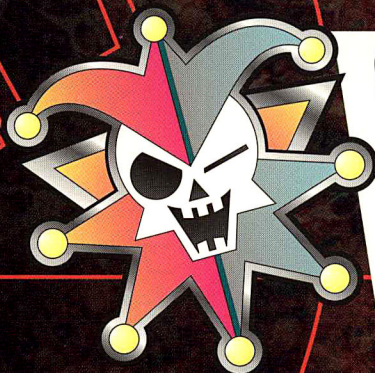# SHADOW WAR

Intelligence has discovered new evidence of Southern Republic
activity on the Northern edge of the Badlands. It appears the
Republic is covertly moving an advanced base into striking
range of Northern city-states and allied territories. As Divi-
sion Commander, First Airborne Division, your task is to
search out, document and destroy these new bases. However, due
to fragile relations with many Badlands communities, many of
which are currently engaged in delicate negotiations with us,
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be avoided at all costs.>>> Intelligence has discovered
new evidence of Southern Republic activity on the Northern
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HEAVY GEAR
TACTICAL SUPPLEMENT

1.1 - Tactical Pack Overview
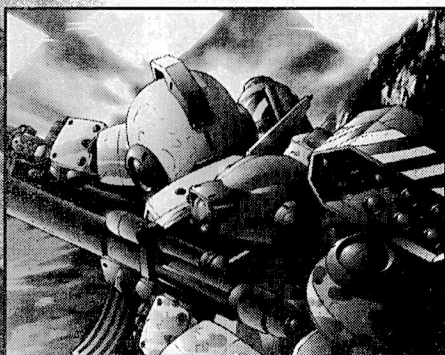
The **Shadow War** (SW) is a complete tactical supplement for **Heavy Gear**. It contains a full tactical campaign suitable for two or more Players, along with important support material (maps and counter sheets) required to play the scenarios contained within this booklet. This first chapter, *Forces At War*, provides various resources for use during the campaign. It includes supplemental rules to add tactical options, rules and guidelines for running the campaign and profiles of the two regiments that fight a hidden conflict in the rough countries along the Gamma Maglev near the northern hemisphere. The tactical campaign itself is played out over eleven scenarios; these appear in *Chapter 2*. Each scenario starts with a brief overview of the situation, followed by a list of parameters (such as the weather and the forces in presence), then any special rules that apply to the scenario at hand. An appendix at the back of this book provides game statistics for five Gear models: the Northern Fire Jaguar and Crossbow Grizzly, along with the Southern Iguana Para, Long Fang BM and Slashing Cobra. **SW** also includes new maps, counters for the new Gear models and a sheet of new scenery and vehicle counters. These are all used during the campaign.

1.1.1 - Using Other Heavy Gear Products

The designers assume that those playing the **Shadow War** already own the **Heavy Gear Tactical Boxed Set**, and SW freely uses counters, units and maps included in that set. Those who only own the **Heavy Gear Rulebook Second Edition**, however, can still play this campaign. Indeed, the Rulebook contains all the tactical rules and most of the campaign rules needed (see RB pp. 169-175). Pages four and five of this book contain most other important campaign rules. Only the repair rules are missing; simply assume no repairs are possible, and replace damaged units rather than repair them. Players may also have to improvise maps and use miniatures instead of counters.

Shadow War uses very specific units. These may be freely replaced by the equivalent squadron and cadre structures outlined in the **Tactical Boxed Set**'s Player's Guides. This structure is also summarized in the *Basic Military Units* table, below (note that asterisks indicate corrected TVs). Players who own the **Northern Guard Army List** or **Southern MILICIA Army List** (coming soon!) may use the basic squadrons and cadres outlined in those books, but they should realize that TV totals will change somewhat. Using Standard squadrons (as opposed to Senior or Prime) from those books will cause no real problems. Players wishing to use Senior or Prime units should follow the guidelines in the Army Lists for upgrades, and readjust scenario forces to maintain the same TV proportions as with the standard forces.

Basic Military Units

Northern Units	Components	TV
General Purpose	Hunter (5 x Lvl 2)	1900
Recon	Cheetah (4 x Lvl 2), Jaguar (1 x Lvl 2)	3128
Strike	Jaguar (1 x Lvl 3, 1 x Lvl 2), Hunter (3 x Lvl 2)	3181*
Fire Support	Hunter (2 x Lvl 2), Jaguar (1 x Lvl 3), Grizzly (2 x Lvl 2)	3949
Commando	Cheetah (3 x Lvl 3), Jaguar (1 x Lvl 2), Grizzly (1 x Lvl 2)	5735
Light Blitz	Hunter (1 x Lvl 3, 2 x Lvl 2), Jaguar (1 x Lvl 2), Grizzly (1 x Lvl 2)	3131
Heavy Blitz	Cheetah (2 x Lvl 3), Grizzly (3 x Lvl 2)	5477
Standard Infantry	7mm Ass. Rifle x 8; 9mm LMG x2; all Lvl 2 w/Light Flak	74
Hvy Weapons Infantry	9mm LMG x6; Rocket Launcher x 4; all Lvl 2 w/Hvy Flak	176
Recon Infantry	7mm Ass. Rifle x8, Lt Mortar x2, all Lvl 2 w/Light Flak & ATV (8 MPs)	180
Southern Units	**Components**	**TV**
General Purpose	Jäger (5 x Lvl 2)	1900
Recon	Iguana (4 x Lvl 2), Black Mamba (1 x Lvl 2)	3007
Strike	Black Mamba (2 x Lvl 2), Jäger (3 x Lvl 2)	2482*
Fire Support	Jäger (2 x Lvl 2), Black Mamba (1 x Lvl 3), Spit. Cobra (2 x Lvl 2)	3906
Commando	Iguana (3 x Lvl 3), Black Mamba (1 x Lvl 2), Spit. Cobra (1 x Lvl 2)	5431
Light Blitz	Jäger (1 x Lvl 3, 2 x Lvl 2), B. Mamba (1 x Lvl 2), Spit. Cobra (1 x Lvl 2)	3104
Heavy Blitz	Iguana (2 x Lvl 3), Spit. Cobra (3 x Lvl 2)	6105
Standard Infantry	7mm Ass. Rifle x 8; 9mm LMG x2; all Lvl 2 w/Light Flak	74
Hvy Weapons Infantry	9mm LMG x6; Rocket Launcher x 4; all Lvl 2 w/Hvy Flak	176
Recon Infantry	7mm Ass. Rifle x8, Lt Mortar x2, all Lvl 2 w/Light Flak & ATV (8 MPs)	180

* Updated Threat Value

Replacement and Resupply - 1.1.2

Any damaged vehicle can be repaired after paying the appropriate amount of Victory Points (see **Tactical Combat Boxed Set**, Campaign Rules, p. 6). If not enough points are available, or the Player decides not to repair the vehicle, the damage is carried into the next battle. If a vehicle is completely destroyed, or if a Player decides to "scrap" a unit to replace it with a new one, the new unit may be purchased following this formula:

(Threat Value of unit x 0.1) = # Victory Points spent to purchase new unit

For example, a brand new Hunter Gear, fully loaded with a Qualified pilot, has a Threat Value of 380. Therefore, if a Player wished to purchase a new, fully loaded Hunter, 38 Victory Points must be spent.

To replace infantry units that are wounded or dead, the Threat Value of the unit is divided by ten. This is the point cost to replace each individual trooper. While this does not accurately represent the true value of a trooper with a heavy weapon, it will make accounting easier between battles.

If a unit is destroyed, it may only be replaced by the same model, or a general purpose version of that model. While this is also not truly represent the "fortunes of war" in which commanders often replace units with whatever is on hand, it will prevent the pre-calculated Threat Values from becoming too unbalanced in the scenarios. For example, an Iguana Paratrooper lost in the last battle may be replaced with another Iguana Paratrooper, or a regular Iguana. A Spitting Cobra, Black Mamba, Jäger, or any other variant may not be purchased, even if sufficient VPs are available.

Anti-Missile System - 1.1.3

Some of the vehicles and equipment in the following scenario are capable of anti-missile fire. In game terms, each functional Anti-Missile Systems (AMS) grants an additional special defense roll versus missiles and rockets. AMS can be activated or deactivated at the cost of one action (they are "on" to start with). Active AMS do not require actions, and roll versus every incoming missile or missile cluster (burst attacks). They can also be fired as normal weapons (ACC 0, DM x1, ROF 3, BR 1) at the cost of one action.

The AMS has a Skill level of two, modified by its Rating. It can defend versus any type of mortar shell, rocket, or missile, but not bazooka projectiles. If the roll of the AMS is greater than the attacker's roll, the missile is destroyed. Against missile clusters (any ROF attack), each point of MoS reduces the cluster's ROF bonus by one. If the ROF drops below zero, all of the incoming missiles have been destroyed. The amount of shots spent each time the system is fired is equal to five minus the AMS' MoS, with a minimum cost of 1.

Example: Gear Alpha fires an anti-tank missile at Gear Beta. Gear Alpha's attack roll is 5. Gear Beta's defense roll is a 2. Fortunately, Beta has a Rating 2 anti-missile system. The system rolls a 4, modified to 6 by the Rating. Since the roll is better than Alpha's attack roll, the anti-missile system shoots down the missile, spending four units of ammunition. Gear Gamma then launches a ROF 3 rocket salvo with an attack roll of 5. Beta's AMS rolls a 6, modified by 2, for a total of 8. The MoS is equal to 3, so the ROF bonus of the attack drops to zero. Of the salvo, only one rocket will strike Beta.

Historical Backdrop - 1.1.4

"Intelligence has discovered new evidence of Southern Republic activity on the Northern edge of the Badlands. It appears the Republic is covertly moving an advanced base into striking range of Northern city-states and allied territories. As Division Commander, First Airborne Division, your task is to search out, document and destroy these new bases. However, due to fragile relations with many Badlands communities, many of which are currently engaged in delicate negotiations with us, these missions *must be kept covert at all times*. Disruption of the negotiations would be detrimental to CNCS policies and must be avoided at all costs."

The Shadow War campaign takes place around late TN 1936. It is not a well-known event, such as the Battle of the Two Towers, or the St. Vincent's War. Instead, it is the beginning of increased covert and clandestine skirmishes, each increasing in firepower, violence and secrecy, that continue throughout the Interpolar War. Examination of the histories of the two forces meeting in this battle prove to be opposite sides of the coin. One is honor-bound, regimented and extremely serious about anything concerning them, while the other is a group of devil-may-care, "life to the full" hotshots looking for an adrenaline rush.

As each side of Terra Nova pushes for supremacy, many find themselves caught in the middle. While Paxton, Port Arthur and NuCoal are aware of this through reports and Badlander gossip, these two independent powers are staying out of the fight for the time being. Most communities have also decided to wait and see which side will come out on top.

As this is a time of increased political fighting for the Badlands, each side is careful not to expose their more hidden agendas. The Northern Guard, under orders by the Desert Trade Commission to be careful with dedicated military actions in the Badlands, suffers from frustration due to its inability to decisively stop the Southern encroachment into Northern territories. On the other hand, the Southern Republic has quietly turned its head while the MILICIA has had a free hand, due to the signing of the Southern Savannah Regional Defense Pact.

1.2 - The Shadow War

Due to the policies of the Desert Trade Commission, and the large involvement of the Legion Noire, both sides seek to keep this part of the conflict quiet. The DTC's ultimate goal is to catch the South red-handed, proving to the Badlands communities the malicious intent of the Southern Republic. In the hopes of tipping the Badlands to the Southern side, the Republic seeks to establish as many bases as far north as possible. If the truth is revealed, it may indeed prove what the North so desperately wants the Badlands to see.

1.2.1 - The Shadow War Tactical Campaign

This campaign can be played by two to six Players. Each scenario should last between two and three hours, depending on the battle to be fought and how familiar all of the Players are with the tactical rules. Through the accomplishment of various objectives, the Players accumulate Victory Points, which can be used to determine who wins the scenario and which can later be used to purchase tactical advantages.

The campaign starts with *Scenario 1: Firefight*. Depending on the victor, the scene will either move North (if South won) or South (if North won). The diagram below should guide the Players through the campaign. In order to achieve victory, a Player must go through three Stages, marked A, B and C. A Player (or group of Players) must win all the scenarios within a Stage before moving on to the following one. For instance, in order for South to move from Stage B to Stage C, it must win both Scenarios 7 and 8. If a scenario is lost, the loser may try to make a comeback and can try again to win a battle that was previously lost; (he can only move back one Stage if all the battles within that Stage are clear). It is possible for Scenario 1 to be fought over and over if North and South are fairly evenly matched and keep losing their battles in Stage B. When Stage C is finally over, one side has won.

There is one exception to this: Scenarios 5 and 10 may end the campaign prematurely (see the individual scenarios). Immediately going for them may not be the best strategy, however, as all enemy forces will be present! It is usually wiser to wear down the enemy and build up a good reserve of Victory Points before "going for the throat."
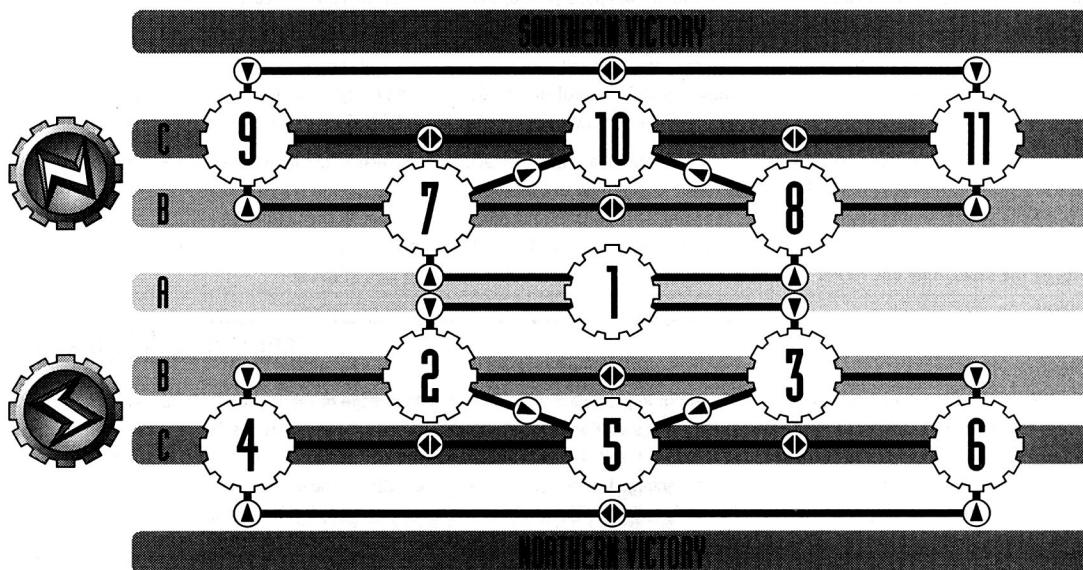
1.2.2 - Victory Points

Whenever they achieve some objectives, the participants in a battle can accumulate a number of Victory Points (VPs). These points are pooled together and form the Victory Pool. Over the course of the game, a participant can spend these Victory Points (thus subtracting them from the Pool) to benefit from some battlefield advantages. They must be paid for immediately and are usable once (or have a duration of 1 round, whichever is applicable). It is possible to receive a negative number of Victory Points for a scenario. In that case, the Victory Pool is reduced by that number of points, but cannot go below zero. It is not possible to have a negative Victory Pool.

The side which earns the most Victory Points during a scenario is declared the winner. Because of the importance of the Shadow War, the winner of a scenario multiplies its VP total by 2. The stakes are also high for the losing side: it multiplies its VPs by 1.5, even if they are negative. It is entirely possible to appear to lose a battle, but end up with more Victory Points than the opponent, because more objectives were achieved. In that case, the apparent loser has earned a technical victory — not as glorious, but a victory nonetheless.

Using Victory Points in the Shadow War

Action/Advantage	VP Cost
Additional Priority Point (see campaign rules in the Tactical Box or Rulebook)	7
Artillery Barrage (Light Salvo, no Leadership roll required)	2
Artillery Barrage (Medium Salvo, no Leadership roll required)	3
Cancel Light Damage	2
Cancel Heavy Damage	5
Cancel Overkill	10
ECCM (1 round)	1/rating
ECM (1 round)	2/rating
Fog	3
Night battle	2
Rain	1
Reinforcements (including Air Support; see Tactical Boxed Set, Campaign Book, p. 4)	1/10 TV

And the Winner Is... - 1.2.3

Once the campaign is over, the winner is the Player with the largest overall Victory Pool. The difference between the winner and the loser is cross-referenced in the *Campaign Rewards* table below to determine the scope of the victory and how many additional Priority Points the regiment commander receives for his victory. A normal commander starts their career with 5 Priority Points, but that number may go up or down depending on how successful he is in battle. This represents the resources and support he gets from the military.

It is entirely possible (albeit unlikely) that a Player who has lost every single battle may nonetheless end up the victor of the overall campaign. This may occur if his opponent has consistently spent his Victory Points to achieve his victories. The explanation is simple: the "technical" victor has required too many resources, too much time and has performed too poorly to warrant his importance. Such officers may retain their rank, but they get assigned "token" campaigns or receive much less assistance in their future military operations. If Players agree before the start of the campaign, they may forego the rewards or penalties and simply play the campaign as is.

Campaign Rewards

Victory Margin (in VPs)	Victory Type	Priority Points
100 and up	Brilliant	+3
50 to 99	Excellent	+2
25 to 49	Good	+1
10 to 24	Marginal	0
-9 to 9	Draw	0
-10 to -24	Partial Defeat	0
-25 to -49	Sound Defeat	-1
-50 to -99	Complete Failure	-2
-100 and below	Debacle	-3

Repairing Damaged Vehicles - 1.2.4

As per the repair rules (**Tactical Boxed Set,** Campaign Book, p. 6), each participant in a battle may normally spend Labor Points between scenarios to repair the vehicles that have been damaged. The battles of the Shadow War, however, were often too rapidly fought to allow anything more than basic maintenance, and attrition took a heavy toll on the units engaged in the fight. Occasionally, some Labor Points may be assigned as part of the rewards for winning a scenario, but it is rare. Individual scenarios will indicate when repairs are possible and the time available to make them.

