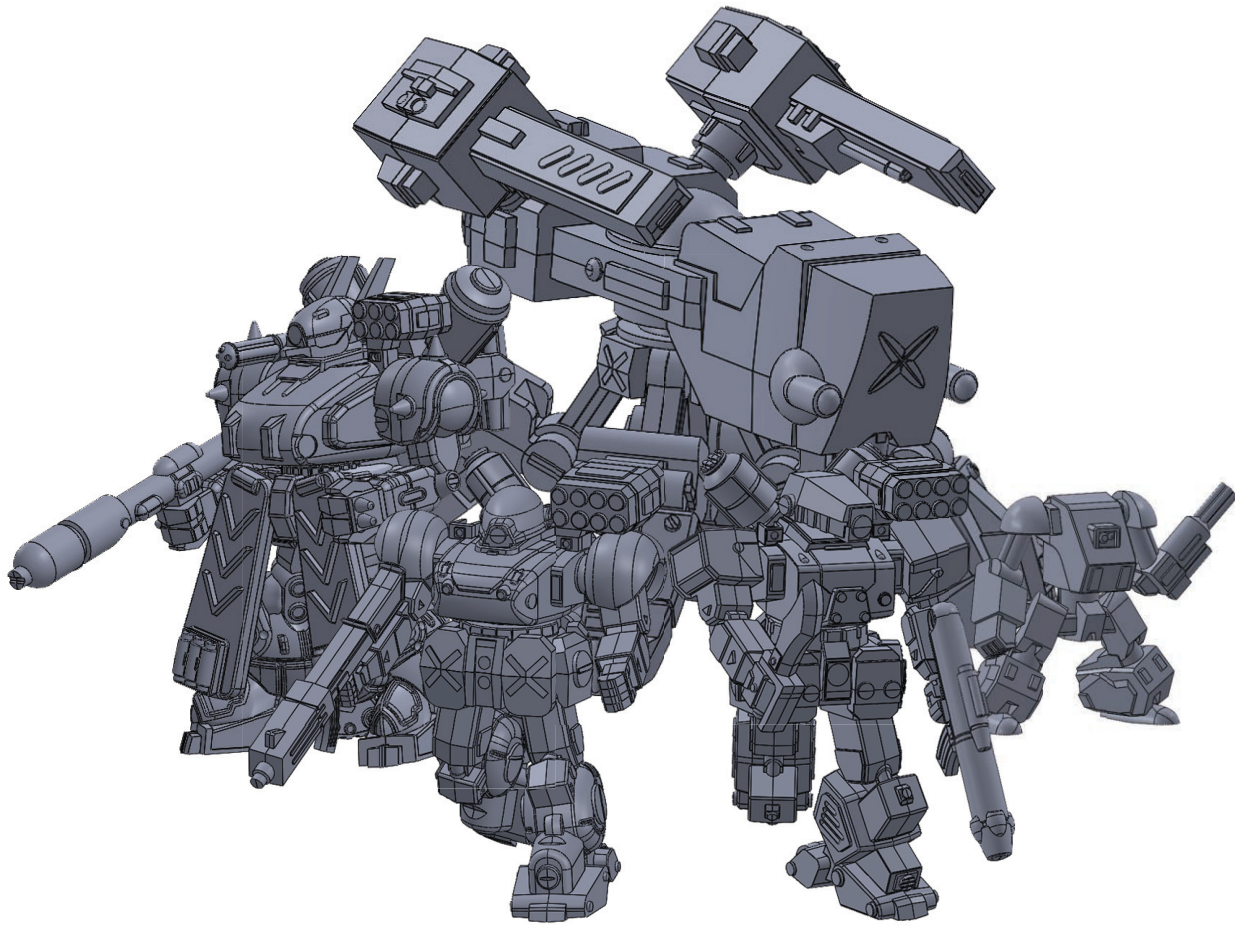# HEAVY GEAR
◁ BLITZ! ▷

DP9-9337

TABLETOP WARGAMING
LIVING RULEBOOK

DREAM POD 9
WWW.DP9.COM

WELCOME TO THE NEW EDITION
HEAVY GEAR BLITZ LIVING RULEBOOK

These are the current rule set for the Heavy Gear Blitz Tabletop Wargame as of July 2016. This Living Rulebook is presented as a culmination of years of development in association with the players and Heavy Gear fan base.

The story of Heavy Gear is still unfolding as war rages across Terra Nova and the space above. The forces of Terra Nova continue the battle against the invading Colonial Expeditionary Force from Earth and their conscripted allies. Now the day of reckoning is at hand in the War for Terra Nova. Preparations are nearly complete for the Terra Novan counter attack and take the fight off-world. Will you support the forces trying to free humanity, or side with the oppressors and their massive war machine?

In addition to this online Living Rulebook we will be publishing a smaller Quick Start Rulebook this summer as part of our earlier Kickstarter. That printed rulebook will have all the rules, but only include the stats for the new plastic miniatures for the North, South, CEF, and Caprice factions that will all be available this fall thru retailers.

This is an exciting time for miniature games as never before has such a close relationship between players and the company that produces the game been possible. Join in the discussions and share your experiences on social media, and on the forums with digital downloads, in game photographs, blogs, and video. Links to additional content can be found at our www.dp9.com website.

Choose your side, get your Gear, and join up!

Thanks!

