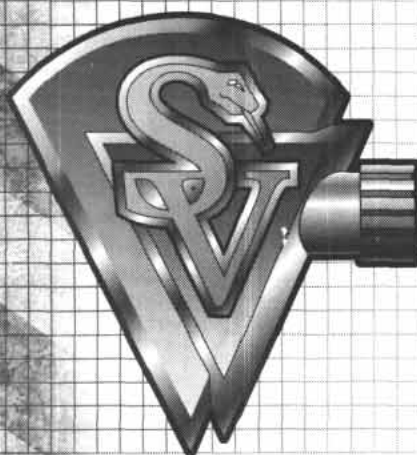
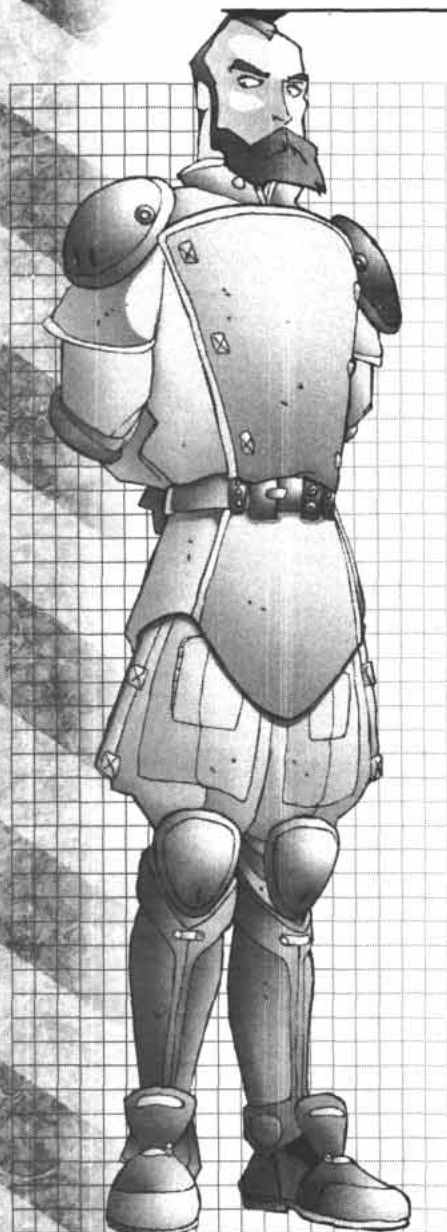
Age:	64 cycles	Height:	1.81 meters	Weight:	72 kg	Hair Color:	black	Eye Color:	green
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Attributes

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

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	2	2	Combat Sense	1	+1	Communications	1	2	Computer	1	2
Dodge	1	+1	Etiquette	2	0	Gunnery (HG)	1	+1	HG Pilot	1	+1
H. Perception	2	0	Investigation	2	+1	Intimidate	1	0	Leadership	3	0
Notice	2	+1	Small Arms	1	+1	Tactics	2	0	Teaching	1	0





PERSONALITIES OF NOTE

10

Sous-Commandant Sophie Tavernier

The daughter of War of the Alliance hero, Aleksandr Tavernier, Sophie was born in Hsi Tsang in TN 1894. Though officially too young to serve in the war, she found herself pressed into the war effort by the CEF invasion of the Dominion and the fall of her home city. Initially she served as a runner for the jungle-based Mekong resistance, but in the last seasons of the war — only 12 cycles old — she took an active role in the resistance, exploiting her youth to aid the sabotage of several invader facilities.

◆ Military Record

With her mother missing in the chaos of the post-invasion Dominion, and her father dead in the battle that kept the CEF from Mekong City, Sophie was made a ward of the state. Her experiences in the war left Tavernier severely traumatized, her problems usually manifesting themselves as violence and aggression. She proved unsuitable for fostering in the usual manner and was instead enrolled in a regional military academy at Olduvai. The discipline of the military lifestyle provided the framework Sophie needed to bring order to her life, though she retained the hatred of the CEF and loyalty to the AST she developed during the war.