If a commander feels that the unit(s) that has (have) been assigned for the upcoming mission is too damaged or valuable to perform its duty, he may opt to replace it by a similar unit of equal or lower Threat Value from another section, thus allowing the repair crew to spend some time on the damaged unit or keeping it for a later, possibly more important battle. Some scenario results may permanently remove certain units from the roster. Resource management is an important facet of the War, and may be the decisive factor between defeat and victory.

1.3 - 45th Regiment, 42nd Combined Company: "Death Jesters"

The 45th Regiment was formed shortly before the end of the War of the Alliance. Originally designed as an auxiliary regiment, the 45th consisted mainly of test pilots for Gears and striders, all pulled from their duties in the factories to replace the Terranovans' mounting pilot casualties. The regiment saw very little battle action at the time, and was not well known. This is due to the practice (common to the end of the War) of commanders splintering the 45th into smaller company-sized units that were used to bolster other attack forces. This forced company commanders into new types of tactical thinking, as they received assignments in which they operated independently of their supporting units or were levered into unfamiliar command structures.

Other soldiers might have crumbled under the pressure, but the regiment held together (in a fashion) throughout the conflict. Soon recognized for their development of new tactics, strategy and equipment, the crews and pilots of the 45th gained a reputation as innovative problem-solvers and troubleshooters. Other commanders saw them as wild, undisciplined troublemakers, and refused to have anything to do with them, earning them the nickname "Laughing Death." The leaders of the 45th coined their name from a transmission concerning their unusual tactics, which often appear to be designed by madmen.

While not often seen in combat as a whole, the 45th regiment now fulfills a variation of its original mission, the development of innovative tactics, strategies and equipment. It is commonplace to see Laughing Death pilots assigned untested or limited production Gears and striders, evaluate them, and then take them into combat situations. While the average regimental commander frequently dismisses the new strategies spun off these exercises, others look at them as new ideas with which to bring superiority to the battlefield.

Since the inception of the unit, it has been traditional for a large percentage of the Gear pilots in the 45th to be test pilots. This tends to add to the devil-may-care attitude of the regiment, which in turn addds to their mystique. The only exception is that of the 45th's duelist, who maintains strict discipline in regard to the origins of all duelists as military pilots; he always ignores the relaxed attitudes of the regiment, and tend to stand out in stark contrast.

Currently, the 45th is out in the Badlands, east of the Wounded Knee area, where they are testing and researching new Gear and strider variations created at the request of various pilots in the CNCS. The majority of the regiment resides here, with other company-sized units assisting the 3rd Brigade in enforcing the sanctions of the Desert Trade Commission.

1.3.1 - Command & Unit Structure

The most radical deviation from standard tactics is being tested by the 42nd Company. Originally trained as commandos, this unit operated during the last days of the War of the Alliance as a testbed for new and daring tactics. They earned a low-key but enduring reputation for resilience in the face of mounting casualties, thanks to their action in the brutal cleaning actions of the last few weeks of the conflicts. The group was thus not disbanded at the end of the conflict, but rebuilt from the survivors. The 42nd is currently operating in what has been designated a Combined Company.

The Combined Company is the brainchild of Captain Lane Canavaet, originally assigned as a test pilot to the 45th Regiment. During the War, he held the rank of Ranger and commanded a section of Gears that were assigned to urban assaults. Upon receiving permission to take over a combination of Gears, infantry and striders from straggler units, he used them together while clearing different areas of CEF troops and armor. After writing up a quick manual of tactics for his new command, he published the results in his situation reports. In the end, the statistics were nothing short of amazing, showing the combination to be the best use of firepower, maneuverability and flexibility.

Promoted to Lieutenant, Canavaet gathered all the compiled data and submitted his ideas, backed by results and documented experiences. He received a second promotion, this time to Captain, and was re-assigned as Company Commander of the 42nd Combined Company (Death Jesters). He is currently in command of an irregular combination of Gear sections and an oversized infantry platoon, along with his original commando Gear squadron as the command element. They base their operations out of a MAMO a few hundre kilometers south of Mainz, and often support many different operations throughout the Badlands. At times, the 42nd disappears for weeks at a time. Some say they are out on another wild test thought up by Captain Canavaet, but rumors say that the Death Jesters are the secret "right hand" of Colonel Sonya Gerti, head of the Northern Guard Intelligence Service, Badlands Operations Section.

42nd Combined Company

| Section 1: | 16th Rapid Air Mobile Strike |
	22nd Heavy Fire Support, 51st Armor Hunter
Section 2:	8th Assault Armored Squadron
	44th Rapid Air Mobile Recon
Section 3:	32nd Combat Transport
	117th Mobile Infantry
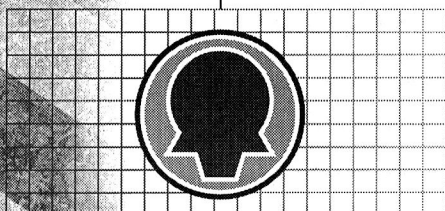
Paint Schemes and Logos - 1.3.2

The color schemes of the 45th Regiment are quite standard, and a five color desert camouflage is the norm. It consists of a neutral tan undercoat, followed by irregular splotches of medium and dark brown. The splotches receive shadowing and underlining with a muted grayish-black. A speckling of white dots over the entire machine completes the camouflage. This creates a broken outline and allows the camouflaged unit to hide in the desert terrain south of Mainz. The pilots of the 42nd Combined Company often customize their Gears. By regulation, pilots or crew may paint one section of their Gear or strider's head, shoulder, forearm, body panel or leg with a color of their choice. The color must meet with the approval of the section leader and it may not stand out in a combat environment. The unit insignia is a skull wearing a jester's cap; it is often painted on an armor greave or the shoulder.
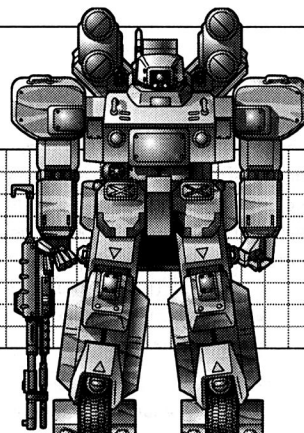
Paint Schemes
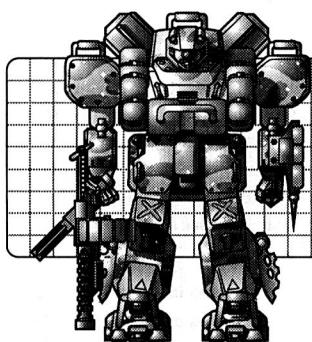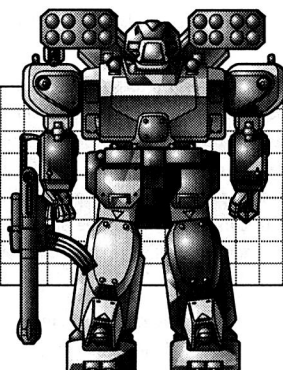
Badlands Camo   Pattern Breaker Camo   Desert Camo

42nd Company Units - 1.3.3

The *Unit Composition* table below lists the composition of the various units that form the 42nd Company. For this campaign, the 42th has elected not to field any of the precious Northern prototypes they have been assigned, going instead with proven vehicles.

Unit Composition

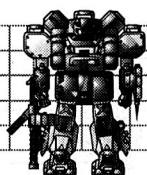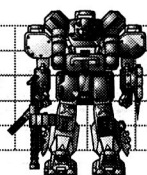| Name	Composition	Threat Value
16th Rapid Air Mobile Strike:	Jaguar (2 x Lvl 3), Fire Jaguar (1 x Lvl 3, 1 x Lvl 2), Cheetah Para (1 x Lvl 3)	TV: 6798
22nd Heavy Fire Support:	Grizzly (2 x Lvl 3, 1 x Lvl 2), Fire Jag (1 x Lvl 3), Cheetah (1 x Lvl 2)	TV: 7076
51st Armor Hunter:	Crossbow Grizzly (2 x Lvl 3), Cheetah Para (2 x Lvl 2), Jaguar (1 x Lvl 2)	TV: 5984
8th Assault Armored Squadron:	Fire Jaguar (1 x Lvl 3), Crossbow Grizzly (2 x Lvl 3, 1 x Lvl 2), Cheetah Para (1 x Lvl 3)	TV: 7958
44th Rapid Air Mobile Reconnaissance:	Cheetah Para (2 x Lvl 3), Fire Jaguar (1 x Lvl 2), Cheetah Para (2 x Lvl 2)	TV: 6521
32nd Combat Transport:	Badger (1 x Lvl 3, 2 x Lvl 2)	TV: 905
1/117th Mobile Infantry/General Purpose:	Infantry (10 x Lvl 3) w/Light Flak & Jump Pack, 6 x 7mm Assault Rifle, 4 x 9mm Chain Gun	TV: 416
2/117th Mobile Infantry/GH:	Infantry (10 x Lvl 4) w/Turtleshell & Jump Pack, 6 x AG Rifle, 4 x Rocket Launcher	TV: 1388
4/117th Mobile Infantry/Recon:	Infantry (10 x Lvl 3) w/Light Flak & Jump Pack, 8 x 7mm Assault Rifle, 2 x 9mm LMG	TV: 399
5/117th Mobile Infantry/Recon:	Infantry (10 x Lvl 3) w/Light Flak & Jump Pack, 8 x 7mm Assault Rifle, 2 x 9mm LMG	TV: 399
7/117th Mobile Infantry/Heavy Weapons:	Infantry (10 x Lvl 3) w/Heavy Flak & Jump Pack, 6 x 9mm LMG, 4 x 50mm Rocket Launcher	TV: 913
8/117th Mobile Infantry/Rapid Assault	Infantry (10 x Lvl 4) w/Turtleshell & Jump Pack, 6 x 9mm Chaingun, 4 x 50mm Rocket Launcher	TV: 2029

51st Armor Hunters Squadron
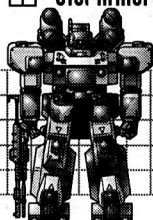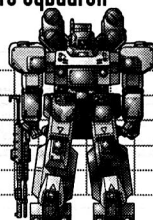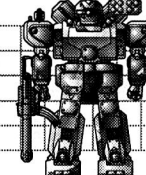
▲ Crossbow Grizzly Level 3   ▲ Crossbow Grizzly Level 3   ▲ Cheetah Paratrooper Level 2   ▲ Cheetah Paratrooper Level 2   ▲ Jaguar Level 2

1.4 - 82nd Regiment, 68th Company: "Maitres D'Ombre" (Shadow Masters)

The 82nd Regiment formed as an offshoot of the 12th Heavy Gear Regiment (the Azure Devils). Formed shortly after the opening shots of the War of the Alliance as a large, mobile scout and strike unit, the Chasseurs D'Ombre (Shadow Hunters) became infamous for their innovative tactics. Many CEF units suffered from the 82nd's "reconnaissance pull" actions, in which scout units would airdrop into enemy territory and infiltrate through the weakest point of the enemy line. Upon securing a vantage point the scout unit would call for the main strike force to attack the weak point, while simultaneously directing artillery attacks and even attacking engaged enemy units from the rear.

The mission of the 82nd Regiment has not changed significantly since the War. The Chasseurs D'Ombre are unknown to the average Terranovan. Shunning any attempts to document their history or bring fame to the regiment, their missions are now deep insertion scout and strike missions against enemies of the South. The task they seek to accomplish is to push ever northward, fighting a covert guerrilla war against the CNCS and their allies. While they remain a regiment on paper, it is uncommon to find Shadow Hunters together in a size larger than a company.

Since the unit's inception, Legion Noire has often used specially selected sections from the rank and file of the Shadow Hunters. Legion Noire operatives and SRID rigorously screen pilots and support personnel assigned to the Shadow Hunters to ensure loyalty and proficiency. Ideal pilots are those with the capability to take orders without question, combined with the ability to think and operate independently. The units chosen provide extra sources of firepower and security during clandestine missions. Often, sections from different companies selected to work together have no previous history together, increasing the difficulty of identifying the units as belonging to a particular section. Despite the lack of coherency among the 82nd Regiment, the morale of the unit is strong. Although there are not many Legion Noire pilots in the actual regiment, they are the first choice for highly skilled combat and support elements in large clandestine MILICIA or Republic operations.

Regimental tradition has sprung up from the constant reassignment of companies. In order for Regimental Headquarters to keep track of each unit's location, reassigned units traditionally receive individual names The actual companies themselves only receive numbered designations. A list of each particular name, along with the missions and acts performed while carrying the particular name, resides in the regiment's Hall of Names. Each name carries a special code, and is used to describe the mission being undertaken by the unit bearing it, and certain names carry great glory and honor with them. Units that receive these names often receive favorable recognition by Legion Noire and the Southern Republic.

1.4.1 - Command & Unit Structure

Currently, parts of the First and Thirteenth Sections and all the Third Section from the 68th Compagnie have an assignment with the Legion Noire operations. They received the designation of Shadow Masters, in keeping with the tradition of the 82nd Regiment. The Shadow Masters name has a history of being awarded to units who complete covert deep penetration scouting missions, often encompassing both subterfuge and sabotage. The mission is one being run by the Legion Noire, but uses the 68th Compagnie as the team on site.

The First Section has held many honors in their history, including many high kill markers and multiple awards with few injuries. Their counterparts in the Third section are highly adept in the reconnaissance pull tactics. This tradition lives due to the Third's continuous practice, and can be traced back to its inception in the War of the Alliance. The Thirteenth (often dubbed the Unlucky Thirteenth) recently lost the majority of its striders in a catastrophic accident, and it is looking to redeem its honor with this mission.

The assigned sections of the 25th Infantry Battalion are participating with the 68th Compagnie, and are highly skilled at covert insertions, guerrilla warfare and sabotage. They fall under the umbrella of the 1st MILICIA Airborne Brigade, and participate in many MILICIA supported actions. Historically, they do not have many successes to speak of, and are looking forward on the honor and glory they shall receive upon complete of this mission.

These three sections and their assigned infantry are currently operating just north of Aquitaine, providing covert security for a firebase being assembled in secret. Their instructions are to keep to themselves, patrol the area and be prepared for any mission at any time.

68th Companie

| Section		Units
1st Section:		43rd Airborne Strike
3rd Section:		10th Anti-Armor, 65th Heavy Support, 74th Airborne Recon
13th Section:		9th Assault Cavalry
13th Section, attached:		98th Mechanized, 25th Infantry Battalion (partial)
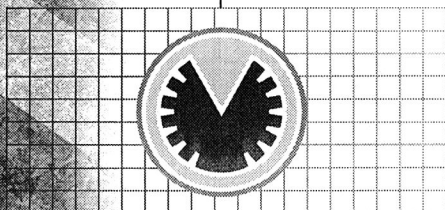
Paint Schemes and Logos - 1.4.2

Color schemes of the 82nd Regiment are done strictly in accordance with regimental structure. A basic desert camouflage is used, but each section of Gears receives a different color to its left shoulder, designating its purpose. General Purpose uses cream, Fire Support a muted red, Strike uses black, Anti-Armor a dark green, Recon a dark brown and Commando a dark blue. Airborne units receive a red stripe diagonally on the opposite shoulder. The 25th Infantry Battalion wears a three-color camouflage uniform and armor. Again, the camouflage pattern is the basic desert tan covered with medium brown and white stripes. The unit emblem of the 82nd Regiment is the sword with flying wings to either side.