Dave McLeod
Line Developer

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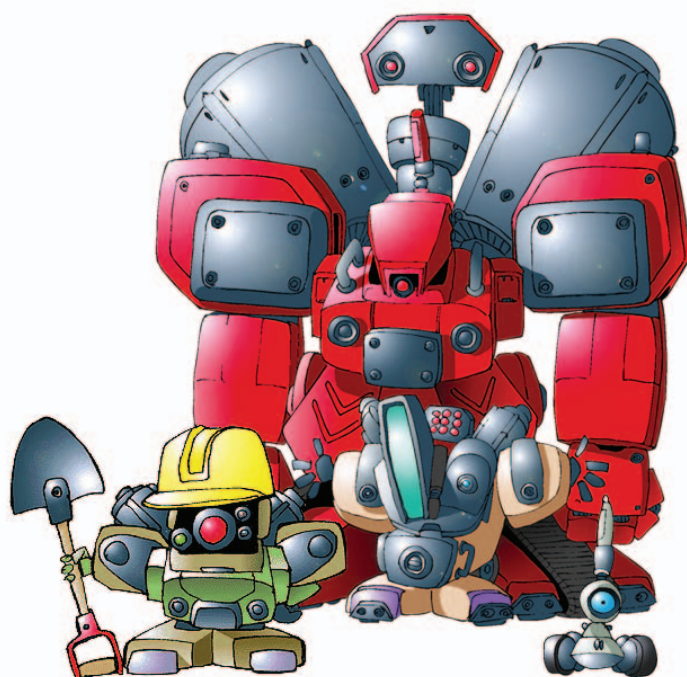|	
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HEAVY GEAR BLITZ: LIVING RULEBOOK

DEDICATIONS

Robert: To my Mom, Rosie L. Dubois, who passed away at the start of 2014, for all her love and support over the years, I will always love you, rest in peace.

David: I dedicate this work to my wife Alice whose patience and support has made this possible and my son Callum to whom I shall show how far imagination can take a dreamer.

SPECIAL THANKS

To Gerrit Kitts (Iceraptor) for dedication and development ideas. Thanks to the many Playtesters and readers who are helping grind away the rough edges through their passion, especially Francis Charland, Louis Tetrault, Samuli Aura, Brian Robert, Jordan Louis, Carl Tchoryk, and Brian Harris.

WELCOME TO THE WORLD OF HEAVY GEAR

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

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

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

Earth's ambassadors to Terra Nova were the Colonial Expeditionary Force (CEF), a high-tech army bent on bringing the independent colonies under Earth's thumb. Faced with an army of more than 400,000 highly-trained men and vat-grown supersoldiers called GRELs (Genetically Recombined Experimental Legionnaires) equipped with technology the likes of which the Terra Novan colonists had never seen, the polar confederations were forced to work together. The spies and power brokers that had been ready to sell their nations into war abruptly changed course and brought them into a hasty alliance against their common foe. The CEF, expecting an easy conquest of a fractured and crumbling colony, found instead a strong planet on the brink of war. This invasion created a united force determined to protect its independence at any cost. Even so, the CEF assault drove deep into the heartlands of both polar confederations.

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

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

THE WEAPONS OF WAR

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

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

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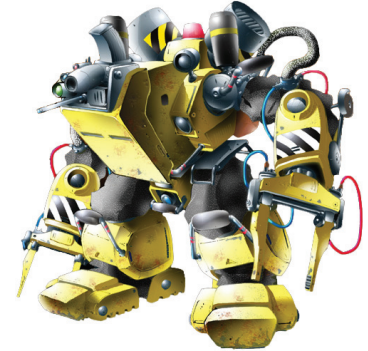
HEAVY GEARS

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

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

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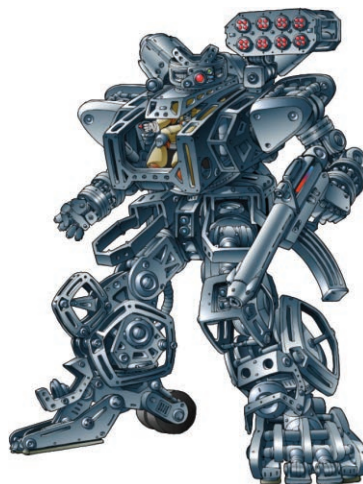
POWERPLANTS

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

Specialized vehicles run on other power sources such as superconductive battery packs of stealth gears or even gas turbines for hover vehicles, but the cost and increased maintenance schedules mean these are relatively rare, even for military applications.
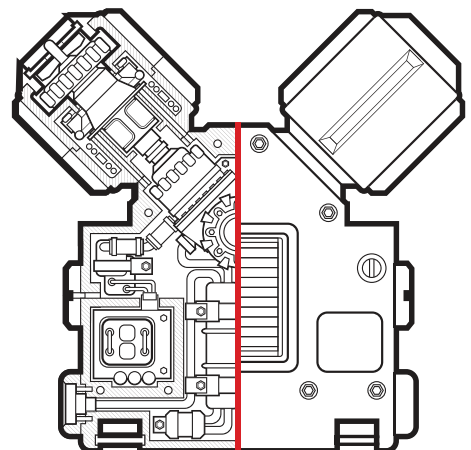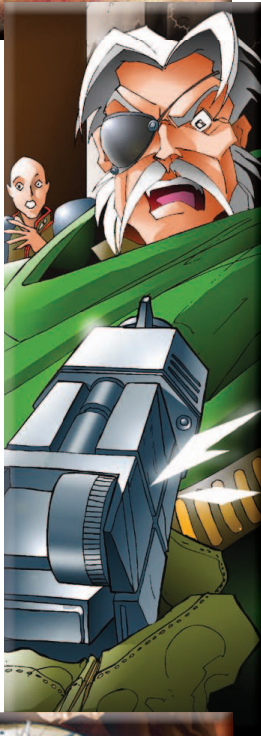
AD 1950 -2217 The Information Age.