Attending the MILICIA college in Marabou, Sophie built on her war experiences and graduated top of her class. After five cycles with Badlands-based units, the newly minted lieutenant Tavernier was assigned to work as the political officer for the 27th Heavy Gear Regiment, given the impossible task of ensuring loyalty and morale within the unit. Her time with the unit has been particularly trying; with the resignation of sous-commandant Fletcher and Commandant Marceau's steady decline she has been forced to take on more and more command responsibilities. Nonetheless, she has risen to the challenge and has done much to repair the unit's relationship with the population of Loyang.

◆ Attitudes

Sous-Commandant Tavernier is perceptive and strong-willed, the ideal combination to bring order to the 27th. She appreciates the trust placed in her by the MILICIA — a political officer with de-facto command of a regiment is highly unusual — and is doing everything she can to justify their faith. The Mekong belief in family pervades her psyche, but with her relatives lost in the war, the MILICIA has become her family. Her personal ambition and desires have been subsumed by her service to the AST, but the current war has severely tested her resolve, a fact she has struggled to keep hidden from her watchers.

◆ Tactical Edge

Inspirational Leadership: Tavernier is an excellent motivator and has proved adept at getting the most from her troops. Any unit she commands has its morale threshold improved by 1 (i.e. a threshold of 4 becomes 3). (TV x 1.1)

□ Vital Statistics

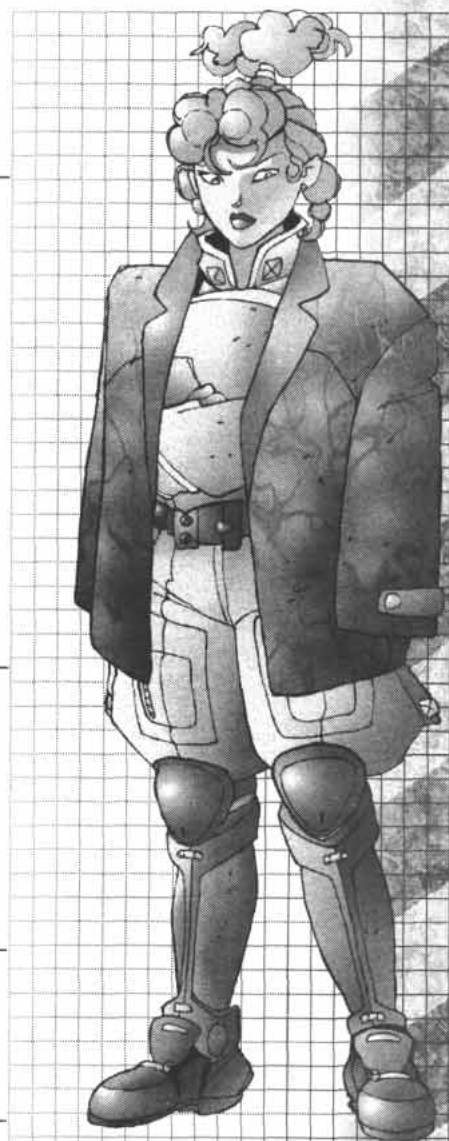
Age:	44 cycles	Height:	1.61 meters	Weight:	65 kg	Hair Color:	Blonde	Eye Color:	Green
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□ Attributes

AGI	+2	APP	+1	BLD	-1	CRE	0	FIT	-1
INF	+1	KNO	+1	PER	+1	PSY	0	WIL	0
STR	-1	HEA	0	STA	20	UD	3	AD	1

□ Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Athletics	1	2	Etiquette	1	+1	Gunnery (HG)	1	+1	Hand-to-Hand	2	2
HG Pilot	1	2	H. Perception	2	0	Intimidate	1	-1	Investigation	2	+1
Law	2	+1	Leadership	2	+1	Notice	2	+1	Psychology	1	+1
Small Arms	1	2	Social Science	2	+1	Tactics	1	0	Teacher	1	0





Commandant Bertrand Marceau

Bertrand Marceau had life handed to him on a plate. Born in TN 1867 to a prominent Republican family in Port Oasis, he wanted for nothing yet managed to avoid the arrogance associated with the privileged classes. His family's wealth and connections were such that he did not need to work, though he tried his hand — usually unsuccessfully — at a number of jobs to pass the time. In TN 1899, following the lead of many scions of Republican families, he chose to enter the military. He was not expected to be any more successful at that career than his former attempts, but found in the military life the discipline his youth had lacked. He proved surprisingly adept, and even without his familial connections was fast-tracked through the Republican Army hierarchy.