Paint Schemes

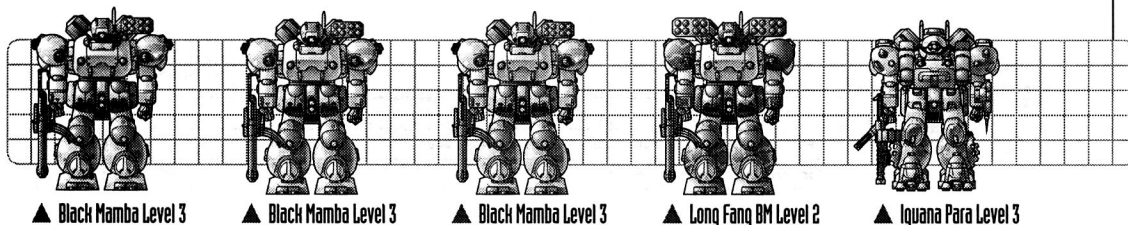Pattern Breaker Camo   Jungle Camo   Desert Camo
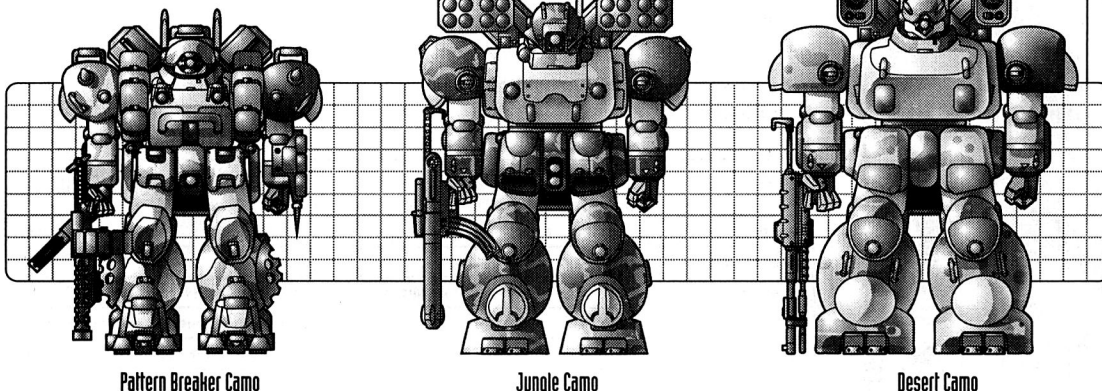
68th Company Units - 1.4.3

The *Unit Composition* table below lists the composition of the various units that form the 68th Company. They come from different backgrounds but are very much alike in both level of training and ideology. The 9th Assault Cavalry cadre, the sole survivors of the ill-fated 13th Section, normally field striders (Nagas, to be precise), but their replacements have not yet been delivered. As a result, they have been forced to retrain in Gears, though their superb piloting skills allowed them to do so without major problems.
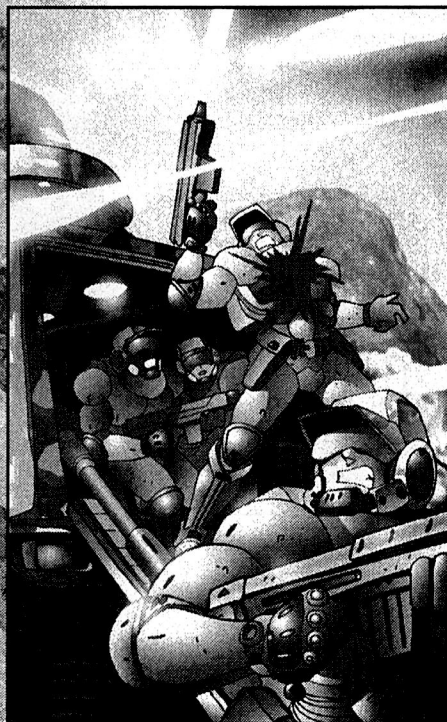
Unit Composition

Name	Composition	Threat Value
43rd Airborne Strike:	Black Mamba (3 x Lvl 3), Long Fang BM (1 x Lvl 2), Iguana Para (1 x Lvl 3)	TV: 6944
10th Anti-Armor:	Slashing Cobra (1 x Lvl 3, 1 x Lvl 2), Black Mamba (1 x Lvl 2), Iguana (2 x Lvl 3)	TV: 5690
65th Heavy Support Cadre:	Spitting Cobra (2 x Lvl 3), Jäger (1 x Lvl 3), Iguana (2 x Lvl 3)	TV: 7164
74th Airborne Reconnaissance:	Black Mamba (1 x Lvl 3, 1 x Lvl 2), Iguana Para (3 x Lvl 3)	TV: 6698
9th Assault Cavalry:	Slashing Cobra (2 x Lvl 3, 1 x Lvl 2), Iguana (1 x Lvl 3, 1 x Lvl 2)	TV: 8416
98th Mechanized:	Caiman (5 x Lvl 2)	TV: 940
1/25th Recon:	Infantry (10 x Lvl 4) w/Light Flak & Jump Pack, 8 x 9mm Heavy Rifle, 2 x 62mm Mortar	TV: 988
2/25th Recon:	Infantry (10 x Lvl 4) w/Light Flak & Jump Pack, 8 x 9mm Heavy Rifle, 2 x 62mm Mortar	TV: 988
3/25th Heavy Weapon:	Infantry (10 x Lvl 3) w/Heavy Flak, 6 x 9mm LMG, 4 x 50mm Rocket Launcher	TV: 457
4/25th Fire Support:	Infantry (10 x Lvl 3) w/Light Flak, 8 x 62mm Mortar, 2 x 50mm Rocket Launcher	TV: 475
7/25th Gear Hunter:	Infantry (10 x Lvl 4) w/Turtleshell, 8 x 24mm AG Rifle, 2 x 50mm Rocket Launcher	TV: 1146

43rd Airborne Strike Cadre

▲ Black Mamba Level 3   ▲ Black Mamba Level 3   ▲ Black Mamba Level 3   ▲ Long Fang BM Level 2   ▲ Iguana Para Level 3

2.1 - Scenario 1: Firefight!

While on a routine transfer from the city-state of Mainz to an assembly point just northwest of the Great White Desert, the infantry units of the 42nd Combined Company find themselves under fire by elements of a Southern combat unit. What little intelligence is available identifies the hostiles as belonging to the 98th Mechanized Cadre, attached to the 82nd regiment. Needless to say, the presence of Southern forces this far north is completely unexpected, and totally unwelcome.

Recon squads on each side have made contact and are currently reporting each other's position. There is no support available in the near future, and so the Northern commander has been ordered to tie the hostile troops down while reinforcements muster further behind the line. If he can only break the enemy forces here, their campaign momentum will be shattered.

The Southern officers, however, have no intention to die on the spot. They know they must reach the nav point where they are to meet with the rest of the Southern forces that are secretly traveling North — or die trying.

Mission Conditions

|	
Weather:	Sandstorm
Time of Day:	ay
Base Terrain:	Woodland becomes boulder clusters (see *Scenario Conditions*)
Northern Forces:	32nd Combat Transport, all infantry units
Southern Forces:	98th Mechanized, all infantry units
Northern Priority Points:	5
Southern Priority Points:	5
Northern Objectives:	Destroy or pin down enemy units for as long as possible
Southern Objectives:	Destroy enemy units; get infantry off the opposite table edge

◆ Specific Scenario Conditions

Each side is trying to get its infantry units across the board to the opponent's side, while causing as much destruction as possible. The North is also trying to keep the South pinned in place. Both Players deploy on their home edges, within five hexes of the edge. Players may choose to keep troops inside the infantry transports or may deploy them one hex away.

The field of battle is located somewhere in the rocky plains between the Great White Desert and the region controlled by the city-state of Mainz. The terrain is desolate and broken, but tough vegetation clings to the ground everywhere nonetheless, a prelude to the verdant landscapes of the North. The Woodland hexes of the maps are considered to be boulder fields for the purpose of this scenario: large rocks litter the ground, providing hiding places and protection from enemy attacks. The boulder fields have exactly the same game effects for movement and attacks as Woodland, but this substitution is more faithful to the actual locale of the battle.

The units involved here are on the march to their assigned duty posts. Any loss this early in the campaign will have severe repercussions on future operations. Any infantry unit or transport completely destroyed in this scenario may not be replaced, and the loss is carried over to the other scenarios. This is a one-time rule; repeat play or subsequent scenarios are not subject to this.

If North wins, it may proceed to Scenario 2 or 3 (Northern Player's choice). If South wins, it may proceed to Scenario 7 or 8 (Southern Player's choice). The follow-up battle takes place about a day after this scenario, and so repairs are possible.
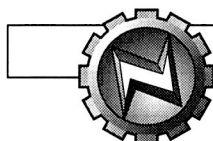
North Victory Conditions

| Condition	Victory Points
Prevent South from exiting the board	1/Southern unit still on board, per turn, after Turn Five
For every enemy unit destroyed	+TV of unit x 0.02
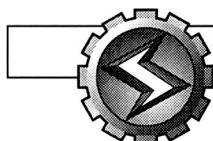
South Victory Conditions

Condition	Victory Points
Get all transports and infantry units off the opposing edge	1/unit
For every enemy unit destroyed	+TV of unit x 0.02

Mission 1 Map

NORTH DEPLOYMENT ZONE

SOUTH DEPLOYMENT ZONE
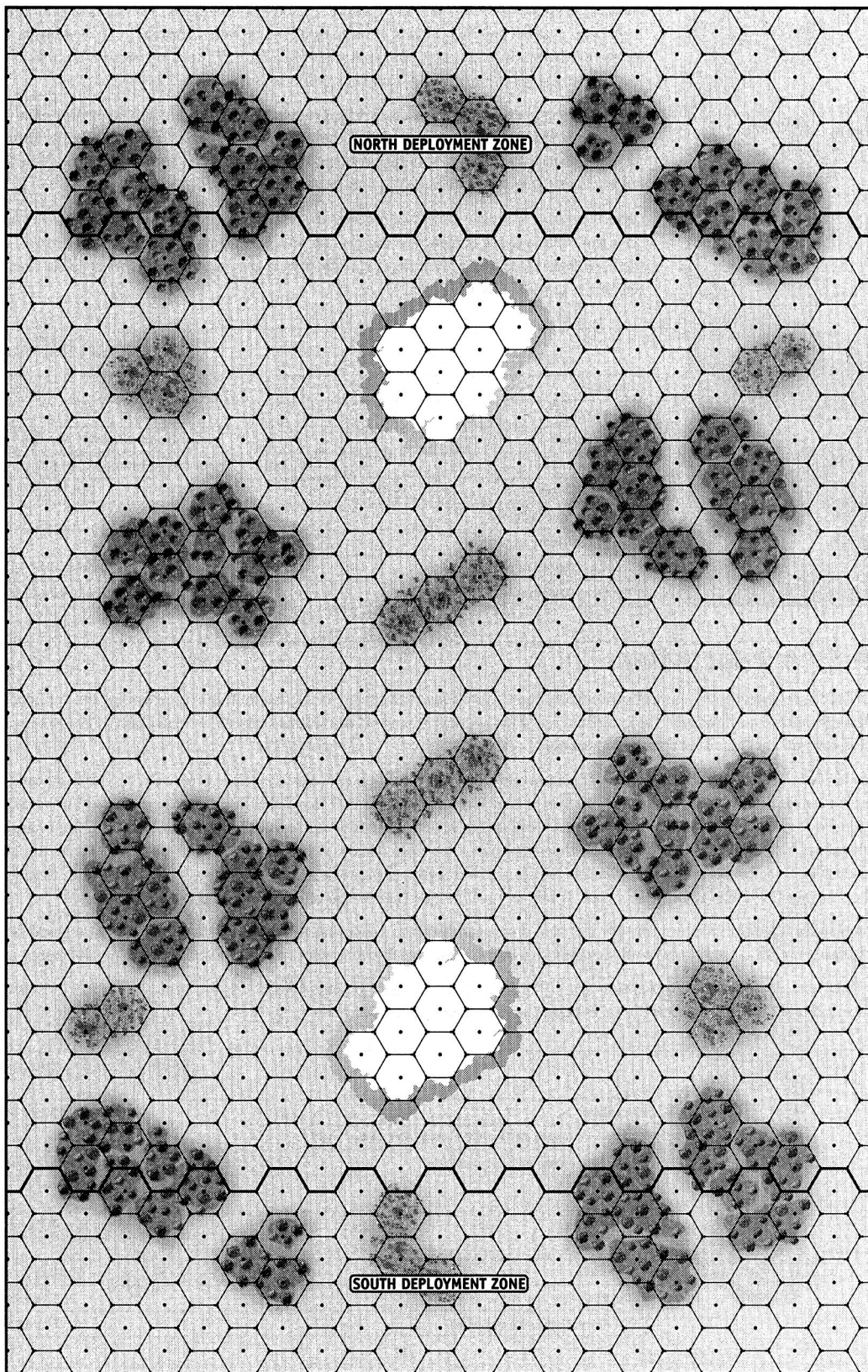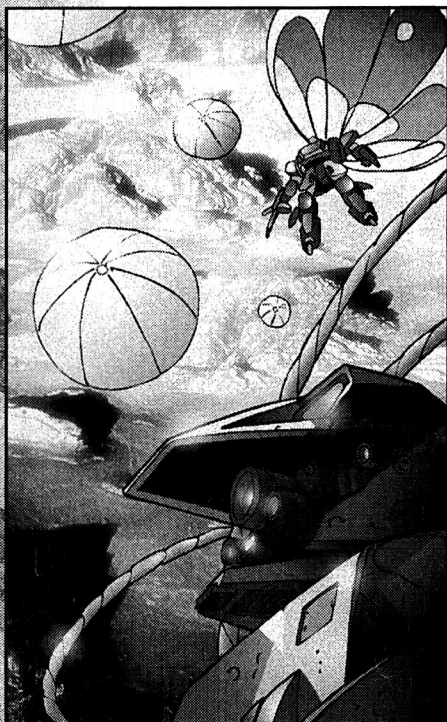
2.2 - Scenario 2: "Incoming Fire!"

Encouraged by their recent successes, the Northern forces are spreading their units over ever increasingly large areas in an effort to gain more ground. The discrete Southern troop movements toward Northern frontiers make it hard to pinpoint their exact locations, and scout units must be deployed further and further await from the main body of the defense force.

After reporting a rough deployment on a deep-penetration airdrop, the 44th Rapid Air Mobile Reconnaissance Squadron has found itself far in Southern-held territory without support. The 16th Rapid Air Mobile Strike is enroute to airdrop and relieve the wayward units, but the need to keep away from known hostile anti-aircraft defense systems has delayed their arrival.

Garbled transmissions have helped to pinpoint the distressed unit's location, but the same transmissions show they are now trapped by a cadre of the 68th Compagnie. If they are to be destroyed before the relief force shows up, it will strike a blow for morale and resources alike, which could change the tide of the campaign for the South.

Mission Conditions

Weather:	Sandstorm
Time of Day:	Day
Base Terrain:	See *Specific Scenario Conditions* below
Northern Forces:	44th Rapid Air Mobile Recon, 16th Rapid Air Mobile Strike
Southern Forces:	65th Heavy Support
Northern Priority Points:	5
Southern Priority Points:	5
Northern Objectives:	Get the 44th off the board
Southern Objectives:	Destroy or capture the 44th Recon

◆ Specific Scenario Conditions

The Southern Player deploys his units within five hexes of the edge of the board, facing the Northern Player's edge. The Northern Player places the recon squad between the two cliffs. The strike unit will airdrop off the Northern edge of the board and will enter the player's home edge at Top Ground speed on the third turn.

Any hex with an elevation change of two or more levels is considered to be a cliff. Vehicles may not normally ascend or descend cliffs, but if a walker has arms that can lift its own Size, it can climb up or down a cliff face. The walker's pilot must pass a Piloting Skill test against a Threshold of 5 for each elevation level climbed. The vehicle ascends or descends the cliff face at a rate of one elevation level per combat turn. If the pilot fails the test, the vehicle does not move (this is a change from the rule on p. 157 of the **HG 2nd ed. Rulebook**); if the test is Fumbled, the vehicle falls to the next lowest elevation level, taking damage equals to two dice times its Size times the number of Elevation Levels fallen. If this dice roll yields a Fumble, the vehicle is automatically destroyed.

Climbing consumes a vehicle's entire MP allotment and is considered to be moving at full Combat Speed for attack purposes. Infantry may descend cliffs at normal costs for elevation changes. Climbers are in poor defensive position and suffer -2 on all Defense rolls.

If North wins, it may proceed to Scenario 3 or 4 (Northern Player's choice). If South wins, it may proceed to Scenario 1 or 3 (Southern Player's choice). The follow-up battle takes place about an hour after this scenario.

North Victory Conditions

Condition	Victory Points
Getting the 44th RAMR off the North edge of the board	5
For every enemy unit destroyed	+TV of Unit x 0.02

South Victory Conditions

Condition	Victory Points
Destruction of the entire 44th RAMR	5 Victory Points
For every enemy unit destroyed	+TV of Unit x 0.02

Mission 2 Map

LEVEL 5

LEVEL 3

NORTH DEPLOYMENT AREA

LEVEL 1

LEVEL 2

SOUTH DEPLOYMENT AREA
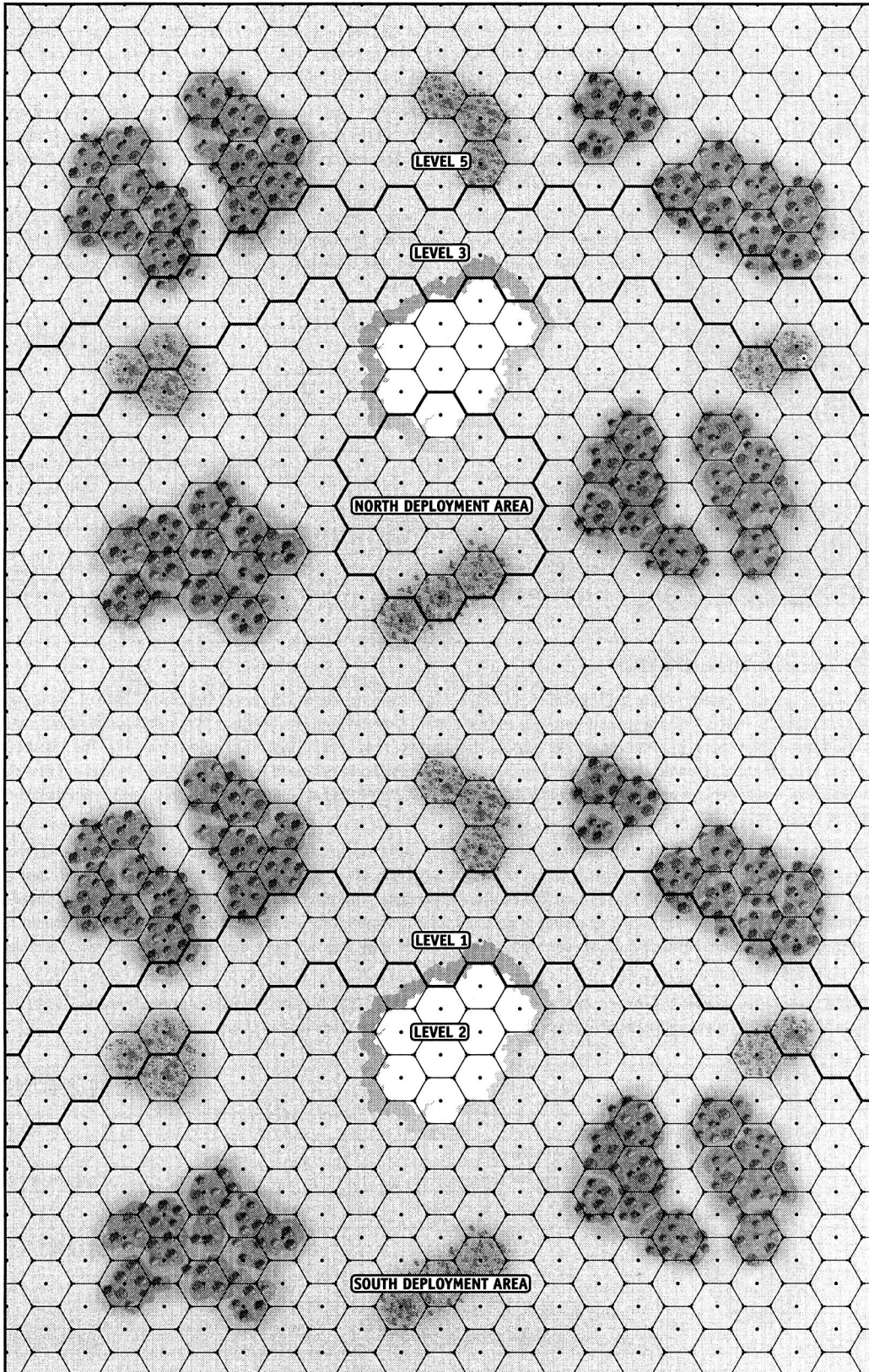
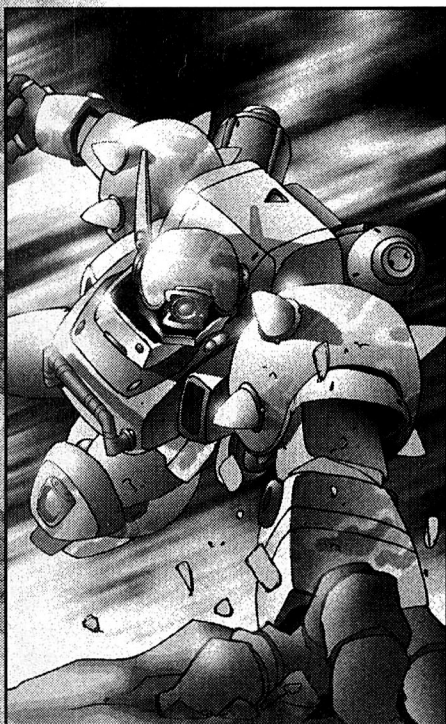## 2.3 – Scenario 3: Snake Hunt

Due to the highly increased Southern activity in the area, and the growing necessity of keeping these conflicts quiet, CNCS Command has decided to step up their operations in the region. In order to do so, however, the analysts have determined that a depot (placed somewhere in a classified area) must be installed to adequately support the units in the field.