AD 2218-2421 The Space Age.

AD 2422-4475 The Ice Age.

AD 3136 The Argo Project.

AD 3244 The Prime Knights.

AD 4318 Tannhauser Theory.

AD 4476-4587 The 2nd Renaissance.

AD 4582 First Tannhauser Gatedrive.

AD 4588-5103 The Interstellar Age.

AD 4752 (TN 1) Terra Nova Discovered.

AD 5104-5237 Colonization.

AD 5104 (TN 493) Colonization of Terra Nova begins.

AD 5238 Colonization of Caprice begins.

AD 5373-5798 The Outer Colonies.

AD 5790 (TN 1454) Political and Economic Crisis on Earth causes an end to support of the colonies and the mothballing of the Gateship fleet effectively cutting off all the colonies from Earth and one another.

AD 5798-5846 The Colonial Wars.

TN 1455-1913 The Age of Isolation: Rise of the City-States and Leagues on Terra Nova (Northern Lights Confederacy, United Mercantile Federation, Western Frontier Protectorate, Southern Republic, Humaist Alliance, Eastern Suns Emirates and Mekong Dominion). Construction robots are armed for combat and the Heavy Gear is born.

TN 1723-1729 St. Vincent's War.

AD 6115-6118 Earth Invasion: Caprice

AD 6118-6120 Earth Invasion: Terra Nova Later to known as The War of The Alliance TN 1913-1917). Where the Northern and Southern Leagues unite with the help of the Peace River City-State to defeat the Earth's Colonial Expeditionary Force (CEF).

AD 6132 (TN 1933) The Starting Point of our story for players. 16 Terra Novan cycles after the War of the Alliance and old conflicts are brewing again between the Terra Novans and remnants of the abandoned Earth forces now known as the PAK, based at Port Arthur in the Badlands. Port Arthur will later team up with local city-state to form the coalition known as NuCoal.

TN 1935 Northern Religious Leader Thor Hutchinson is assassinated by Colonel Neel Garner Fulan.

TN 1936 The Interpolar War between the Northern and Southern leagues begins.

TN 1937 The war ends abruptly when Peace River is destroyed by an anti-matter bomb, just before peace talks were to take place there, in hopes of ending the conflict.

TN 1939 The Black Talon special forces is formed to find out what Earth is up to and counter any CEF plans for Terra Nova.

TN 1941 The first Black Talon Teams are deployed to Caprice and to other colonies to collect intel.

TN 1949 A large CEF Fleet is observed in Caprice Orbit.

TN 1950 The CEF Fleet gates to the Terra Novan system and the War for Terra Nova has begun.

TERRA NOVA
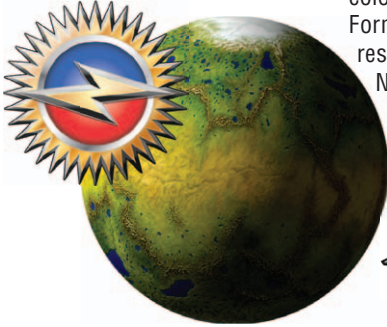
The world of Terra Nova, home of the Gear and starting point of the Heavy Gear Universe. A former colony of Earth, abandoned for hundreds of years, its peoples learned to fend for themselves. Forming various alliances between the many different city-states for protection and control of needed resources. Terra Nova's major factions include the Confederated Northern City States (CNCS or The North), Allied Southern Territories (AST or The South), Peace River Defense Force (PRDF or Peace River), The New Coalition (NuCoal), Terra Nova's Elite Black Talon Forces, and the Leagueless.

CNCS AST Peace River NuCoal Black Talon Leagueless

EARTH

After abandoning its colonies for several hundred year, the Earth is back. The Colonial Expeditionary Force (CEF) has been dispatched with GREL Infantry, Hovertanks, and new FLAIL Battleframes. Their orders are to bring the colonies back under control and severely punish those that don't. The CEF failed on their first attempt to reclaim Terra Nova, but orders must be carried out.

CAPRICE
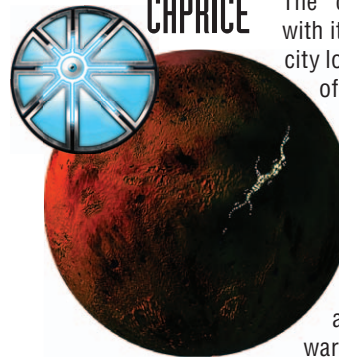
The corporate controlled world with its low atmosphere and mega city located in a massive canyon is often referred to as Cat's Eye, because of how it looks from space. When the Earth returned to the gate world its corporate masters saw profit in working again with their old masters. Caprian Combat Mounts and soldiers now march to war side by side with the CEF.

UTOPIA

The high-tech world of Utopia, saw an immediate benefit when the Earth returned and formed an alliance with them. It now supplies equipment to the CEF and accompanies them to test out their advanced N-KIDU drones in the battlefield. The Utopians with their drone swam armies now follow the CEF on all the conquests.

EDEN

The feudal paradise world of Eden is no longer the jewel it use to be. Their Golem power armors were no real match for the might of the CEF. Now a part of the auxiliary of the CEF forces the heads of the Feudal households are questionable in their loyalty to the Earth cause.

OTHER COLONY WORLDS OF THE HEAVY GEAR UNIVERSE FOR FUTURE FACTION EXPANSION
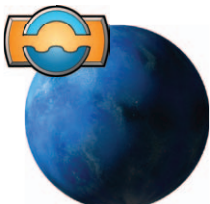
ATLANTIS

With 97% of its surface covered by water, Atlantis could only be described as a water world. Not much is known about the colony since the Earth cut all gate travel.