Military Record ◆

During the War of the Alliance, Marceau proved to be one of the shining lights of the MILICIA war effort, earning a reputation for tactical brilliance against Earth forces. He was seriously injured on four occasions, twice receiving the Order of the Eagle. By war's end he had earned the rank of full commandant and led the prestigious 14th Heavy Gear regiment.

Unfortunately, Marceau's skills atrophied during the TN 1920's and early '30s. In the first weeks of the new conflict he led the 14th against the advancing Northern forces at the settlement of Rennes, expecting an easy victory. Instead, he found his forces surrounded and systematically reduced by the Northern Guard and UMFA. Barely two companies survived, including the commandant himself. His family's ties saved him from a court martial, but his actions required some punishment. He was "requested" to resign or transfer to the MILICIA. A broken man, he chose the latter option and was assigned to lead the infamous 27th.

Attitudes ◆

Marceau is fearful of causing another disaster and has withdrawn into himself. He is scared, living in a permanent haze of drugs and alcohol. To all intents, he has handed over the unit to the political officer, Sophie Tavernier. There are brief flashes of the brilliant officer who earned respect in the war against the CEF, but such events are few and far between and only when he is sober.

Tactical Edge ◆

Erratic Command: When Marceau is lucid, he is a formidable commander, but the rest of the time he is a liability. When he commands a battle, roll an additional die during the set-up phase. On a result of 1 or 2, double the Tactical Command Points resulting from the skill roll. On any other result, divide the number of Tactical Command Points by two (round down). (TV x 0.95)

Vital Statistics □

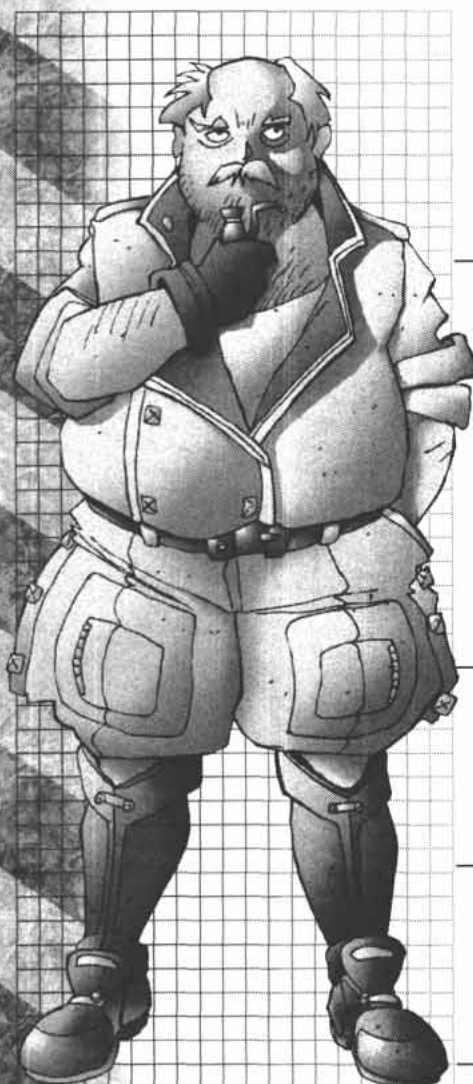
Age:	71 cycles	Height:	1.73 meters	Weight:	95 kg	Hair Color:	gray	Eye Color:	blue
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Attributes □

AGI	0	APP	0	BLD	+1	CRE	+1	FIT	-1
INF	0	KNO	+1	PER	0	PSY	-1	WIL	-1
STR	0	HEA	-1	STA	25	UD	6	AD	5

Skills □

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	2	0	Combat Sense	1	0	Dodge	1	0	Etiquette	1	0
Gambling	2	0	Gunnery (HG)	1	0	Hand-to-Hand	2	0	Haggling	1	0
HG Pilot	2	0	Law	1	+1	Leadership	2	0	Melee	1	0
Notice	1	0	Streetwise	2	0	Tactics	3	+1			





Commandant Anne Masterson



Annabelle Masterson was born in Raleigh in TN 1881, her father a merchant commoner. His business took him all over the AST and Anne (she hates the name Annabelle) often accompanied him on these trips. On her travels she learned of the broad range of cultures on Terra Nova and soon broke free of the Alliance's indoctrination and became disenchanted with her homeland's caste system. She was conscripted into the MILICIA at the outbreak of the War of the Alliance, but unlike most such recruits saw it as an opportunity and chose to make a career of it, signing up to remain with the allied military even after the Treaty of Westphalia. To her, continued service was a way of escaping the rigid social order of her home state.