Two squadrons of the 42nd Company have been tasked to sweep and clear the area surrounding the deployment site to ensure the safety of the engineering team that will be erecting the firebase later on. The squadrons are to find and, if possible, destroy any Southern presence within twenty kilometers. If they are not able to destroy the enemy, they are to fall back and report their findings.

Unknown to them, a Southern recon unit is out scouting the way for an Assault Cavalry cadre looking for trouble. If they make contact with a Northern unit, the scouts have been ordered to report back to base while the assault unit covers their retreat. If possible, they are to avoid combat and fall back with the information they have gained.

Mission Conditions ⊞

Weather:	Clear
Time of Day:	Night
Base Terrain:	Rough becomes Level 1 Elevation
Northern Forces:	16th Rapid Air Mobile Strike, 22nd Heavy Fire Support
Southern Forces:	9th Assault Cavalry, 74th Airborne Recon
Northern Priority Points:	5
Southern Priority Points:	5
Northern Objectives:	Destroy or drive off all Southern units on the table
Southern Objectives:	Get the scout cadre off the opposing edge

◆ Specific Scenario Conditions

The Southern force's objective is to get the scouts out of the battle zone in order to inform the Republican chain of command of the increased activity in the area; the assault unit may engage hostile forces at will. The Southern Player deploys the scout cadre first in the middle of the board, in whatever manner chosen; they may not have Line of Sight to the Northern units. The Assault Cavalry cadre is held off-board, then deploys no more than four hexes into the home edge one turn after the Northerners are first sighted. The Northern Player deploys both squads on the board in whatever manner chosen, no more than three hexes away from the home edge of the board.

The scout team is presently taking their bearings in the middle of a desolate, rocky area covered with volcanic basalt towers that have been sculpted by the winds over the ages. Clusters of scrawny moss-like desert trees are scattered around, trying their best to take advantage of the volcanic ash ground and what little moisture is available. The assault unit is nearly one kilometer further South, trying to keep up with the nimbler scouts. Neither group has detected the Northerners, which are presently trying to sneak up upon the hapless scouts. Until at least one of the scouts has detected a Northern unit, they may not move from their starting position and count as Stationary if attacked.

If North wins, it may proceed to Scenario 2 or 6 (Northern Player's choice). If South wins, it may proceed to Scenario 2 or 1 (Southern Player's choice). The follow-up battle takes place about two hours after this scenario.

North Victory Conditions ⊞

Condition	Victory Points
Destroying the scout cadre	4
For every enemy unit destroyed	+TV of that unit x 0.02

South Victory Conditions ⊞

Condition	Victory Points
Getting the scout cadre off the Southern edge	4
For every enemy unit destroyed	+TV of that unit x 0.02

Mission 3 Map

NORTH DEPLOYMENT AREA

LEVEL 1

LEVEL 1

LEVEL 1

LEVEL 1

LEVEL 1

ROCK TOWERS

LEVEL 1

ROCK TOWERS

AIRBORNE RECON DEPLOYMENT AREA

ROCK TOWERS

LEVEL 1

LEVEL 1

LEVEL 1

LEVEL 1

ASSAULT CAVALRY ENTRY AREA
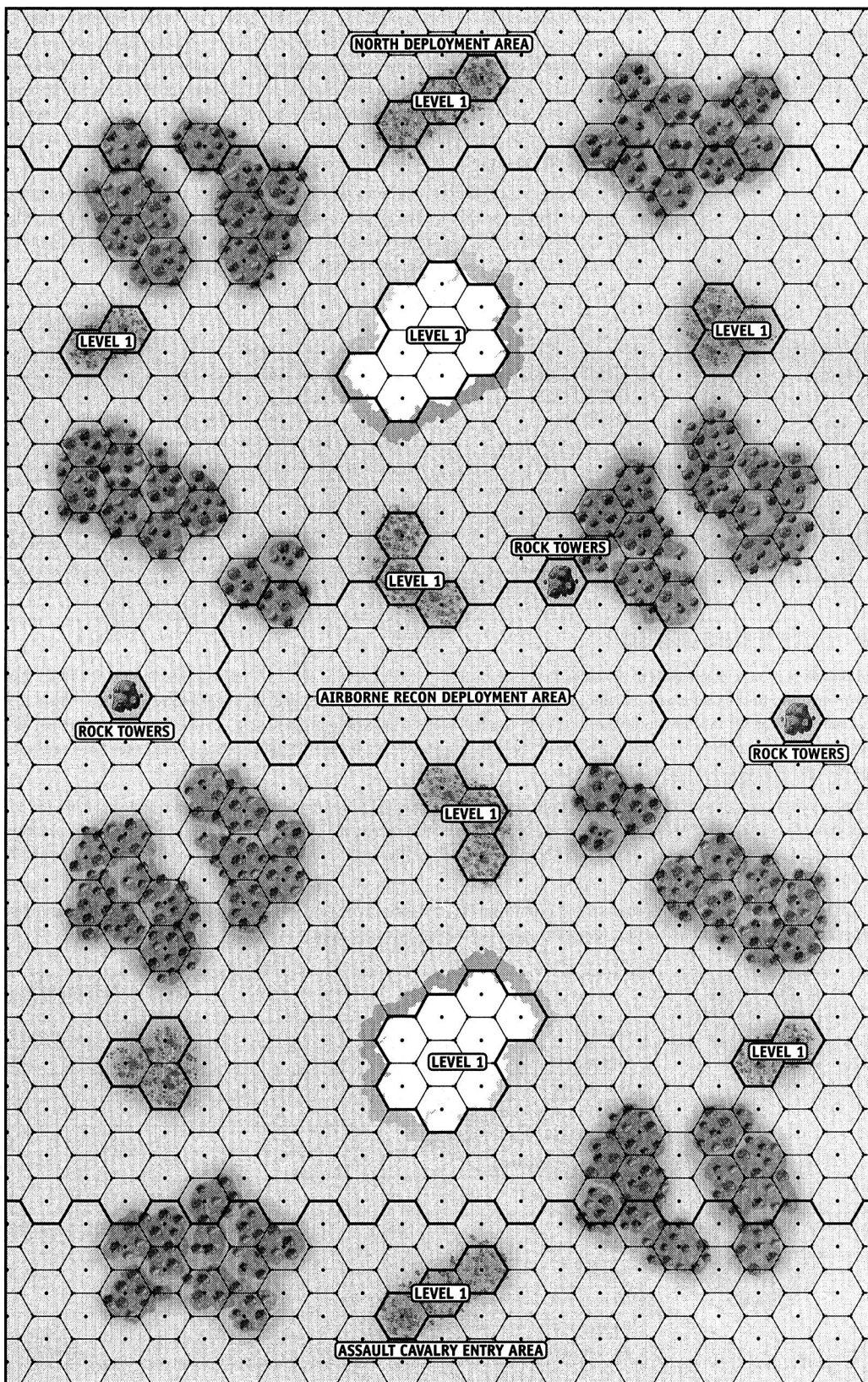
2.4 - Scenario 4: Devil's Dance

After reviewing the intelligence uncovered by previous missions, the CNCS command has decided that a preemptive strike against a Southern Republic advanced base is in order. A large ordnance stockpile has been pinpointed, and is currently being used as a staging camp and jump-off point for MILICIA raids into the Badlands. Current data shows infantry and cavalry units already at the staging camp, with many more units en route. If they can be prevented from reaching the camp, or severely damaged while doing so, it would make the elimination of the forward base much easier, and by the same token crush the Southerners' efforts in the region.

CNCS orders are to stop these vehicles from reaching the advanced camp, allowing a second task force to eliminate the firebase and end its existence as a potential threat to the safety and security of the CNCS forces in the region. The military analysts have already pinpointed the best location to conduct the attack: a small natural choke point that cuts into an imposing cliff.

Mission Conditions ⊞

Weather:	Clear
Time of Day:	Night
Base Terrain:	Map Seam becomes Level 3 Cliff; Woodland becomes Sand
Northern Forces:	51st Armor Hunter, 16th Rapid Air Mobile Strike, 22nd Heavy Fire Support
Southern Forces:	9th Assault Cavalry, 43rd Airborne Strike, 98th Mechanized, all infantry units
Northern Priority Points:	5
Southern Priority Points:	5
Northern Objectives:	Prevent the Southern forces from passing; all Gears must remain on the board.
Southern Objectives:	Get all three cadres through the choke point and off the other side.

◆ Specific Scenario Conditions

Both forces start at opposite ends of the table. The Southern Player is only allowed to set up one cadre per turn for the first three turns. Assign numbers to the cadres and roll 1D6 to determine which goes first. This is to simulate a separated column movement. Once the Southern Player gains LoS on any Northern unit, it may radio for all units to join (assuming any Northern ECM effort is overcome), allowing all remaining units to join on the board. The Northern Player sets up behind the cliff face. He may not have any unit within line-of-sight of Southern units while setting up.

A road winds its way through the battlefield. Units moving along the road with Ground movement gain a 50% bonus (round down) to their current speed's MPs, if they stay on the road for the whole turn. Other units (Walker) pay the MP cost for Clear terrain, regardless of the underlying terrain. Where the road cuts the cliff, it slopes gently down through Level 2 and Level 1 hexes (see map). The road cannot be destroyed in this scenario.

If North wins, it may proceed to Scenario 6 or 11 (Northern Player's choice). If South wins, it may proceed to Scenario 2 or 5 (Southern Player's choice). The follow-up battle takes place about eight hours after this scenario.

North Victory Conditions ⊞

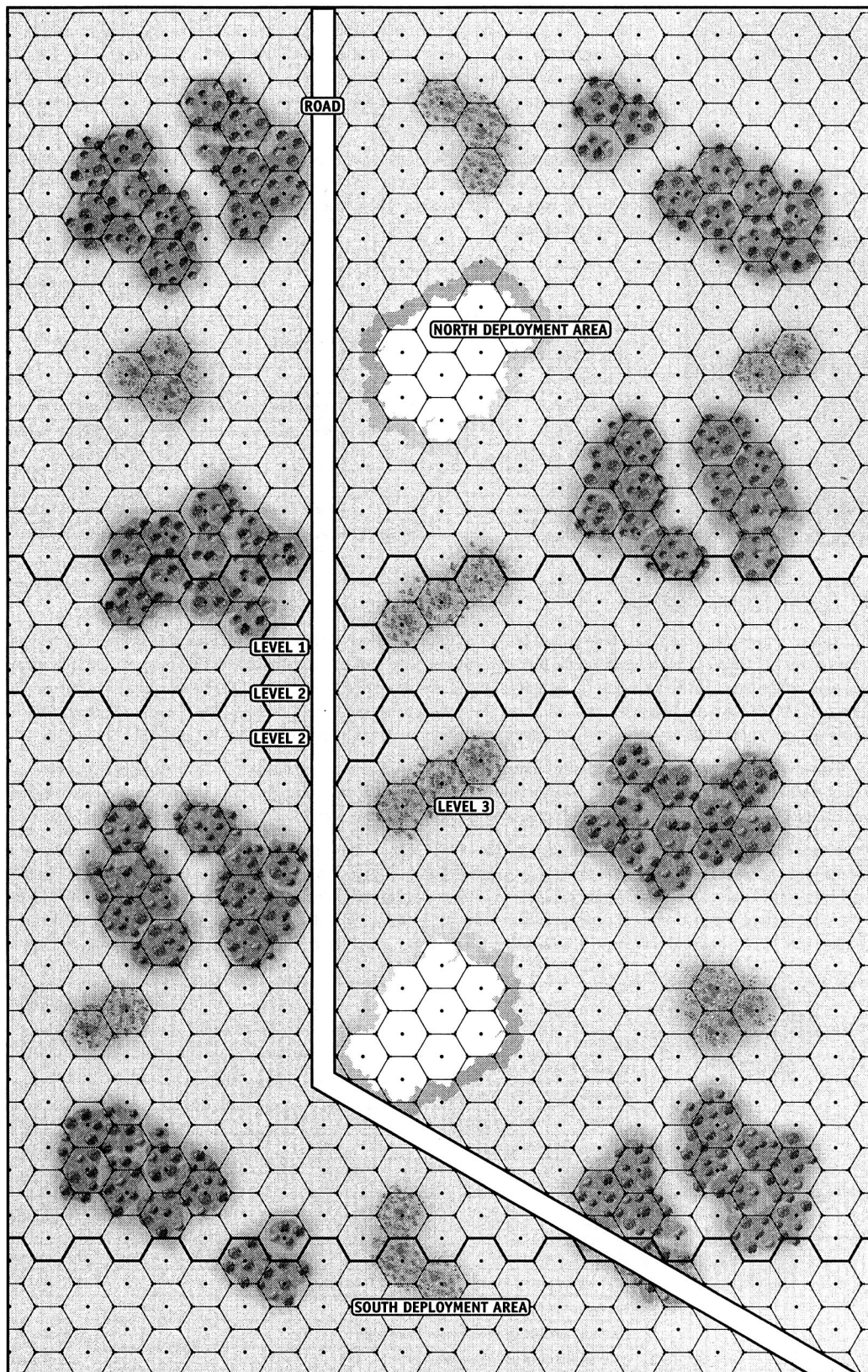| Condition	Victory Points
For every unit disabled (no move or fire) on the board	1 each
For every unit destroyed on the board	2 each
For every unit that exits the board	-1
For every enemy unit destroyed	+TV of unit x 0.02
For every unit disabled	+TV of unit x 0.10

South Victory Conditions ⊞

Condition	Victory Points
For every unit exited off the Northern edge of the board	1
For every intact cadre exiting the board	3
For every enemy unit destroyed	+TV of unit x 0.02

Mission 4 Map

Map labels:
- ROAD
- NORTH DEPLOYMENT AREA
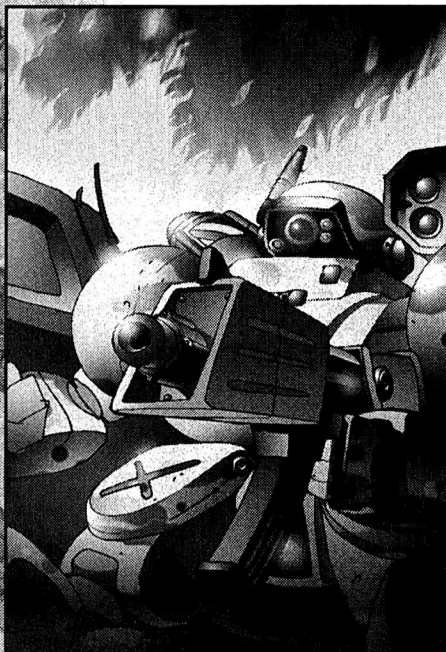- LEVEL 1
- LEVEL 2
- LEVEL 2
- LEVEL 3
- SOUTH DEPLOYMENT AREA

2.5 - Scenario 5: End of the Road

In fear of having their presence revealed, the Legion Noire has ordered the destruction of their main firebase. The 68th Compagnie has been ordered to withdraw back to the Southern Republic. While preparations are being made, the 44th RAMR paradrops onto the scene and reports the existence of the firebase, and all the activities taking place. In one last ditch attempt, the remainder of the 42nd Combined Company is attempting to move in and secure the area, while capturing as many of the 68th Compagnie as possible.

It is a race against time as the Southerners engage the self-destruct charges they installed throughout the firebase installations. If these can't be activated in time, the base and its treasure trove of intelligence data will fall into the CNCS' hands, possibly changing the course of the war in this quadrant of the planet.