BOTANY BAY

The Earth established Botany Bay as a prison planet. Where prisoners were forced to mine radioactive ores and plant experiment crops. Little is know of their fate.

HOME

Home was Purchased by Sandrakar-Xia Interworld. SXI, moved its headquarters and facilities to the planet and the colony was prosperous and thriving at the time gate travel was cut.

JOTENHEIM

The only colony purchased by a consortium of private citizens. They were never very friendly to outsiders and little is known of their condition at the time of the gateships withdrawal.

NEW JERUSALEM

A colony world controlled by the Roman Catholic Church. Not much is know since gate travel ended. But, there are rumors of a CEF Fleet sent there that never returned.

THE COMPLETE MAP OF TERRA NOVA

HEAVY GEAR BLITZ!
Living Rulebook Ver. 2.0
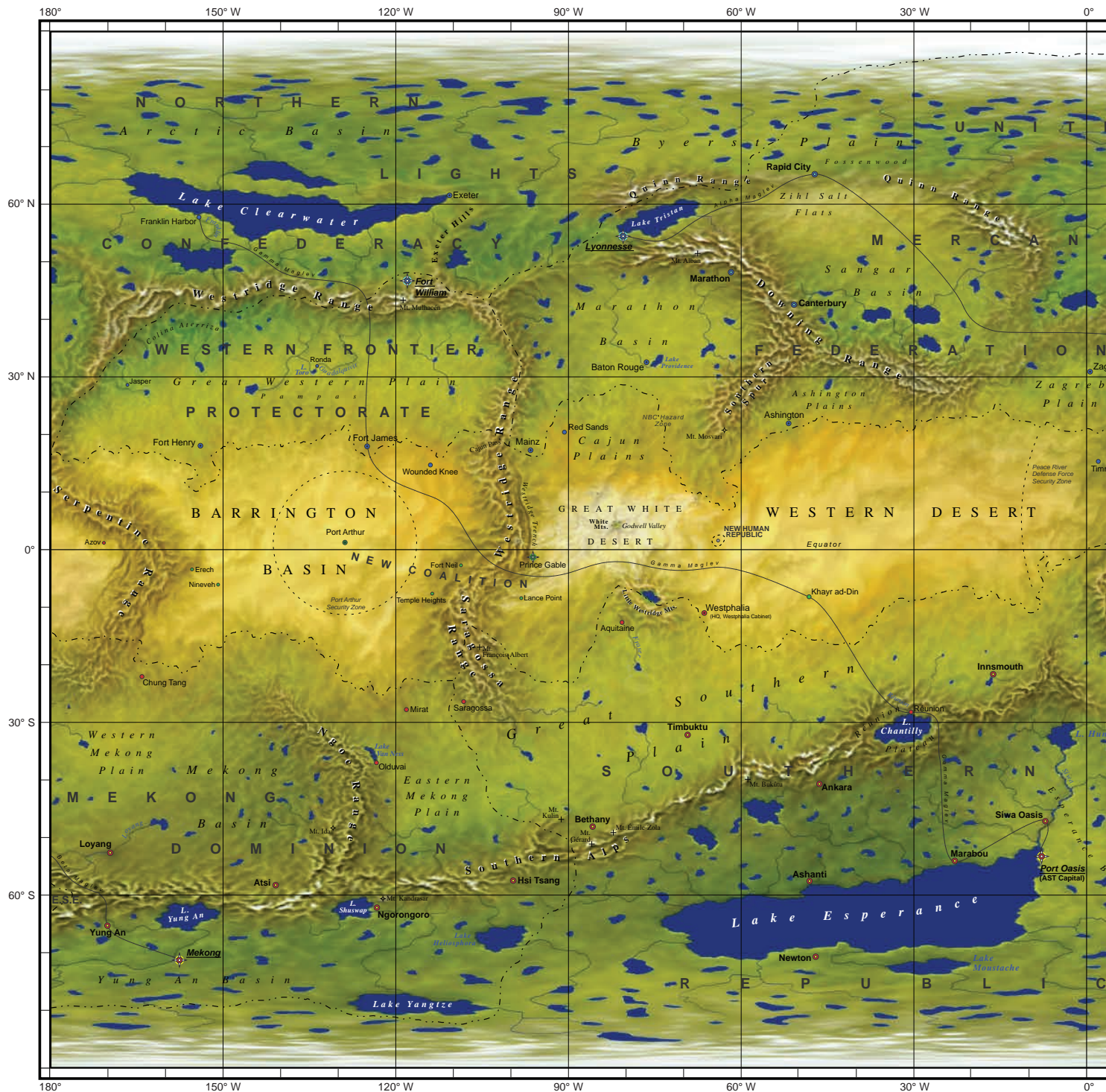
NUCOAL VITAL STATISTICS

Founding Date: TN 1932
Method of Government: Trade Alliance
Head of State: Chairman Royz Malkom
Members: Port Arthur, Prince Gable,
Lance Point, Temple Heights, Fort Neil,
Erech & Ninerveh, Khayr Ad-Din, and
Humanist Alliance (post-annexation).
Capital: Prince Gable
Population: 5 Million

PEACE RIVER VITAL STATISTICS

Founding Date: TN 1595
Method of Government: Corporation
Head of State: HEO Milani DuBeau-Slovenski
Capital: Peace River
Population: 300,000

LEGEND:

	POPULATION:
	0 - 50,000
	50,000 - 500,000
	500,000 - 1,000,000
	1,000,000+
	capitals

CMCS AST NuCoal Independent

♣ Ruined cities
Maglev line:
+ Mountain peaks
◆ Volcanoes

Map labels (longitude/latitude): 0°, 30° E, 60° E, 90° E, 120° E, 150° E, 180°

60° N, 30° N, 0° (Equator), 30° S, 60° S

Pioneer

Whitetop Range
Whitetop Spire

N O R T H E R N

Arctic Basin

E D

Tudor

Lake Windermere

Plain

Big Valley

Lake Aurora

Valeria - Port Aurora
(CNCS Capital)

N T I L E

Djakarta Point

L I G H T S

Innsbruck
Mt. Pelyns

Kenema

Smolensk

Livingstone

Itershaw Range

Sesshia Forest

Red Hills

Aurora Basin

Irian

C O N F E D E R A C Y

N
Zagreb
Mt. Lowen

Northern

Swanscombe
Kossuth

Sesshu

Zagazig

Lake Peterson

Petropolis

Livingstone Pass

Skadi

Serpentine Range

Eastridge Range

reb

Timmins

Plain

Alpha Magna

Plain

Sorrento

Yele

New Baja

Peace River
(Destroyed TN 1939)

Massada

Peace River
Defense Force
Security Zone

E A S T E R N   D E S E R T

Jan Mayen
(Destroyed TN 1937)

Pacifica Range

Mt. Pacific
Dead Man's Fall

K A R A Q   W A S T E S

Equator

Elayu

Eastern

Nube Muerte

Javari

Minor Akarum

Marigold

Treaty Hills

E A S T E R N

Lake Trabarak

Basal

Skavara

M.D.

Emerald Belt

Tobian

Gardena

Raleigh
(Joined Free Emirates,
TN 1936)

Bangweuleu

Okavango

Okavango Swamps

Plain

S U N

L. Hunoke

Mt. Seldon
White Rock

Pacifica Range

H U M A N I S T

Plain

A L L I A N C E

Oxford

Pacifica Range

Major Akarum

Mt. Penbar
Cimmaro

Serpentine Range

Smyrna

Beta Maglan

Interior

sis

C

Gropius

L. Waymar

Perth

Lake Hawkins

Thebes

E M I R A T E S

Southern Division

Massao's Heights

Yatlam's Crown

M.D.

HA annexed by SR, TN 1936

CYLINDRICAL EQUIDISTANT PROJECTION

SCALE ALONG PARALLELS:

N/S latitude 0°
10°
20°
30°
40°
50°
60°
70°
80°

0   100   200   300   400   500   600   700   800   900   1000 km
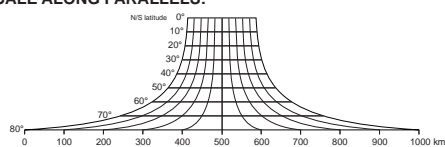
Terra Nova is much warmer than Earth. Open bodies of water are virtually unheard of and are limited to a few lakes and small seas near the poles. Most of the planet's water is found in the vast series of underground tunnels called the MacAllen Network and sites where these tunnels are near the surface are of great value. The northern hemisphere is mountainous and temperate, while the south is covered by tropical jungles and swamps. In between is the inhospitable but resource-rich Badlands desert, used both as a battlefield and a source of mineral wealth by the polar confederations.

180°

150° W

150° E

Serpentine Range

Azov

Fort Henry

Jan Mayen
(Destroyed TN 1937)

Yele

Jasper

30°N

Sorrento

120° W

Port Arthur

B A R R I N G T O N   B A S I N

Skadi

E A S T E R N   D E S E R T

120° E

Livingstone

Port Arthur
Security Zone

Fort James

Ronda

W E S T E R N   F R O N T I E R

Green Ridge Range

Westridge Range

60°N

Petropolis

N O R T H E R N

H I E R r i a n

P l a i n

Gamma Maglev

Wounded
Knee

P R O T E C T O R A T E

Franklin Harbor

Smolensk

L I G H T S   C O N F E D E R A C Y

Ensridge Range

Mt. Mulhacen

Fort William

L. Clearwater

L. Peterson

Karaq Basin

W e s t r i d g e   R a n g e

Exeter

Valeria – Port Aurora
(CNCS Capital)

Westridge Trench

Esker Hills

80°N

L.
Aurora

Red Hills

Kenema

Mainz

Pioneer

Bir Valley

90° W

Red Sands

*Cajun
Plains*

*M a r a t h o n
B a s i n*

L. Tristan

Lyonnesse

Whitetop Spire

Zagazig

90° E

G R E A T

White
Mts.
Godwell Valley

Baton Rouge

Mt. Alban

Quinn Range

Innsbruck

*Sesshu
Forest*

Sesshu

Peace River
Defense Force
Security Zone

W H I T E

L. Providence

Rapid City

Fossenwood

Mt. Pokyne

Tekshan Range

NBC Hazard
Zone

Marathon

D E S E R T

Ashington Range

Sangar Basin

Zihu Salt Flats

L.
Windermere

Djakarta Point

Tadloy Plain

Canterbury

Mt. Mosvart

Southern Spur

U N I T E D   M E R C A N T I L E   F E D E R A T I O N

Kossuth

NEW HUMAN REPUBLIC

Ashington

Ashington Plains

Swanscombe

60° W

60° E

K A R A Q   W A S T E S

Massada

Zagreb

Mt. Lowen

Zagreb Plain

*N o r t h e r n
P l a i n*

Timmins

Peace River
(Destroyed TN 1939)

30° W

Peace River
Defense Force
Security Zone

30° E

S.B.