◆ Military Record

During the War of Alliance, Masterson served first as gunner then commander in a succession of tanks. She became adept at mobile warfare, quickly rising to command Beta Compagnie of the 11th Heavy Cavalry. It was Anne who saw the opportunities presented by the regiment's forced re-equipment with light tanks, advocating a shift away from open-field engagements to small-unit operations, fast attacks and reconnaissance missions. She proved highly adept at such tasks, earning the Crimson Sun for her efforts in a succession of battles along the Republic's fringe.

In the post-war era she rose to command the regiment and continued to hone its trademark tactics in a succession of operations against rover gangs in the Badlands. Under her leadership, the 11th built up a reputation for doing the impossible and with the outbreak of war against the CNCS, their services are much sought after. Masterson has declared her willingness to do "whatever is required, irrespective of the cost," though this has led to many casualties and has earned her many enemies.

● Attitudes

Masterson is forthright and aggressive, with little time for those who disagree with her. She regards them as beneath her, earning the nickname "La Reinne" in many quarters for her aloof manner. Her attitude has also led to accusations of naked ambition, but while such feelings play a role in Masterson's motivations they are only one part of it. She is a staunch supporter of the AST, but also seeks to promote reform in her homeland, stripping away the rigid caste boundaries that colored her youth in the Alliance.

◆ Tactical Edge

Fast Attack: Troops under Masterson's direct command (within communication range) benefit from her knowledge of mobile armor warfare, increasing their MP by 1 provided they operate solely in clear hexes. They also reduce the Attacker Movement penalty for fighting at top speed by 1 (to -2). (TV of force x1.2)

□ Vital Statistics

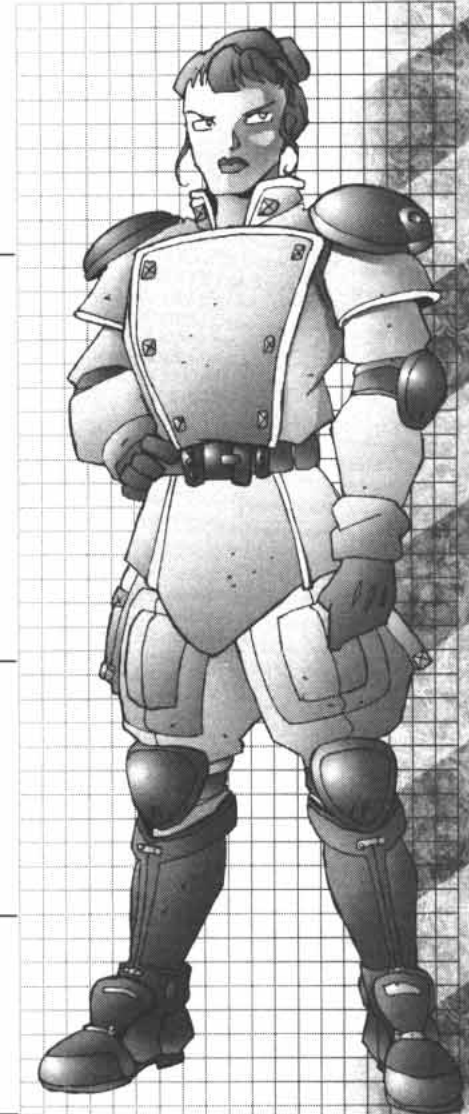
Age:	57 cycles	Height:	1.77 meters	Weight:	77 kg	Hair Color:	Red-Brown	Eye Color:	Brown
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□ Attributes

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

□ Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Athletics	2	+1	Bureaucracy	1	+1	Combat Sense	1	0	Dodge	1	+1
Drive	2	+1	Etiquette	2	0	Gunnery (armor)	2	0	Leadership	2	0
Literature	1	2	Melee	1	+1	Notice	1	0	Small Arms	1	+1
Tactics	2	2	Teaching	1	2						