Mission Conditions

Weather:	Clear
Time of Day:	Night
Base Terrain:	See map
Northern Forces:	All remaining Northern forces. Damaged units may be used, but may not be repaired.
Southern Forces:	All remaining Southern. Damaged units may be used, but may not be repaired.
Northern Priority Points:	5
Southern Priority Points:	5
Northern Objectives:	Prevent the destruction of the firebase; capture Southern units
Southern Objectives:	Keep Northern forces out of firebase for five turns; escape through South edge

◆ Specific Scenario Conditions

The Southern Player may set no more than two units outside the walls of the firebase, no more than three hexes away from it. Place various crates and building counters to mark the firebase's position. The Northern Player begins his first turn with only the airdroppable recon unit on the board, set up behind the Level 1 dune. At the end of the first turn, the Northern Player may airdrop strike unit on the board (roll one die for each vehicle: the result indicates the landing point on the map. A result of "six" means the drop failed and that vehicle will not be available for the battle). All other units will enter on the Northern edge, and set up within three hexes.

The Northern objective is to enter the firebase as soon as possible. Once inside, any available infantry units must dismount, one unit in each of the hexes of the firebase. Once an infantry unit has been in each of the hexes, the destruction of the firebase will have been averted. The capture of as many Southern units as possible is desirable: a unit is captured if it is still on the board and unable to move.

At the end of the fifth turn, the firebase will explode. The shaped charges fixed to the installations will thoroughly destroy it and its contents; any unit within two hexes of the perimeter at the time of destruction will suffer 30 points of damage. Any unit three to four hexes away will suffer 10 points of damage. All units must head for the Southern side of the board on the beginning of the fifth turn, escaping and evading capture. The destruction of as many Northern units as possible is highly desirable, leaving few witnesses. If all Southern forces are eliminated or captured in this scenario, the campaign is over, regardless of the number of scenarios previously won in Stage C.

North Victory Conditions

| Condition	Victory Points
Entering firebase before destruction	6
Disabling destruction of firebase	6
For every Southern unit captured	+TV of unit x 0.5
For every Southern unit destroyed	+TV of unit x 0.2

South Victory Conditions

Condition	Victory Points
For every turn Northern units are prevented from entering firebase	3
Destruction of firebase	4
For every unit exiting the Southern board edge	+TV of unit x 0.5
For every Northern unit destroyed	+TV of unit x 0.2

Mission 5 Map

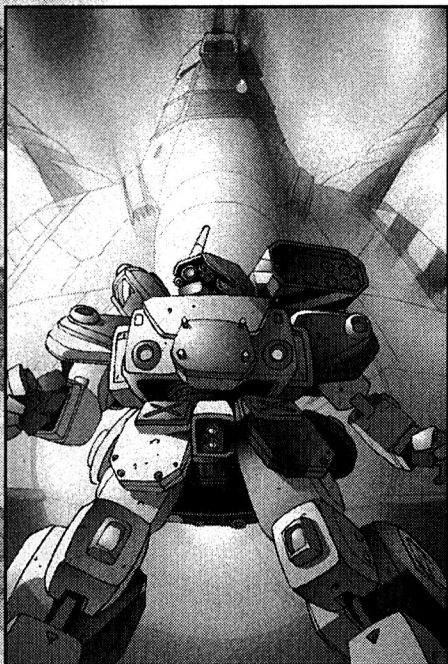NORTH DEPLOYMENT AREA

1

5

FIRE BASE

2

SOUTH DEPLOYMENT AREA

4

3
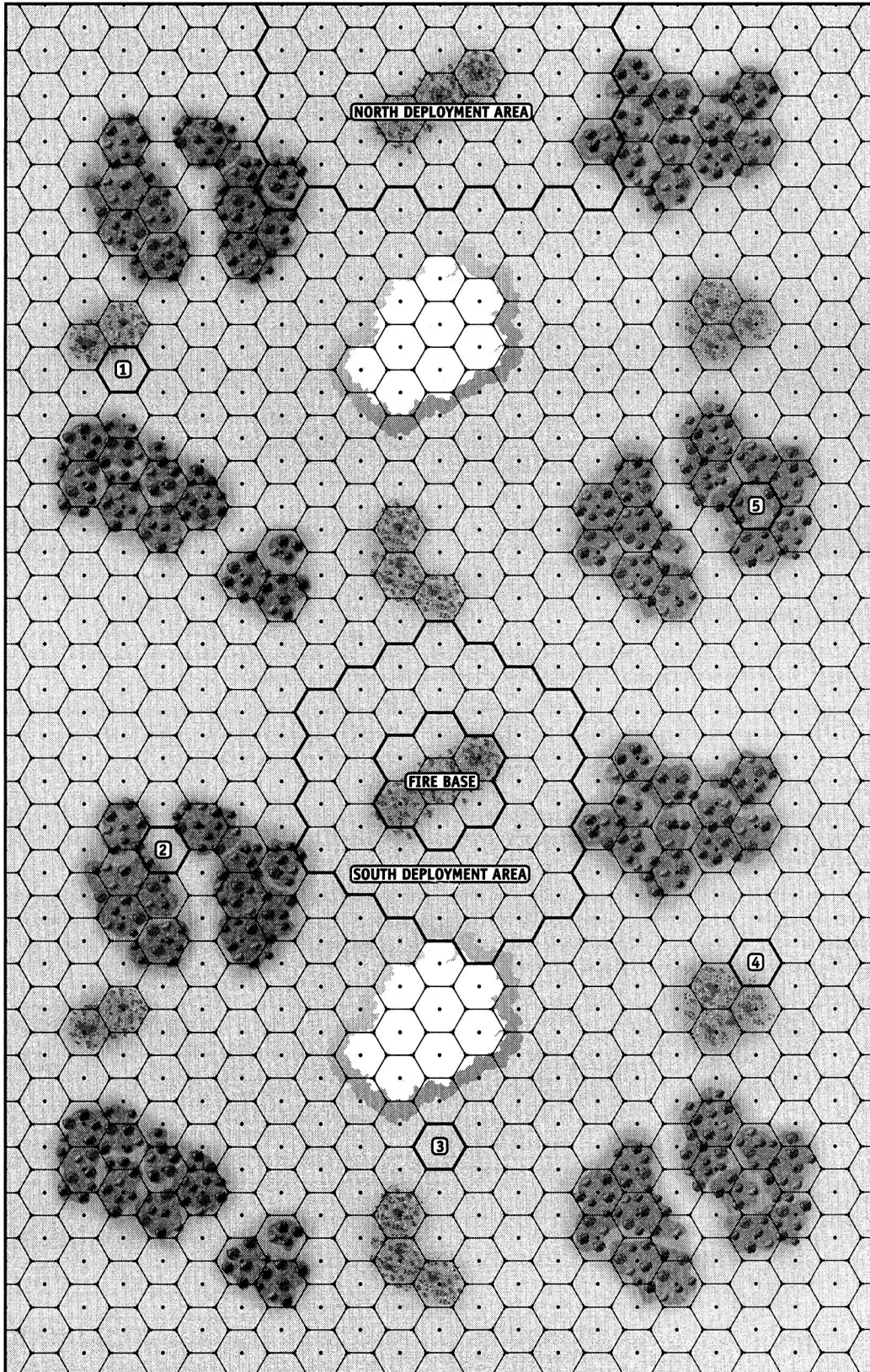
2.6 - Scenario 6: Hold The Line

Recent reports state that the 68th Compagnie is secretly using the Gamma Maglev to move personnel and supplies to their advanced base. Though the line has been cut as a precaution at both poles, various forces (such as the Khayr ad-Din Army) have ensured that service remains somewhat constant within the Badlands.

According to the reports, a cadre of Gears and an escouade of infantry are guarding the makeshift unloading docks that were assembled by the Southern engineers at the side of the track. If these docks can be put out of commission, it will force the Southerners to assign more men to unloading duties, perhaps even forcing them to abandon the scheme altogether.

The 42nd is sending two airdroppable Gear squadrons to clear the area and destroy these docks in an effort to cut the supply point and force the South to pull back — but without angering the locals.

Mission Conditions

Weather:	Cloudy
Time of Day:	Night
Base Terrain:	Level 1 Hills becomes Clear
Northern Forces:	16th Rapid Air Mobile Strike, 44th Rapid Air Mobile Recon
Southern Forces:	65th Heavy Support, 10th Anti-Armor, 3/25th HW, 98th Mechanized (1 x Caiman, Lvl 2)
Northern Priority Points:	5
Southern Priority Points:	5
Northern Objectives:	Destroy the dock; escape
Southern Objectives:	Prevent the destruction of the dock and the maglev

Specific Scenario Conditions

The Southern units may deploy anywhere on the ridge (the Level 2 strip), but may not be on the actual track or off the ridge. The Northern units airdrop in off the map's boundaries and will enter either short map edge at Top Ground speed.

The Northern forces must make it to the top of the ridge into any one of the three designated hexes and cause 30 points of damage to each. If the total amount of damage inflicted is more than 60 points, or if 30 points are dealt in one turn, the dock's collapse covers the track with debris. Keep track of excess damage; a Gear can clear a number of points equal to its Size per turn, an infantry squad one point per five troopers, per turn.

The Southern forces must prevent the loading dock from being destroyed by repelling all attacking units from the top of the ridge. The dock is equipped with a turreted anti-missile system (R2, unlimited ammunition) for protection against missile attacks. The system is destroyed when its dock hex is destroyed.

The Maglev train will arrive on a random turn: at the start of the fourth turn and onward, roll one die. If the result if 4 or more, the train arrives immediately; add one to the die every turn the train does not appear. Due to its high speed, the train crosses the board instantly. Any unit or debris on the track is immediately removed and considered destroyed. Both sides *must* keep the track hexes clear, or risk wrecking the maglev train and killing all its occupants.

North Victory Conditions

| Condition	Victory Points
For every hex of the loading dock destroyed before the train arrives	3
For every hex of the loading dock destroyed after the train has passed	1
For every enemy unit destroyed	+TV of that unit x 0.02
Maglev damaged/destroyed (debris on track)	-10

Southern Victory Conditions

Condition	Victory Points
Repelling the Northern forces off the dock before the train arrives	6
For every enemy unit destroyed	+TV of that unit x 0.02
Maglev damaged/destroyed (debris on track)	-10

Mission 6 Map

Map labels: MAGLEV TRACK, LEVEL 1, LOADING DOCK, LEVEL 2, LEVEL 1
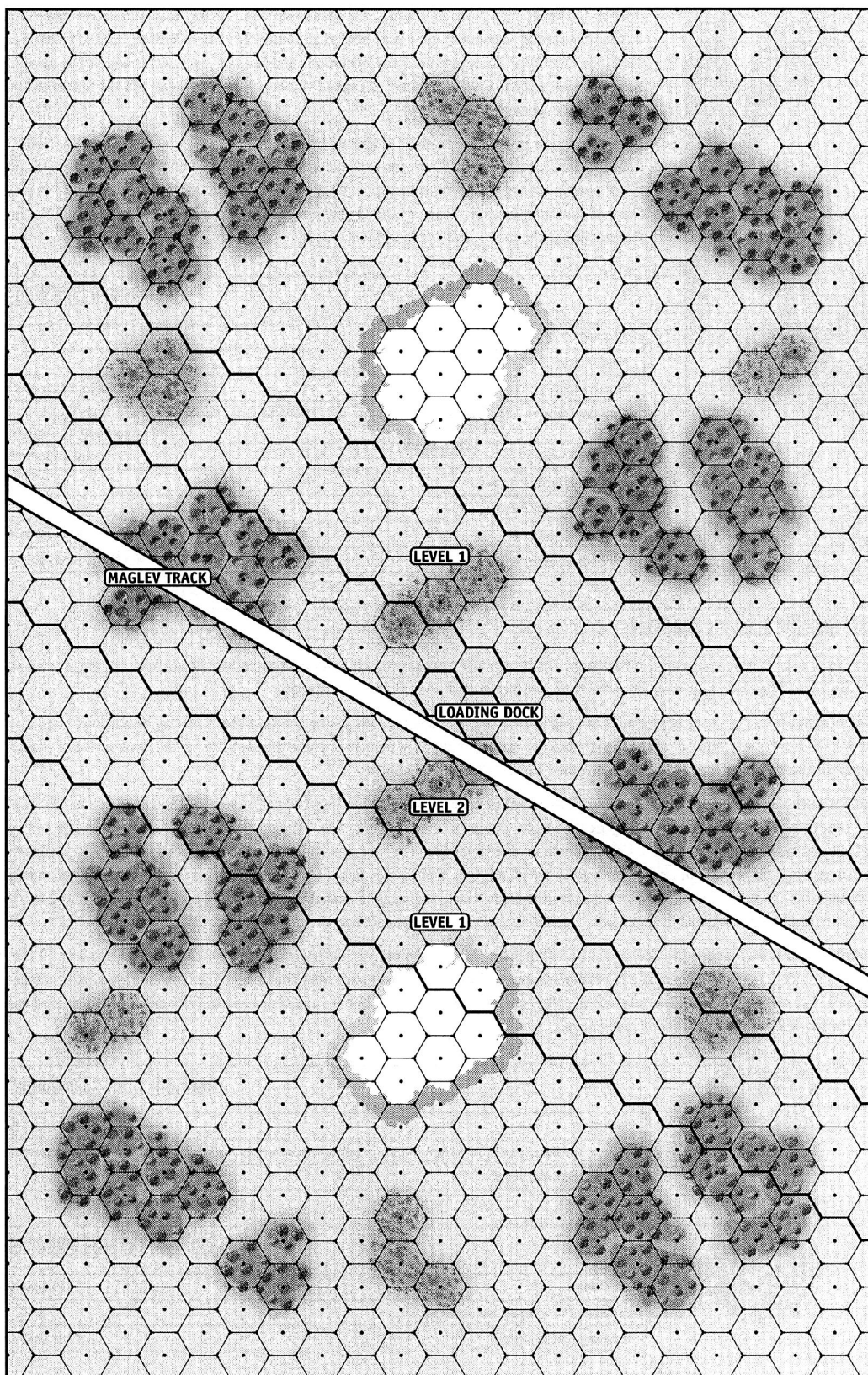
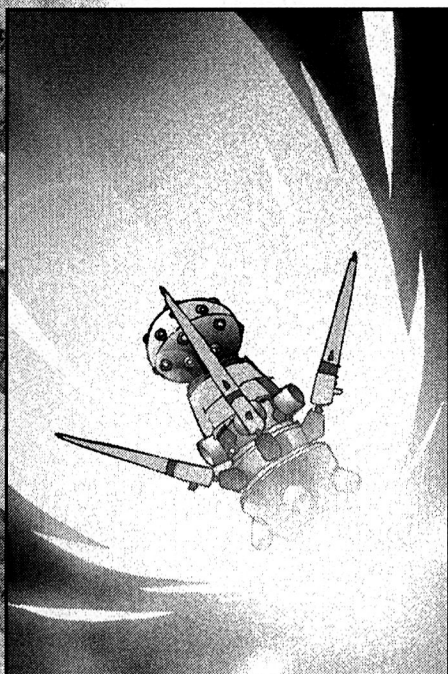## 2.7 – Scenario 7: Fallen Angel

A CNCS SSYRN-901 disposable intelligence gathering satellite has crash-landed in the Barrington Basin. It contains computer data and photos detailing Southern military buildup and weapons/ordnance locations. These are normally encrypted and radioed back, after which the satellite self-destructs, but a system-wide failure has caused the computer to freeze and the whole assembly to plunge to the ground.

Each side is now in a mad scramble to retrieve this valuable piece of equipment — the North for the information it contains, the South for the encryption keys. The North has a retrieval paratroop unit and a special para-dropped transport unit along with a bodyguard of Paratroop Gears in the air. A cadre of Southern Republic Gears is hitting dirt at roughly the same time, however, with the intent of disassembling the faulty unit for intelligence data.

Mission Conditions 🔲

Weather:	Clear
Time of Day:	Day
Base Terrain:	Rough becomes Clear
Northern Forces:	16th Rapid Air Mobile Strike, 1/117th MI/GP, 32nd Combat Transport - Baker (Badger Lvl 2), Transport Golf 17 (Truck Lvl 2)
Southern Forces:	43rd AirBorne Strike
Northern Priority Points:	5
Southern Priority Points:	5
Northern Objectives:	Retrieve satellite
Southern Objectives:	Retrieve satellite, prevent Northern forces from retrieving it

◆ Specific Scenario Conditions

Both forces start at opposite ends of the map. The Northern Player sets up first, no more than four hexes from the Player's home edge. The Southern Player sets up next, no more than two hexes from the Player's home edge.

The Southern forces' primary objective is to keep the Northern troops from retrieving the satellite. This may be accomplished by forcing the Northern retrieval unit out of the designated hex long enough for a Gear to retrieve the satellite, or the destruction of the Northern forces on the board. It may *not* be accomplished by destroying the satellite.

The Northern forces must get the infantry unit assigned to retrieve the satellite into the designated hex and keep it there for two turns, not counting the turn it arrives in the hex. The truck (Armor 6, Ground 6/12, Man -3) may arrive in any adjacent hex. If the retrieval squad loses more than six members, it is rendered unable to retrieve the satellite. At this time, the escort squad may be placed into the hex to assist. If more than fourteen infantrymen are killed, the satellite may only be retrieved by a Gear which abandons all manipulator weapons (i.e. its autocannon). Any unit besides the truck which attempts to carry the satellite can move no faster than 2 MP/turn. If the unit carrying the satellite is destroyed, the satellite remains in the last hex the unit was in.