W E S T E R N   D E S E R T

0°

CNCS VITAL STATISTICS

Founding Date: TN 1692
Method of Government: Alliance of Independent Leagues
Head of State: Chief Justice Winston Stark
Members: Northern Lights Confederacy, United Mercantile Federation, Western Frontier Protectorate,
Various Badlands Protectorates (Massada, Red Sands, Timmins, Wounded Knee).
Capital: Valeria
Population: 105 Million

AZIMUTHAL EQUIDISTANT PROJECTION

LEGEND:

CNCS   AST   NuGroup   Independents

POPULATION:
0 – 50,000
50,000 – 500,000
500,000 – 1,000,000
1,000,000+

capitals

Ruined cities
Maglev lines
Mountain peaks
Volcanoes

SCALE ALONG MERIDIANS:

0   500   1000   2000   3000   4000   5000 km
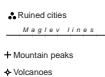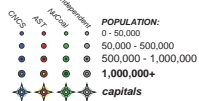
TERRA NOVA MAP: THE SOUTHERN HEMISPHERE

HEAVY GEAR BLITZ!

Living Rulebook Ver. 2.0
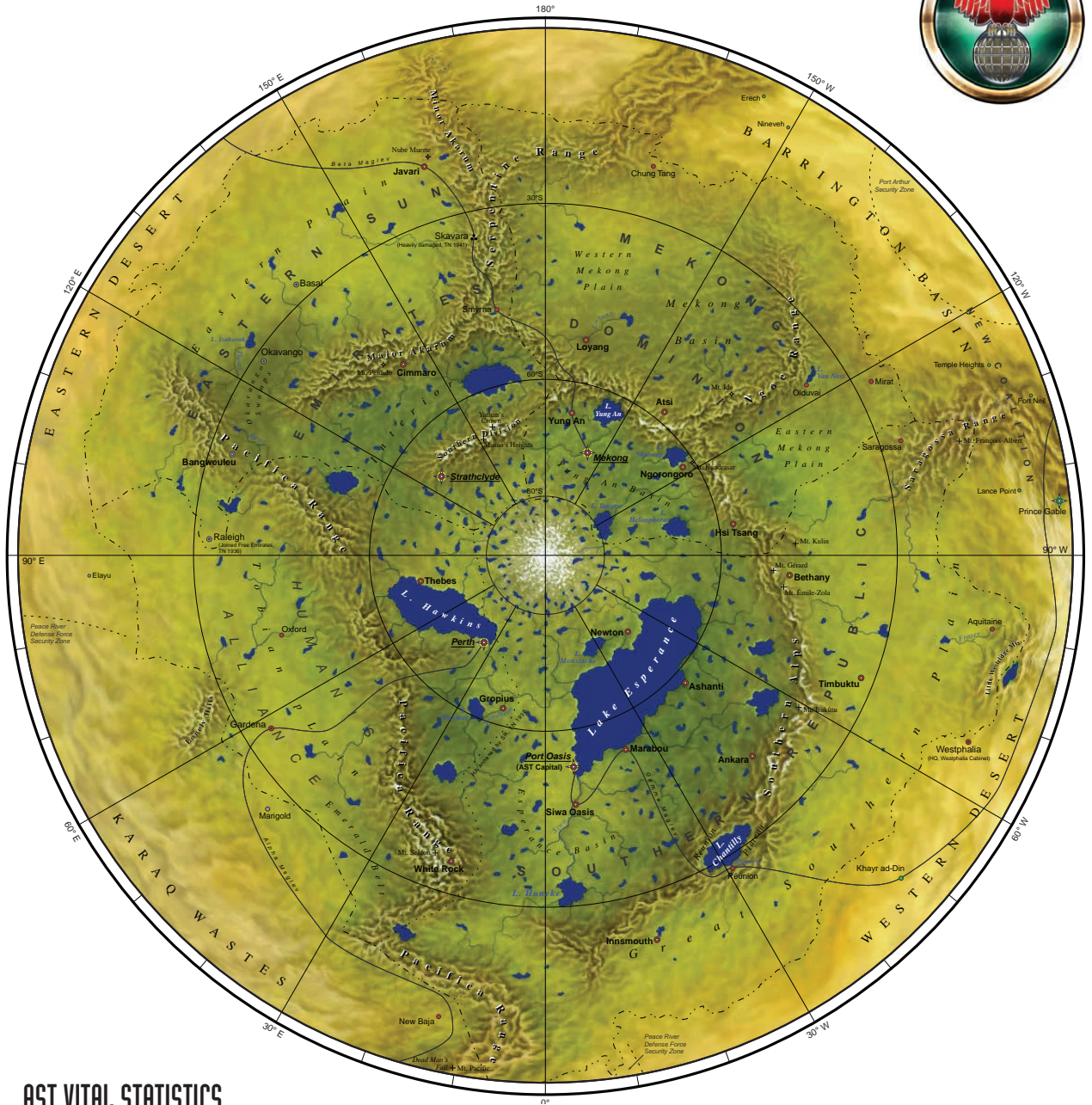
AST VITAL STATISTICS

Founding Date: TN 1681
Method of Government: Alliance of Satellite Leagues
Head of State: Lord Protector Jacques Molay
Members: Southern Republic, Mekong Dominion, Eastern Sun Emirates, Humanist Alliance (Annexed by the SR),
Various Badlands Protectorates (Azov, New Baja, Westphalia).
Capital: Port Oasis
Population: 195 Million

AZIMUTHAL EQUIDISTANT PROJECTION

LEGEND:

CNCS   AST   NuCoal   Independent

POPULATION:
0 - 50,000
50,000 - 500,000
500,000 - 1,000,000
1,000,000+
capitals

Ruined cities
Maglev lines
Mountain peaks
Volcanoes

SCALE ALONG MERIDIANS:

0   500   1000   2000   3000   4000   5000 km

11
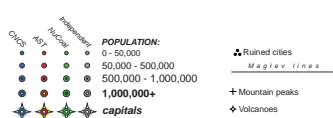
RULES: INTRODUCTION

1.0 HEAVY GEAR BLITZ INTRODUCTION

Heavy Gear Blitz is a fast-paced tabletop miniatures mecha game. Heavy Gear is about deploying your force of Gears, Tanks, Infantry, and Striders, and using that force to defeat your friends in a game of skill and tactics. Your tabletop becomes the battlefield. You see and feel the ebb and flow of the game in a visceral way as your decisions, and the dice, control the outcome. Your choices and how you use your forces will determine your fate, and your reputation as a winning commander.

WHY PLAY HEAVY GEAR BLITZ?

Players play Heavy Gear for the fun and for the challenge of it. The enjoyment of personalizing the look of your forces when collecting, building, and painting them is one part. The other is the time spent enjoying the game with friends.

The diverse tactical options of Heavy Gear ensures that no two games will play exactly the same way. Rise to the challenge and lead your troops to victory! You will need to use your models capabilities to the fullest to achieve your objectives.

1.1 GOALS AND INTENTIONS

Heavy Gear simulates high-intensity encounters between combat forces on the Battlefield of the 52nd Century. These rules allow players to construct their own military force, represented by models of Infantry, Tanks, Aircraft, and the near-future technology of mechanized walkers called Heavy Gears. Heavy Gear is not supposed to re-enact a full scale war or invasion, but a small encounter between two forces within the context of a larger conflict.

The models represent dynamic combat vehicles and soldiers which enact the player' strategy. The game is organized into a number of game Rounds. Each Round, players take turns Activating groups of models, one model at a time.

Heavy Gear provides a rule set that enables two players, with a force of 100 points each (approximately 10 models), to play a game in two hours or less. These rules are intended to allow a fast-paced, yet involved, play experience.

These Living Rules provide the framework by which players can construct their forces in ways unique to the factions they represent. An example of a Standard Force constructed entirely of Gears is provided at the end of these rules in the Appendix section both as an example of a Force and as a benchmark for players wishing to test the rules using a Force of their own composition (See A.5).

Chibi Jager and Hunter say have fun and enjoy the game.

Northern Gear Detachment is ambushed by CEF hovertanks and GREL infantry.

2.0 GENERAL CONCEPTS

Heavy Gear is a game played between two or more players using a table surface defined as a **Battlefield**, and models selected to create a unique Force, or army, for each player. The player is you, the person controlling the models and deciding what they will do, and how they will function as a Force together. The standard **Battlefield** should be 4' x 4' for a 150 threat value (TV) game.

The game is divided into **Rounds** where players alternate activating combat groups of models one by one, until every combat group has activated once (See 3.0, 3.1). Distances and ranges in the game are measured in inches and written as a number followed by a double apostrophe. Example: 2" = two inches.

Each game revolves around **Objectives** that your army must complete to earn **Victory Points**. The side with the most Victory Points at the end of the game is the winner. In the case of a tie in Victory points the winner will be the side to inflict the most damage on their opponent (See 15.0).

Heavy Gear is designed to be a fast but detailed game that allows many options for innovative strategies and gutsy tactics. The core model of the game is the Heavy Gear, a 15-foot tall single pilot machine that is highly versatile, mobile, and effective in a range of roles.

A models **Attributes** organize the common values and codes that represent the strengths and weaknesses of the model. Each model also has an arsenal of **Weapons** listed. Uncommon abilities, or abilities that are worth noting, are added in the Attribute line under the heading **Traits**.

Example of Hunter Attributes (See 2.12 for details):

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Hunter	6	GP(0+), FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LPZ, LVB (Arm)	Arms	Gear 1.5"

Example Weapon stat line (See 8.0 for details):

Weapon Type	Code	Range	Light*	Medium*	Heavy*	Traits	Weapon Categories
Anti-Vehicle Rocket Pack	*RP	6-18 / 36"	7	8	9	AE:4"	Ballistic, Indirect

*Penetration Rating

Descriptive reading of Example model by section:

Note: Attribute headings and rating from the example above have been picked out here in bold:

The Gear example **Model** above is a Hunter Gear that cost **six** Threat Value points (**TV**) and has a Unit Availability (**UA**) for **G**eneral **P**urpose units (**0+** limit per unit), **F**ire **S**upport units (0-2*), **St**rider units (0-2*), and **H**eavy **T**ank units (0-2*).

This Gear has a Movement Rating (**MR**) for its **W**alker Movement Type of **5** inches, and **6** inches for its **G**round Movement Type. The Hunter has an Armor Rating (**AR**) of **6**, and a Hull/Structure (**H/S**) rating of **4** hull and **2** structure.

Like all Gears, the Hunter has **1** Action (**A**). It has a Gunnery Skill (**GU**) of **4** or better, Piloting Skill (**PI**) of **4** or better, and an Electronic Warfare and Communications Skill (**EW**) of **6**.

The Hunter has a Light Auto-Cannon (**LAC**) mounted on the **Arms**, a Light anti-vehicle Rocket Pack (**LRP**), an Anti-Personnel Grenade Launcher (**APGL**), Light Panzerfausts (**LPZ**), and a Light Vibro-Blade (**LVB**). Weapon ranges, damage ratings, traits, and categories can be found on page 219.