INDEX

A



11th Recon Regiment	see Phantoms, the	7
27th Heavy Gear Regiment	see Hanged Men, the	7
31st Infantry Regiment	see Devilfish, the	7
49th Heavy Gear Regiment	see Silver Vipers, the	7
82nd MILICIA Cavalry Regiment	see Apes, the	7
Advancement	12	
Allied Southern Territories (AST)	7	
Apes, the	56	
Armored Cadres	39-45	
Armored Regiments		
Building	39	
Organization	11	
Artillery Armored Cadre	40	
Artillery Strider Cadre	29	
Assault Infantry Escouade	33	
Assault Strider Cadre	28	
Awards	14-15, 17	
Basic Infantry Escouade	32	
Battalions	10	
Battle of Islamabad	87	
Battlefield Contingencies	87	
Battlefield Support	84, 86	
Brigades	10	
Building Regiments	5	
Armored	39	
Gear	19	
Infantry	33	
Bujold, Commandant Ashton	90	
Cadres	10	
Combined Arms	55	
Command	83, 85, 87	
Commando Gear Cadre	25	
Commando Infantry Escouade	37	
Commissioned Officers	9	
Companies	10	
Conscript Gear Cadre	20	
Conscript Patrol Armored Cadre	41	
Defensive Doctrine	85-86	
Demolition Infantry Escouade	36	
Deployment	84, 86	
Devilfish, the	72	
Divisions	10	
Doctrine	82-87	
Defensive	85-86	
Offensive	83-84	
Elite Gear Cadre	30	
Engineer Infantry Escouade	36	
Engineers	50	
Enlisted Personnel	9	
Escouade	10	
Field Engineers	50	
Field Specialist Infantry Escouade	36	
Fire Policy	84, 86	
Fire Support Gear Cadre	23	
Food	48	
Gear Cadres	19-29	
Gear Regiments		
Building	19	
Organization	11	
General Purpose Gear Cadre	21	
Hanged Men, the	64	
Hawk Trooper Infantry Escouade	39	
Heavy Patrol Armored Cadre	43	
Heavy Recon Infantry Escouade	35	
Heavy Tank Armored Cadre	45	
Heavy Weapons Infantry Escouade	33	
History of the Southern MILICIA	7-8	
Infantry Escouades	33-39	
Infantry Regiments		
Building	33	
Organization	11	
Interpolar War	8	
Islamabad	87	
Jump Infantry Escouade	35	
Kill Markers	15	
Levant, Commandant Sochiro	92	
Light Patrol Armored Cadre	42	
Light Recon Infantry Escouade	34	
Light Tank Armored Cadre	44	
Marceau, Commandant Bertrand	94	
Marksman Infantry Escouade	33	
Masterson, Commandant Anne	95	
Mechanics	50	
Medals	14-15, 17	
Medics	50	
Merchant War	7	
Merchant War, the	7	
Military Doctrine	82-87	
Mounted Infantry Escouade	35	
NBC Specialist Infantry Escouade	36	
Non-Commissioned Officers (NCOs)	9	
Paint Schemes	58, 62, 66, 70, 74	
Phantoms, the	68	
Platoons	10	
Promotion	see Advancement	
Quartermasters	47	
Ranks	9	
Recon Gear Cadre	22	
Recruitment	12	
Regiments	10	
Armored	11, 39	
Building	5, 19, 33, 39	
Gear	11, 19	
Infantry	11, 33	
Organization	11	
Rodriguez, Commandant Jorge	89	
Sandstorm Strikes, the	8	
Sections	10	
Service Ribbons	14	
Silver Vipers, the	60	
Sniper Infantry Escouade	37	
Southern Unification	7	
Special Abilities	5, 19	
Special Forces Badges	15	
Special Forces Infantry Escouades	39	
Spotter Infantry Escouade	36	
St. Vincent War, the	7	
St. Vincent's War	7	
Strike Gear Cadre	24	
Strike Gear Cadre	24	
Structure of the Southern MILICIA	9-11	
Supply Lines	48	
Support Companies	47	
Support	46-51	
Swann, Adjutant-Chef Andre	91	
Task Forces	10	
Tavernier, Sous-Commandant Sophie	93	
The Interpolar War, the	8	
Threat Value Multiplier	5	
Troop Movements	48	
Uniforms	16-17	
Units	10-11	
Vehicles	75-81	
War of the Alliance, the	8	
Weapons	13	