If North wins, it may proceed to Scenario 1 or 8 (Northern Player's choice). If South wins, it may proceed to Scenario 9 or 10 (Southern Player's choice). The follow-up battle takes place about a day after this scenario. Note that if this Scenario is played again, assume that the side that managed to drag the satellite to safety could not make it back to base and they have to fight over it once more; if required, reverse the roles and victory conditions above.
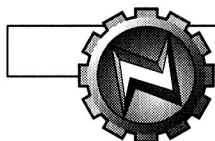
Northern Victory Conditions 🔲

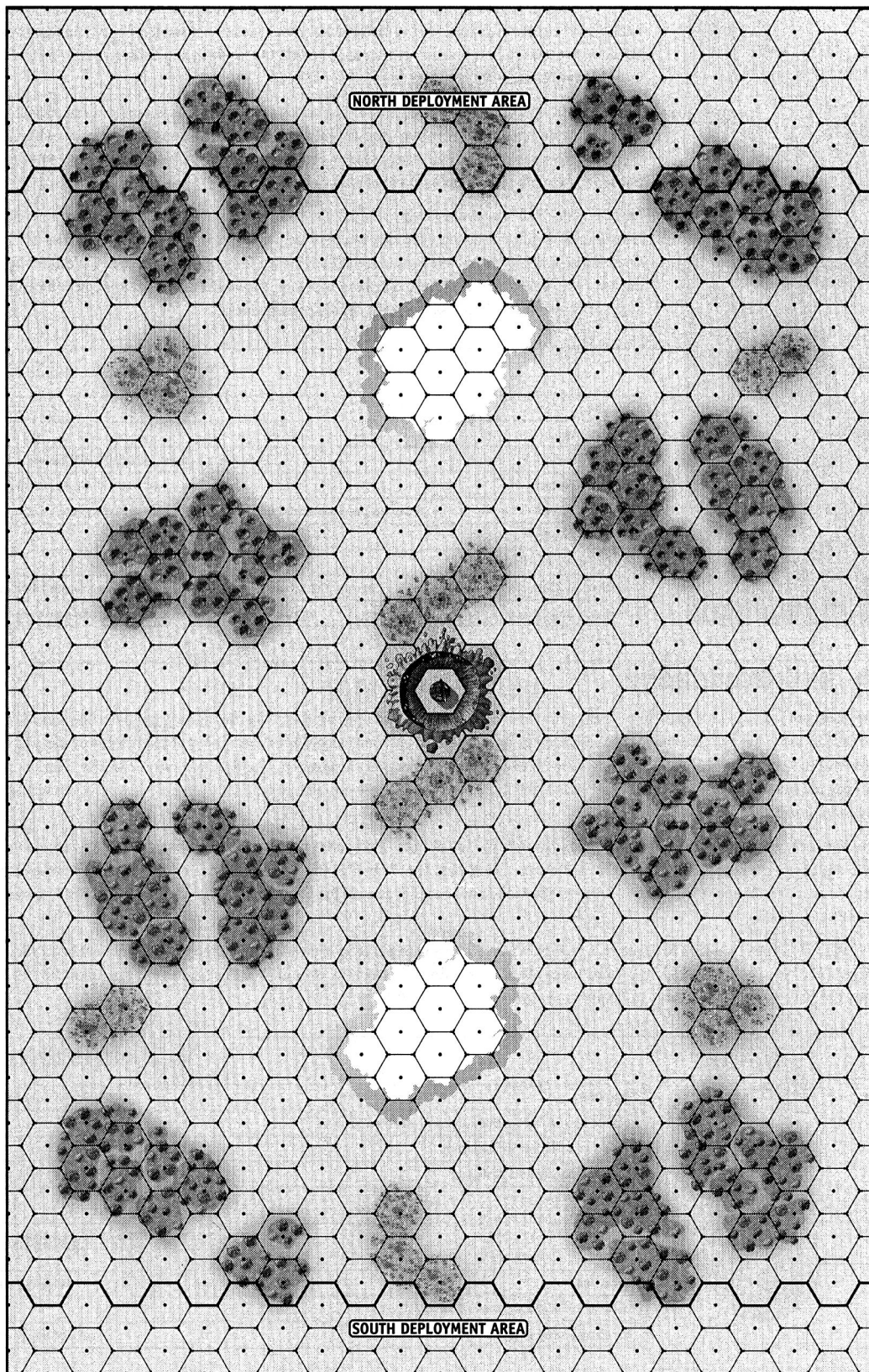| Conditions	Victory Points
Leaving the home edge of the map with the satellite in possession	5 Victory Points
For every unit destroyed	+TV of unit x 0.02
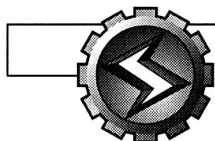
Southern Victory Conditions 🔲

Conditions	Victory Points
Repelling the retrieval forces	5
For every unit destroyed	TV of unit x 0.02

◻◻ Mission 7 Map

NORTH DEPLOYMENT AREA

SOUTH DEPLOYMENT AREA

2.8 - Scenario 8: Sudden Surprise

While on long range patrol, the 44th RAM(R) encounters an unexpected sensor signature among the rolling sand dunes. Investigating the disturbance, they cross over a small rocky hill only to (literally) fall upon the 1/25th Reconnaissance Escouade and their accompanying Caiman. Relishing their good fortune, they move in for the kill.

The Southern infantry had been out deploying automated sensor posts, and did not expect to encounter hostile forces in the region. The arrival of the Northern Gears takes them by surprise, and they have to fumble with their heavy sensor equipment before rushing back to the safety of the transport they left more than half a kilometer behind them.

An emergency call has already been sent by the Caiman's comm operator, but electronic countermeasures by a quick thinking Northern trooper has partially garbled the message. The 10th Anti-Armor Cadre is known to be nearby, but it will take them a few minutes to decode the call for help. As the 44th has penetrated deep into Southern territory, they must silence the infantry unit immediately, or the 10th will find them — with deadly consequences.

Mission Conditions

Weather:	Cloudy
Time of Day:	Day
Base Terrain:	Southmost Level 1 Hill becomes Clear
Northern Forces:	44th Rapid Air Mobile (Recon)
Southern Forces:	1/25th Recon, 98th Mechanized - Alpha (1 x Caiman, Lvl 2), 10th Anti-Armor
Northern Priority Points:	5
Southern Priority Points:	5
Northern Objectives:	Destroy the infantry; if unsuccessful, exit through South home edge
Southern Objectives:	Remain alive for 3 turns, then escape through home edge

◆ Specific Scenario Conditions

The Southern infantry unit must remain alive for three complete turns as they try to survive the assault the best they can. Once the initial confusion has run its course, they will attempt to escape to their home edge. On the beginning of the fifth turn, the Anti-Armor cadre will be placed on the board and may move to engage the Northern recon squadron. The Northern recon unit, for their part, must destroy the infantry unit and the transport before the fourth turn. If they are not able to do this, they must somehow exit through the Southern home edge.

The Northern recon unit deploys so that they just have line-of-sight to the Southern infantry and ground unit. The Southern infantry unit deploys in the middle of the board, in a five hexes wide area. The Caiman parks twelve hexes behind it, and cannot move until the beginning of the second turn. On the fifth turn, the Anti-Armor Gears deploy on the Southern home edge, no less than three hexes away from the home edge.

If North wins, it may proceed to Scenario 1 or 7 (Northern Player's choice). If South wins, it may proceed to Scenario 7 or 11 (Southern Player's choice). The follow-up battle takes place about a day after this scenario. Note that if this Scenario is played again, the South does not have to wait three turns to begin its escape.
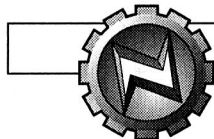
North Victory Conditions

Condition	Victory Points
Destruction of the Southern infantry and ground unit	6
Arrival of the Southern Gear unit	-2
For every enemy unit destroyed	+TV of unit x 0.02
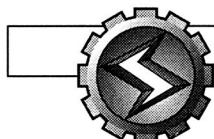
South Victory Conditions

Condition	Victory Points
Destruction of the Northern recon unit	5
For every enemy unit destroyed	+TV of unit x 0.02

Mission 8 Map

NORTH DEPLOYMENT AREA

SOUTH DEPLOYMENT AREA

ANTI-ARMOR CADRE ENTRY ZONE
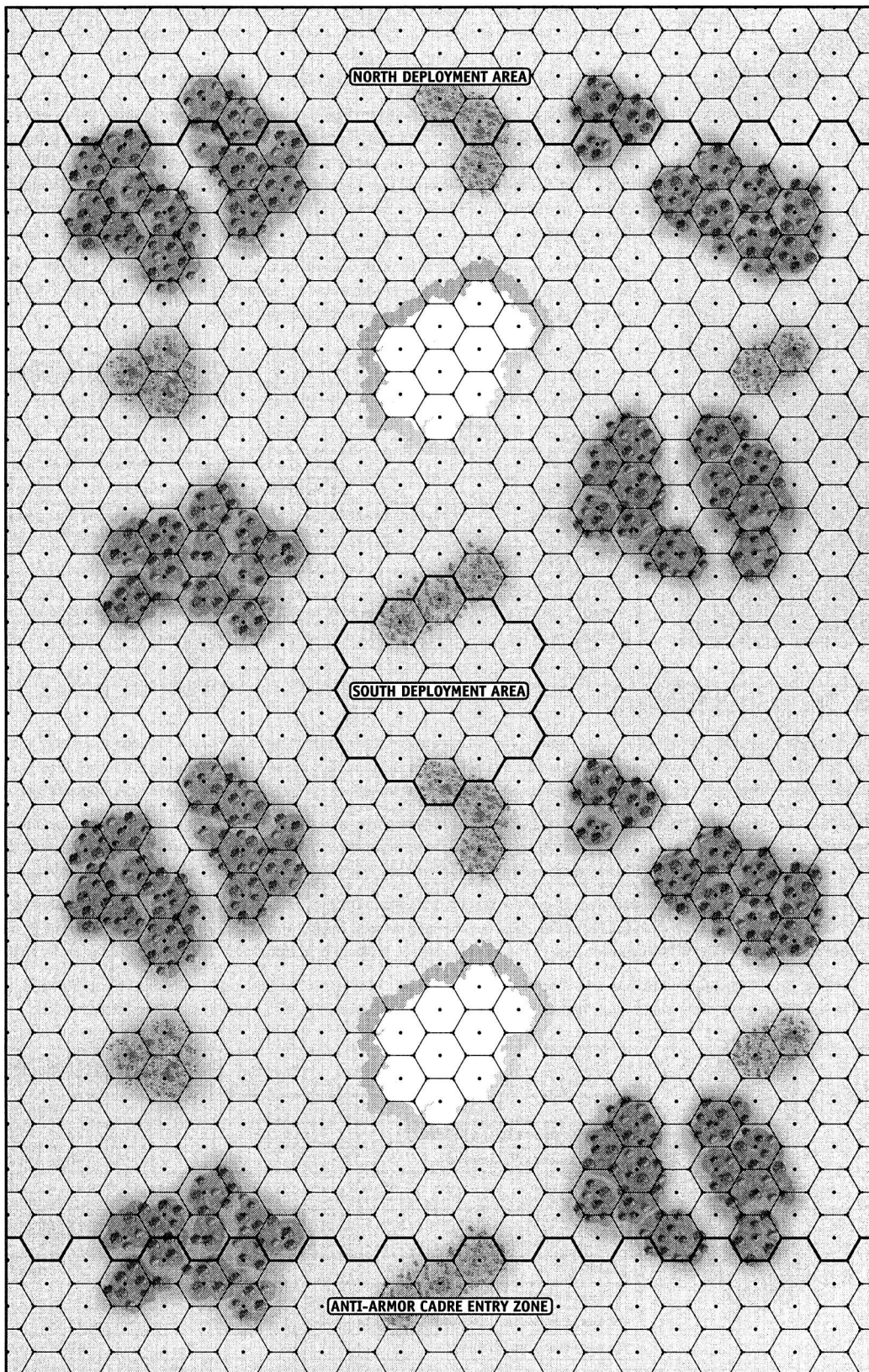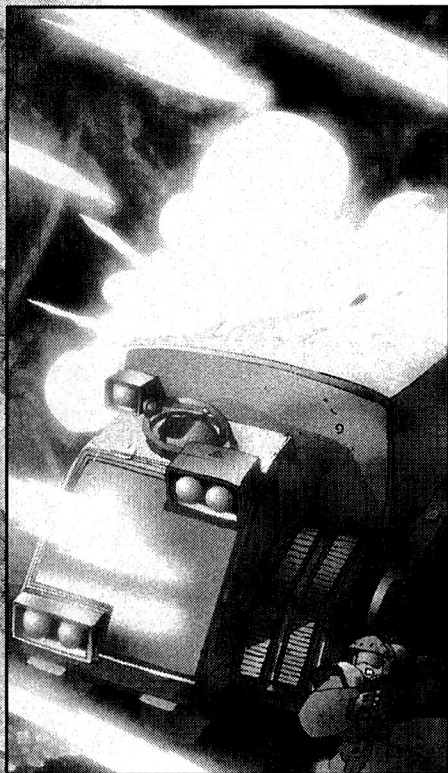
2.9 - Scenario 9: Wagon Train

Supplies and intelligence are often much more vital elements to a war effort than any number of heavy guns. An army travels on its stomach, and insuring strong, reliable supply lines is crucial. In this conflict, the North has the advantage of being closer to its own territories than the Southern forces, but this has not made their supply lines invulnerable — far from it.

Recent intelligence received from Southern agents placed deep undercover within the various Badlands settlements suggests the North is alternating between airdropping their supplies and using an overland route to reach their units out in the field. This is intended to protect their air and sub-orbital assets from Southern intelligence and anti-aircraft systems, both of which have increased their activities ten-fold since the start of the war. This has made it difficult to track the new supply lines, but not impossible.

In an attempt to disrupt current Northern field operations, the 68th Compagnie is staging a lightning raid on overland supply trains. While these trains are normally guarded by infantry and light vehicles, this particular train is also escorted by the 8th Armored Assault Squadron.

Mission Conditions

Weather:	Clear
Time of Day:	Night
Base Terrain:	Both Level 1 Hills are covered with Sand, Rough becomes Sand
Northern Forces:	8th Assault Armored, Transport Train Echo 59 (8 x Trucks, Lvl 2)
Southern Forces:	74th Airborne Recon Cadre, 2/25th Recon, 4/25th Fire Support, 98th Mechanized Transport (2 x Caiman)
Northern Priority Points:	5
Southern Priority Points:	5
Northern Objectives:	Escort as many transports as possible off the board; destroy Southern units
Southern Objectives:	Eliminate as many Northern supply transports as possible

◆ Specific Scenario Conditions

The Northern convoy is moving along a deep valley. This passage makes the escorts especially nervous, because a tall cliff is blocking one side of the valley for more than one and a half kilometer. This is the perfect place for an ambush, with nowhere to run except forward. The defenders are thus not surprised when Southern Gears emerge from the boulders lining the valley's opposite side.

Player must escort as many transports off the South edge of the board as soon as possible. Also, the 8th has secondary orders that, once the transports are safe, they may attack any assaulting unit with extreme prejudice. The Southern Player's objective is to eliminate as many Northern supply transports as possible and escape to the edge where they entered. They are to strike and fade without leaving evidence.

The Northern units deploy the transport trucks (Armor 6, Ground 6/12, Man -3) along the cliff edge, no less than two hexes between each unit. The trucks move no faster than Combat speed, since they have no sensors. The 8th may deploy anywhere in the deployment zone. The Southern units will deploy on the opposite edge of the board anywhere, no more than three hexes from the long edge of the board.

If North wins, it may proceed to Scenario 7 or 10 (Northern Player's choice). If South wins, it may proceed to Scenario 10. The follow-up battle takes place about eight hours after this scenario. Minimal repairs may occur in this time frame.

North Victory Conditions

Condition	Victory Points
For every transport escorted off board	2
For every enemy unit destroyed	+TV of unit x 0.02

South Victory Conditions

Condition	Victory Points
For every transport unit immobilized	1
For every transport unit destroyed	2
For every enemy unit destroyed	+TV of unit x 0.02

Mission 9 Map

NORTH DEPLOYMENT AREA

SOUTH DEPLOYMENT AREA

LEVEL 5
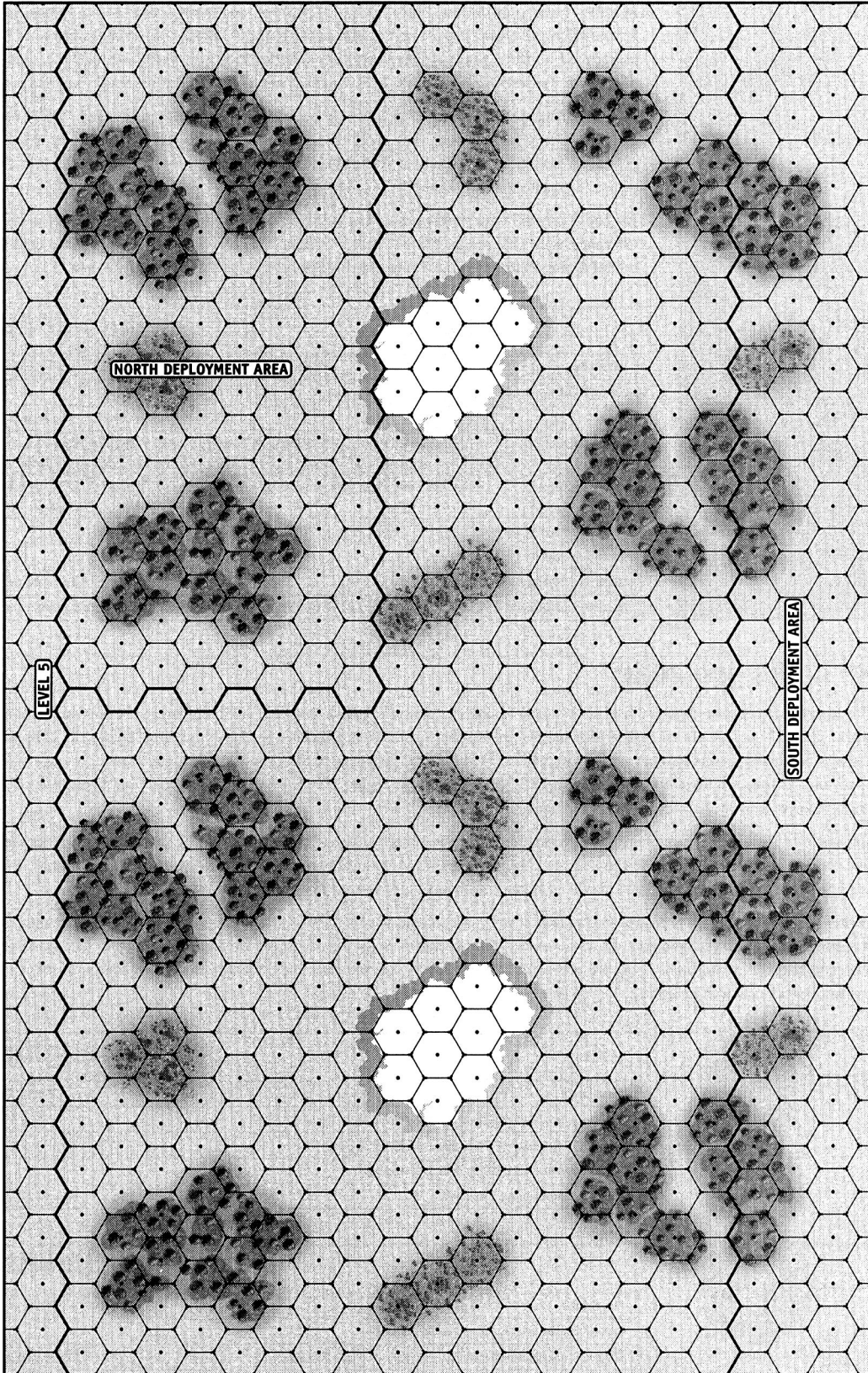
2.10 – Scenario 10: Drop the Hammer
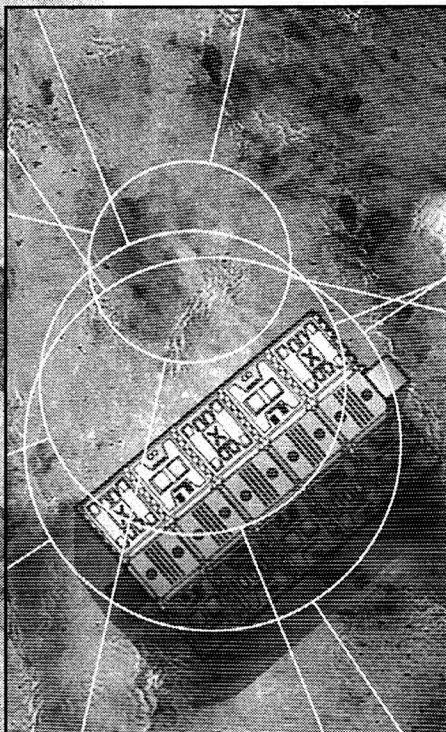
After the recovery of Northern intelligence information and their recent success in the field, the Southern high command has determined the position of the Modular Advanced Maintenance Outpost used by the North to repair and re-supply their Gears and vehicles in the sector. The base is a vital part of the Northern war effort, and its destruction would do much to stop their progress.

High command has thus decided to sacrifice a low orbit ortillery platform to take it out. It has been activated nearly half an hour ago, while it was on the other side of the planet. It will soon be destroyed, but it has already fired its complement of Gabriel-class kinetic weapons into the tiny depression where the Northerners have hidden their base.

The South can currently muster two units of infantry and a mixed unit of Gears. An airdropped cadre will rendezvous with three units of infantry transports to fix the exact coordinates to guide in the orbital strike, obliterating the MAMO and any Northern units in the immediate area.

Mission Conditions

Weather:	Clear
Time of Day:	Day
Base Terrain:	Northmost Level 1 Hill becomes Clear
Northern Forces:	51st Armor Hunter, 1/117th MI/GP, 2/117th MI/GH, 7/117th MI/HW, 32nd Combat Transport (1 x Badger Lvl3, 1 x Badger Lvl 2)
Southern Forces:	43rd Airborne Strike, 98th Mechanized (3 x Caiman Lvl 2), 1/25th Recon, 7/25th Fire Support, 3/25th Heavy Weapons
Northern Priority Points:	5
Southern Priority Points:	5
Northern Objectives:	Evacuate the area
Southern Objectives:	Designate the target; prevent Northern units from leaving the area

◆ Specific Scenario Conditions

The Southern forces have deployed behind the Level 1 ridge, and sent the Iguana scouts to the top to record the precise location of the MAMO. The rest of the units are tasked with keeping the Northern units from crossing the ridge, effectively "killing two birds with one stone". The Northern units have an simpler yet much more difficult task: evacuate the area! They must get behind the ridge before the sixth turn, or they will be obliterated by the orbital strike and its concussive effect. They must fight their way through the Southern units deployed around their location and exit the map.

The Southern forces deploy anywhere between the ridge of the mountain and the Southern home edge. Only the Iguana Gear may have line-of-sight over the ridge. The Northern forces may deploy anywhere within three hexes of the various MAMO installations. They may move from the first turn on, but are considered to have been Stationary before that.

On the sixth turn, the base is destroyed. The orbital strike is centered on the MAMO and is 7 hexes in diameter. Any unit caught under it is irrevocably destroyed, and may not be salvaged. All units within an 13 hex diameter take an automatic Light Damage result from the concussion. If all Northern forces are eliminated or captured in this scenario, the campaign is over, regardless of the number of scenarios previously won in Stage C.
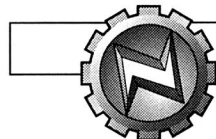
Northern Victory Conditions

Conditions	Victory Points
For every unit that crosses the ridge completely	1
For every unit exiting the Southern edge of the map	2
For every unit destroyed by orbital strike	-1
For every enemy unit destroyed	+TV of unit x 0.02
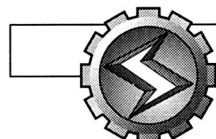
Southern Victory Conditions

Conditions	Victory Points
Preventing the enemy from crossing the ridge	5
For every enemy unit destroyed (by the strike or otherwise)	+TV of unit x 0.02

Mission 10 Map

LEVEL 5

M1

M6   M2

NORTH BASE

M5   M3

M4

LEVEL 1

SOUTH DEPLOYMENT AREA
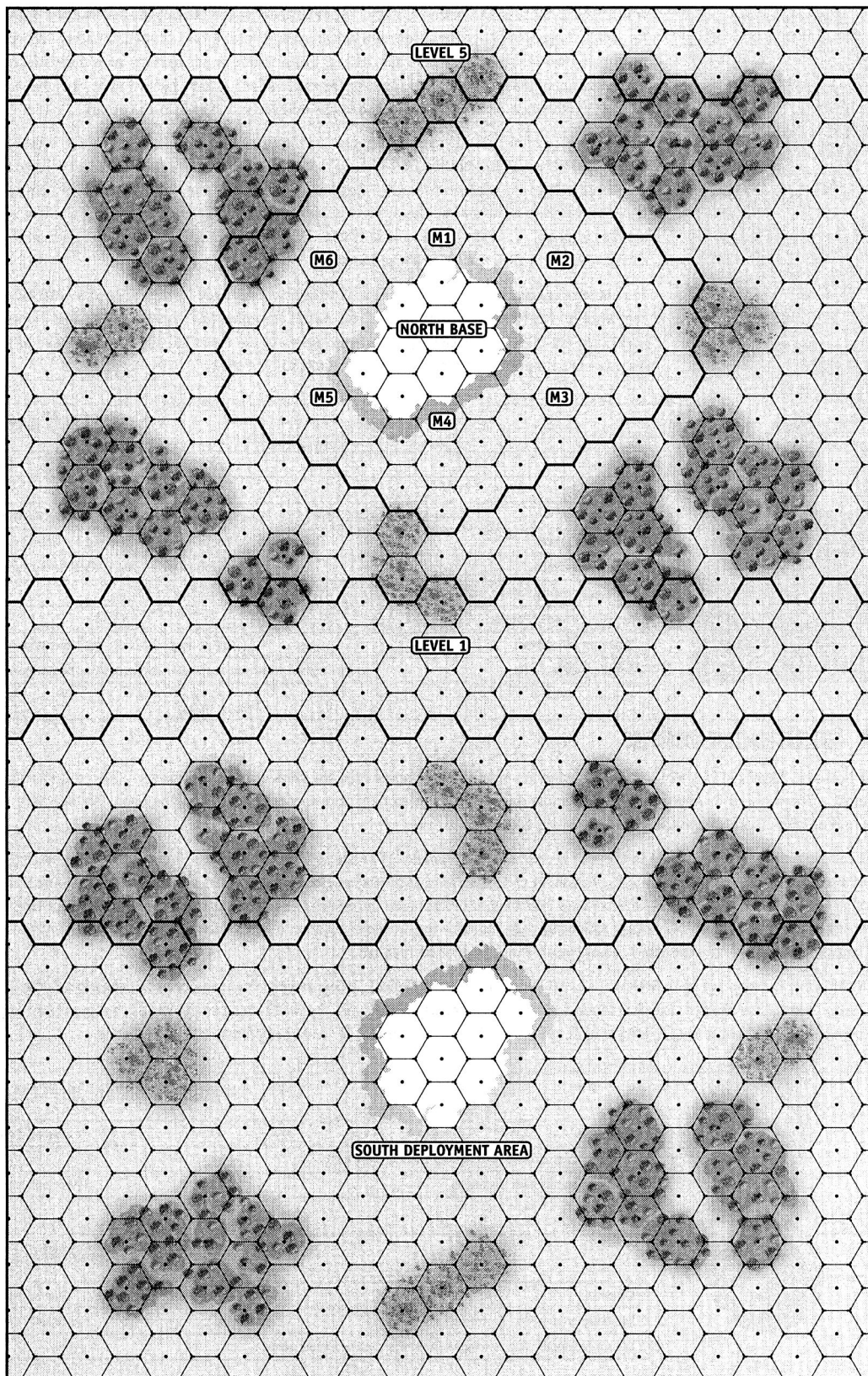
2.11 - Scenario 11: Boil and Bubble
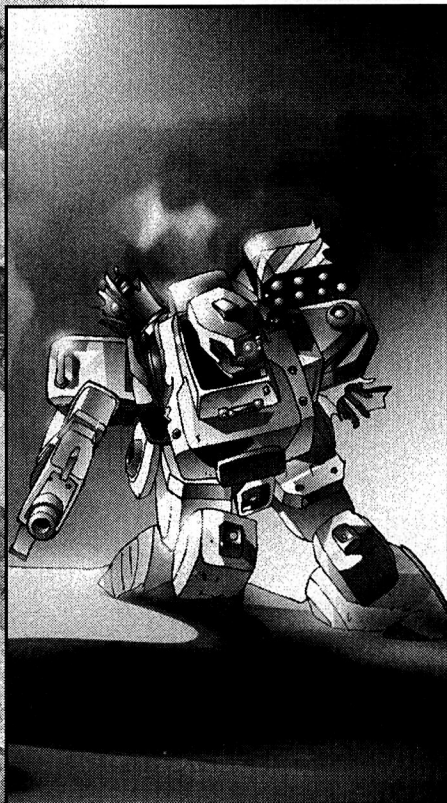
While attempting a covert insertion of the 16th Rapid Air Mobile Strike Squadron and the 44th Rapid Air Mobile Reconnaissance Squadron into a rear area, a fatal error occurred. Weather reports were incorrect: they predicted a rather calm breeze, but a strong wind, bearing large quantities of fine dust, fell upon the hapless plane instead. Despite valiant efforts by the pilot and the onboard computers, the dust blew out one of the engines and severely damaged the others.

In a desperate effort to salvage at least part of the mission, the plane commander ordered both squads to jettison their vehicles from the wounded bird. Buffeted by the winds, hit by pieces and fragments of the aircraft, the two units dropped slowly toward the unseen ground, watching helplessly as the dust storm clawed the airdrop plane apart. Despite their best efforts, the landing was extremely rough; it was then that the Northern pilots realized they had been forced to land in the corrosive region called the Great White Desert.

The plane's maydays did not went unheard, but they were received by the wrong side. Attempting to capitalize on the Northerners' misfortune, the 68th Compagnie has dispatched the 65th Heavy Support Cadre and 9th Assault Cavalry Cadre with orders to hunt and kill these two valuable units, in hopes of crippling the Northern rapid response force in the area.

Mission Conditions

Weather:	Clear
Time of Day:	Night
Base Terrain:	Level 1 Hills become White Sand Dense Deposits (see *Specific Scenario Conditions*)
Northern Forces:	16th Rapid Air Mobile Strike, 44th Rapid Air Mobile Recon
Southern Forces:	9th Assault Cavalry, 65th Heavy Support
Northern Priority Points:	5
Southern Priority Points:	5
Northern Objectives:	Get as many Gears off the table as possible
Southern Objectives:	Destroy the Northern Gears while taking as few hits as possible

◆ Specific Scenario Conditions

The Northern Player deploys along the home edge, no more than six hexes from the edge of the map. For each Gear, roll Piloting Skill against a Threshold of 5. Any unit failing this roll starts with Light Damage to a random location on the Gear. The Southern Player deploys no more than twelve hexes from the home edge.

The corrosive white sand prevalent in the area is proving just as dangerous as enemy fire. Any Walker or Ground unit encountering white sand in a Clear hex must roll Piloting vs. Threshold of 4 or suffer a Light Damage to the movement system being used. Any Walker or Ground unit encountering white sand in a Rough hex must roll Piloting vs. Threshold of 5 or suffer the above damage. White sand dense deposits (see map) automatically cause a Light Damage result to the movement system of a vehicle crossing them. Any unit destroyed or immobilized in a white sand hex is unsalvageable, and cannot be repaired.

If North wins, it may proceed to Scenario 8 or 10 (Northern Player's choice). If South wins, it may proceed to Scenario 10. The follow-up battle takes place about a day after this scenario. If this scenario is replayed, the Northern squad is not lost but merely attempting to engage the Southern forces in dangerous terrain; they do not have to test for damage before starting the battle.
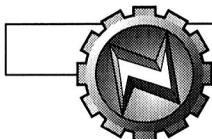
Northern Victory Conditions

Condition	Victory Points
For every Gear exiting the board at the Southern edge	1
For every enemy Gear destroyed	+TV of unit x 0.01
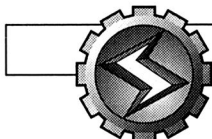
Southern Victory Conditions

Condition	Victory Points
For every enemy Gear destroyed	+TV of unit x 0.02
For every friendly Gear damaged (by white sand or enemy action)	- 0.5
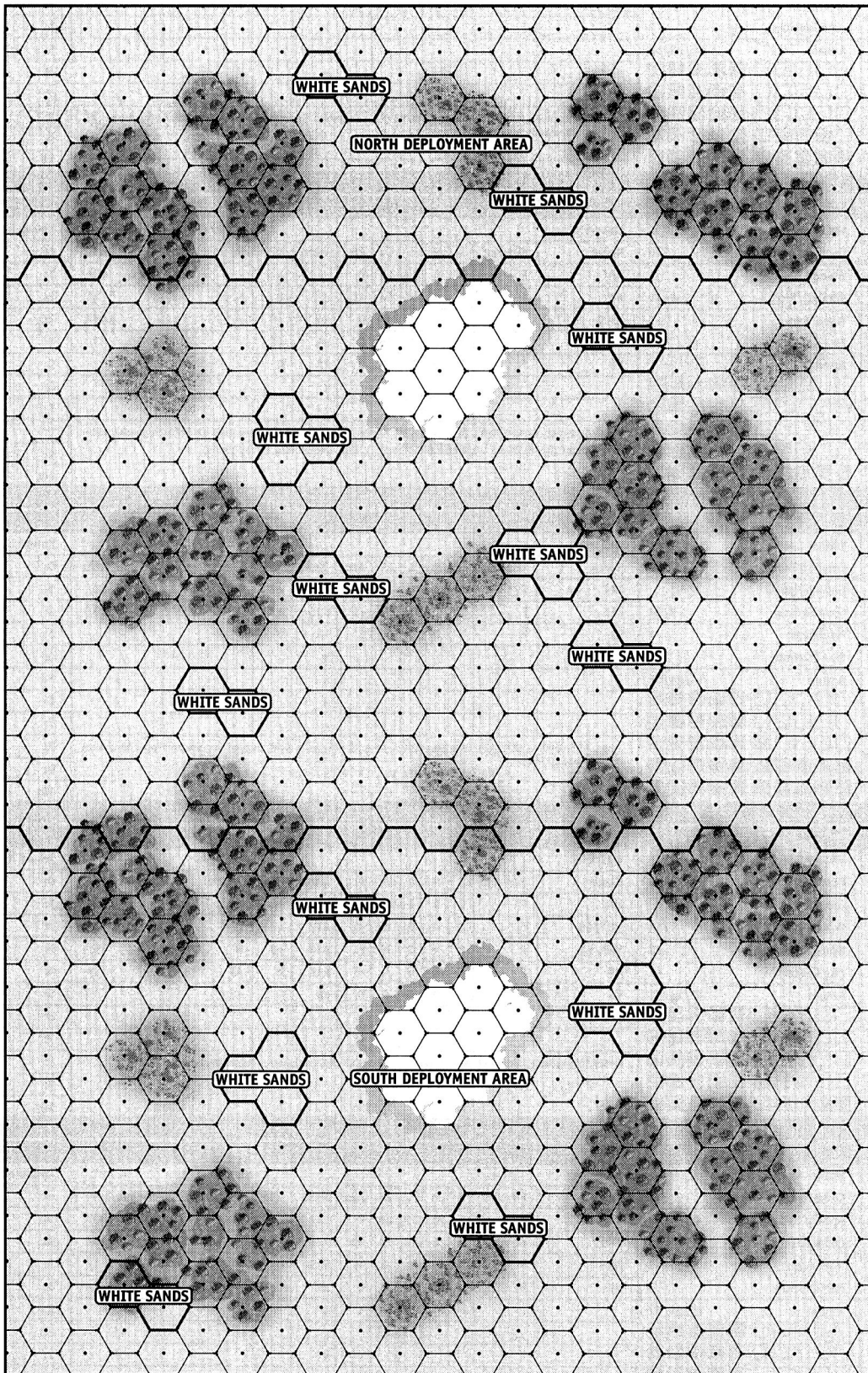
VEHICLE RECORD SHEETS

Fire Jaguar

Vehicle:	Fire Jaguar		Walker Speed	
Threat Value:	694		Combat/Top:	5/9
Size:	6		Ground Speed	
Crew:	1		Combat/Top:	7/13
Bonus Actions:	0		Maneuver:	+1
Piloting :	/		Fire Control:	0
Gunnery:	/		Armor:	16/32/48
Leadership:	/			
EW:	/			
Tactics:	/			
Sensors:	+1/2			
Communications:	+1/10			

Weapons:									Unit ID #:		Round Notes:
Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
MAC	F	3	6	12	24	0	x10	+1	-	40/	1:
MRP/36	FF	2	4	8	16	-1	x18	+4	IF	36/	2:
MRP/36	FF	2	4	8	16	-1	x18	+4	IF	36/	3:
							x			/	4:
							x			/	5:
							x			/	6:
							x			/	7:

Perks: Airdroppable, HEP: Desert, Man. Arms, x2 (R6, can punch), Improved Rear Defense, Reinforced Armor (R1, F) Flaws: Annoyance (cramped head space).

8:
9:
10:

Crossbow Grizzly

Vehicle:	Crossbow Grizzly		Walker Speed	
Threat Value:	851		Combat/Top:	3/6
Size:	7		Ground Speed	
Crew:	1		Combat/Top:	6/11
Bonus Actions:	0		Maneuver:	-1
Piloting :	/		Fire Control:	0
Gunnery:	/		Armor:	18/36/54
Leadership:	/			
EW:	/			
Tactics:	/			
Sensors:	+1/2			
Communications:	+1/15			

Weapons:									Unit ID #:		Round Notes:
Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
HAC	F	3	6	12	24	0	x12	+1	-	40/	1:
ATM	FF	3	6	12	24	+1	x25	0	G, IF	4/	2:
HMG	FF	1	2	4	8	0	x4	+3	AI	300/	3:
DPG	F	2	4	8	16	0	x8	+2	-	30/	4:
VB	F	0	0	0	0	0	X8	0	-	-	5:
							x			/	6:
							x			/	7:

Perks: Autopilot, Backup Comm System, Double Towing Cap., HEP: Desert, Man. Arms x2 (R7, can punch), Reinforced Armor (R2, F) Flaws: Large Sensor Profile (R1), Unstable (-1 Man. at Top Speed).

8:
9:
10:

Iguana Para

Vehicle:	Iguana Para		Walker Speed	
Threat Value:	545		Combat/Top:	5/9
Size:	6		Ground Speed	
Crew:	1		Combat/Top:	7/14
Bonus Actions:	0		Maneuver:	+1
Piloting :	/		Fire Control:	0
Gunnery:	/		Armor:	14/28/42
Leadership:	/			
EW:	/			
Tactics:	/			
Sensors:	+1/4			
Communications:	+2/30			

Weapons:									Unit ID #:		Round Notes:
Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
LAC	F	2	4	8	16	0	x8	+2	-	30/	1:
LGL	F	1	2	3	4	-1	x15	+2	IF	10/	2:
CR	F	0	0	0	0	0	+1	0	-	-	3:
							x			/	4:
							x			/	5:
							x			/	6:
							x			/	7:

Perks: Airdroppable, ECM (R2), HEP: Desert, Man. Arms x2 (R6, can punch), Rugged Mov. System Flaws: Annoyance (max. pilot BLD is 0).

8:
9:
10:

Long Fang BM

Vehicle:	Long Fang BM		Walker Speed	
Threat Value:	1188		Combat/Top:	5/9
Size:	1		Ground Speed	
Crew:	0		Combat/Top:	7/14
Bonus Actions:			Maneuver:	+1
Piloting :	/		Fire Control:	+1
Gunnery:	/		Armor:	17/34/51
Leadership:	/			
EW:	/			
Tactics:	/			
Sensors:	+1/3			
Communications:	+1/12			

Weapons:									Unit ID #:		Round Notes:
Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
MAC	F	2	4	8	16	0	x6	+2	-	40/	1:
MRP/18	F	2	4	8	16	-1	x18	+3	IF	18/	2:
MRP/18	F	2	4	8	16	-1	x18	+3	IF	18/	3:
HG	F	0	0	0	0	-1	x15	0	AI	3/	4:
VB	F	0	0	0	0	0	x8	0	-	-	5:
							x			/	6:
							x			/	7:

Perks: Airdroppable, Autopilot, HEP: Desert, Man. Arms x2 (R6, can punch). Flaws: Weak Facing (Rear).

8:
9:
10:

Slashing Cobra

Vehicle:	Slashing Cobra		Walker Speed	
Threat Value:	1185		Combat/Top:	3/6
Size:	7		Ground Speed	
Crew:	1		Combat/Top:	6/11
Bonus Actions:	0		Maneuver:	-1
Piloting :	/		Fire Control:	0
Gunnery:	/		Armor:	19/38/57
Leadership:	/			
EW:	/			
Tactics:	/			
Sensors:	0/2			
Communications:	0/10			

Weapons:									Unit ID #:		Round Notes:
Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
HAC	F	3	6	12	24	0	x12	+1	-	30/	1:
ATM	FF	3	6	12	24	+1	x25	0	G, IF	6/	2:
HG	F	0	0	0	0	-1	x15	0	AI	1/	3:
VB	F	0	0	0	0	0	x8	0	-	-	4:
							x			/	5:
							x			/	6:
							x			/	7:

Perks: AM System (R2, ammo 60; see rules p.3), HEP: Desert, Man. Arms x2 (R7, can punch), Reinforced Crew Comp. Flaws: Large Sensor Profile (R1).

8:
9:
10:

M.A.M.O.

INFANTRY I

INFANTRY J

INFANTRY K

CARGO CONTAINER

H. INFANTRY A

H. INFANTRY B

SAT. UPLINK

H. INFANTRY C

INFANTRY I

DEBRIS

INFANTRY J

INFANTRY K

H. INFANTRY A

H. INFANTRY B

H. INFANTRY C

HQ APC

B

B

LOADING DOCK

LOADING DOCK
WITH A.M.S.

SATELLITE

SUPPLY TRUCK

SLASH. COBRA — 19 — F — 3/6 — SLASH. COBRA — 6/11
SLASH. COBRA — 19 — E — 3/6 — SLASH. COBRA — 6/11
SLASH. COBRA — 19 — D — 3/6 — SLASH. COBRA — 6/11
SLASH. COBRA — 19 — C — 3/6 — SLASH. COBRA — 6/11
SLASH. COBRA — 19 — B — 3/6 — SLASH. COBRA — 6/11
SLASH. COBRA — 19 — A — 3/6 — SLASH. COBRA — 6/11

IGUANA PARA — 14 — F — 5/9 — IGUANA PARA — 7/14
IGUANA PARA — 14 — E — 5/9 — IGUANA PARA — 7/14
IGUANA PARA — 14 — D — 5/9 — IGUANA PARA — 7/14
IGUANA PARA — 14 — C — 5/9 — IGUANA PARA — 7/14
IGUANA PARA — 14 — B — 5/9 — IGUANA PARA — 7/14
IGUANA PARA — 14 — A — 5/9 — IGUANA PARA — 7/14
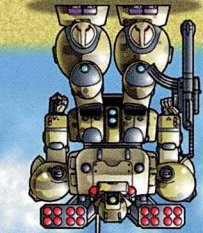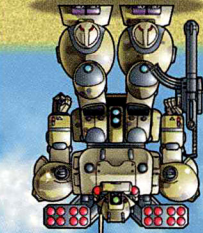
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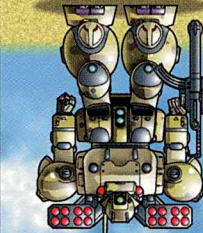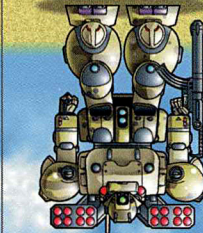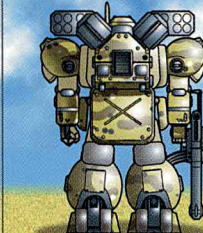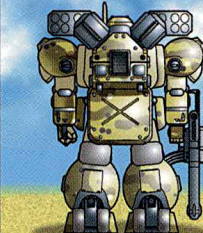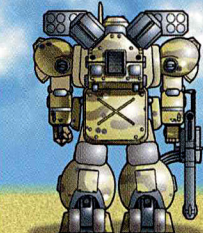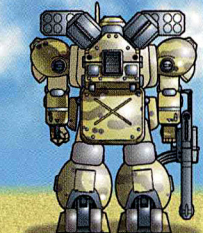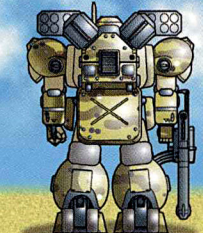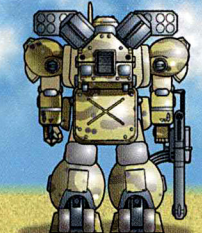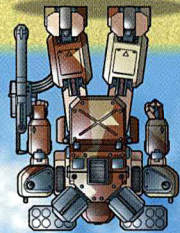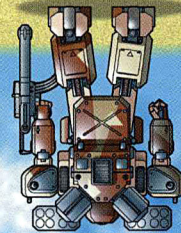
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I CHEETAH PARA 10 — 11/9 8/15	J CHEETAH PARA 10 — 11/9 8/15	K CHEETAH PARA 10 — 11/9 8/15	L CHEETAH PARA 10 — 11/9 8/15	M CHEETAH PARA 10 — 11/9 8/15	N CHEETAH PARA 10 — 11/9 8/15
A CROSS. GRIZZLY 18 — 9/11 3/6	B CROSS. GRIZZLY 18 — 9/11 3/6	C CROSS. GRIZZLY 18 — 9/11 3/6	D CROSS. GRIZZLY 18 — 9/11 3/6	E CROSS. GRIZZLY 18 — 9/11 3/6	F CROSS. GRIZZLY 18 — 9/11 3/6
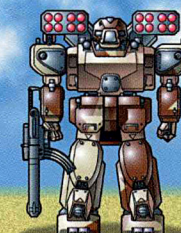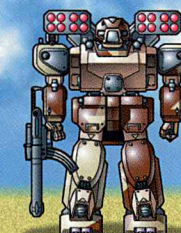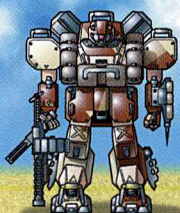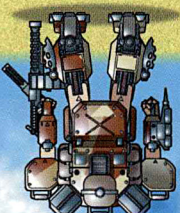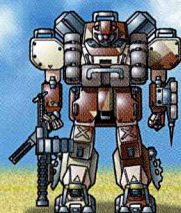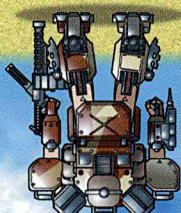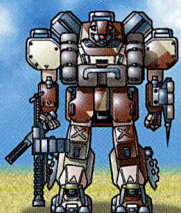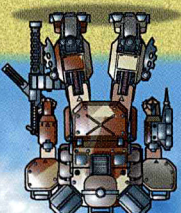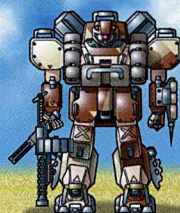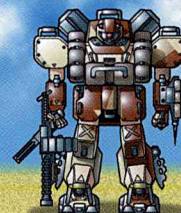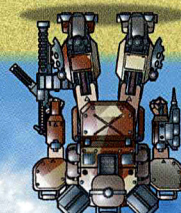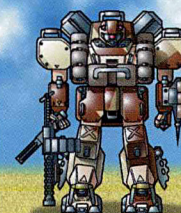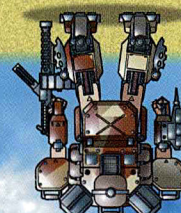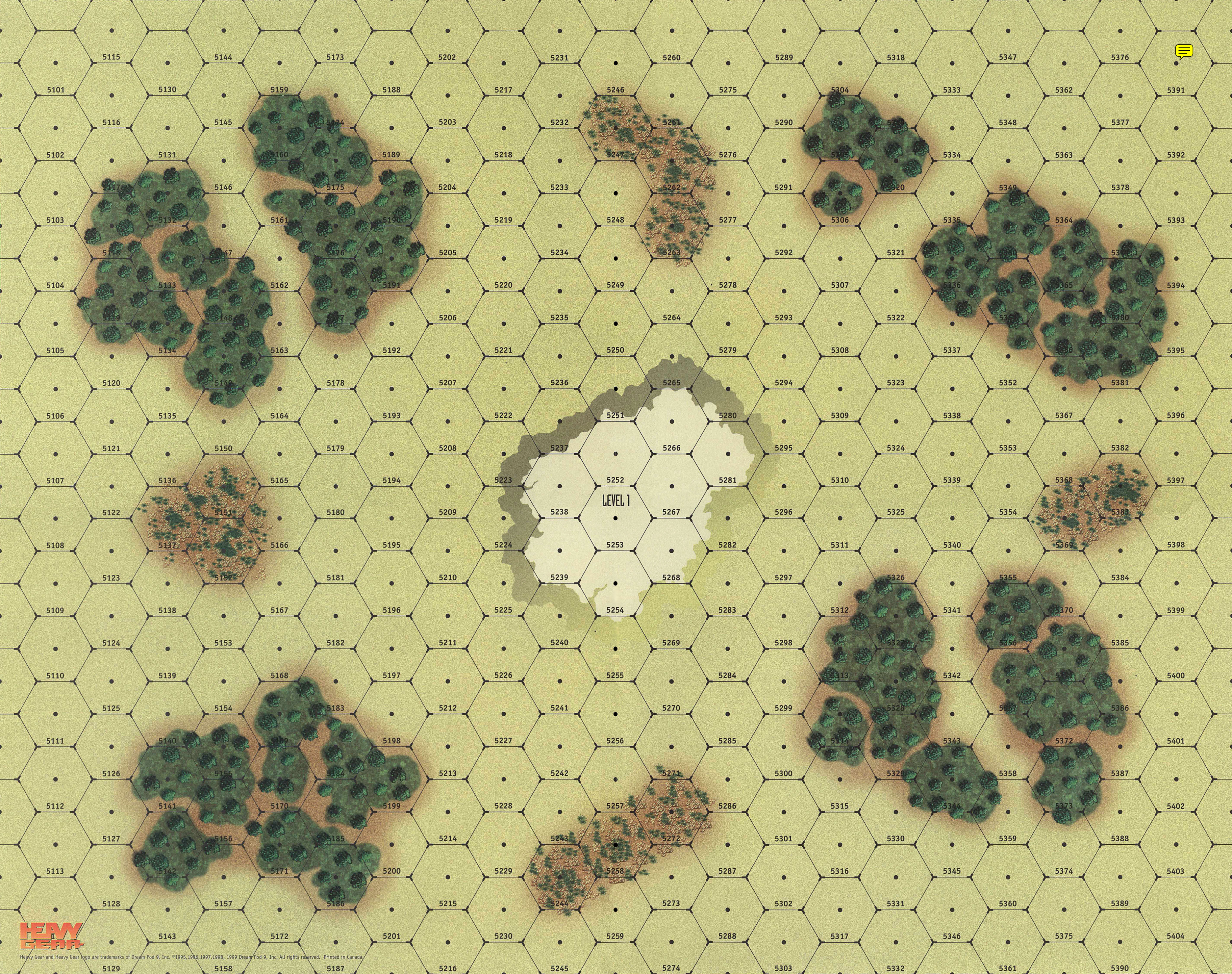
SHADOW WAR
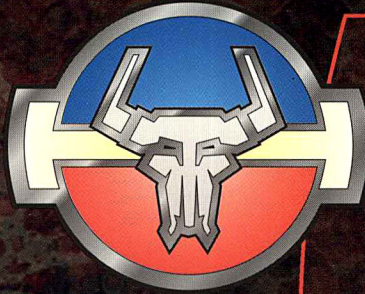
General Kerezkovytch closed the cover of the envelope marked with the "Top Secret" stamp. Damn Snakes! he thought to himself. They'll push us over the brink and into a war bigger than this planet has ever seen. He picked up the handset of the desk comm and began punching codes into it.

"Secure line. Captain Hewlett, this is General Kerezkovytch. What units are currently unattached at this time in this sector? We need personnel for covert operations."

"The only unit currently unattached is from the 45th Regiment, sir. Company-sized. But begging the General's pardon, but they're test pilots and training cadre evaluating new procedures. I seriously doubt they are prepared for combat, much less covert..."

"I'll tell you a little something special about the 45th later, Captain. For now, prepare the following operations orders..."

Turning his comm switch to the "off" position, General Kerezkovytch leaned back in his chair and mumbled something incoherent about madmen and snakes.

The Shadow War tactical campaign pack is a full tactical campaign for use with the Heavy Gear tactical system. The booklet features two brand new units, the 42nd Combined Company (Death Jesters) and the 68th Companie (Chasseurs d'Ombres), and a bundle of scenarios that can be played independently or as part of the campaign. The pack also includes two maps and two counter sheets.

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