Note: The Hunter is a standard model and has an unlisted standard Sensors attribute of 12" (See 7.0).

* If not noted otherwise a standard limit of zero to two (0-2) models of each variant may be chosen for each unit.

Rules Disputes:

If there is a question that cannot be resolved easily, the players should roll a dice to randomize between interpretations. Once an interpretation is chosen, play it that way for the rest of the game. Avoid game-slowing disputes during the game and seek resolution by careful rereading of the rules, or through official support afterwards in the DP9 forums (www.dp9forum.com) via FAQs and rules threads. You can also contact Rules Support at HGBrulesbeta@DP9.com.

2.1 TERMS AND CONVENTIONS

Heavy Gear uses many special game terms and rule conventions that allow players to communicate effectively when playing the game. A Glossary is provided (Appendix 6) to give a quick reference to terms that are used. If you have this document as a PDF download you will also be able to use the Search function to find rules quickly

How to read these rules:

Titles of sections are **Bolded** and numbered by Section and Subsection to allow for easy referencing of rules.

Bold: The first time a rule keyword is defined in the rules.

Capitalized: Rule names . Examples: Action, Stand By, Snap Fire.

Italicized: A non-rule description.

(Text bubble: Designers notes.)

Square Brackets [X]: The actual result of a dice. A set of numbers in square brackets indicates a number of dice rolled. Example: [6] means a 6 was rolled on one. [6, 4, 3] means the dice show a [6], a [4], and a [3].

2.1A ACTIONS AND THE ACTIVE AND PASSIVE STATES

The **Action** attribute defines how many action(s) that model may use in each game round. For most models, this attribute rating is 1. Unless a model has a trait that allows a free action, it may never make more actions than its rating in each round. Actions will refresh in the Cleanup Phase.

Each model in the game has two states: **Active** and **Passive**. A model is Active only when it is that models **Activation** - the time when that model can move and spend action(s). A Passive model may respond to an Active models action(s) with a **Reaction** - an action that may respond to an other models action. A Reaction may not be reacted to by another Reaction.

Models are activated once per round. A model that has used a Reaction prior to its Activation can still choose a posture and move but cannot take any further actions that Round unless it still has Actions remaining (See 3.1, 3.4).

2.2 DICE MECHANICS, UNOPPOSED AND OPPOSED ROLLS:

There are two methods of determining results with dice in the Heavy Gear Blitz Beta rules. An **Unopposed** roll and an **Opposed** roll. An Unopposed roll requires one player to roll dice only against the skill of their own model. An opposed roll requires both players to roll dice using the skill of their models to get the best result and then compare their rolls. Heavy Gear uses this single opposed roll to resolve both the accuracy and the damage of an attack. **Standard Modifiers** are the modifiers that apply to all rolls unless specified otherwise.
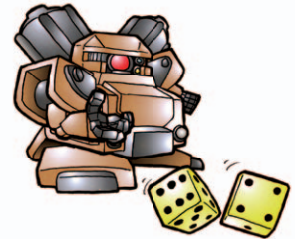
Standard Modifiers Table 2.2:

Standard Modifier	Dice Modifier for Actions or Reactions	Dice Modifier for Defense Rolls
Critical Damage (no Hull rating remaining)	-1D6	-1D6
Posture*: Combat	+0D6	+0D6
Posture*: Braced	+1D6	-1D6
Posture*: Top Speed	-1D6	+1D6

*See 6.0.

2.2a Dice:
Heavy Gear Blitz uses six-sided dice, noted as D6 in the rules. Multiple dice are noted in the rules as XD6. You will need at least six D6 for regular play.

2.2b Roll:
A Roll is a roll of the dice to determine the success of an action, whether it is an Unopposed or Opposed roll.

2.2c Base Dice X (BD:X):
Base Dice X, or **BD:X**, is the number of dice to roll before modifiers are added. If not indicated otherwise, the default number of Base Dice for all game rolls are two six-sided dice, also noted in the rules as **BD:2**.

2.2d Dice Modifiers:
Many game effects add or subtract dice from the roll. These effects are called Dice Modifiers. If a rule indicates a dice modifier it will be represented as +XD6 or -XD6. Add or subtract dice from the number of Base Dice before a roll.

2.2e Skill ratings:
Each model has three standard Skills; Gunnery (GU), Piloting (PI), and Electronic Warfare and Communications (EW) (See 2.12). A Skill Rating of 6+ has a low chance of success while a Skill rating of 3+ or 2+ has a high chance of success.

Skills use the notation of Skill:Rating. Example: GU:4+ is a Gunnery skill of four or greater. Skills are used in Unopposed rolls to measure success and in Opposed rolls to add value to the high value rolled (See 2.2i and 2.2j).

Blank Skill ratings:
It is possible for a model to have a dash (-), indicating a blank rating for that skill. Blank Skills are never added to an Opposed roll, and a model with a - (blank) rating always fail Unopposed rolls requiring that Skill (See 2.2j, 2.2i). Note: Upgrades with a - do not replace the Attribute with a blank, it is simply an Attribute that the upgrade does not adjust.

2.2f Skill Modifiers:
Game effects that Improve or Degrade the skill rating of a model are called Skill Modifiers. If a rule indicates a Skill Modifier, it will be noted as having Improved or Degraded the Skill by X, the rating of the effect. Lower Skills are superior because they allow a larger range of dice values to add towards the success of a roll.

A Skill rating that is degraded from a 6+ will count as a - (blank skill) (See 2.2e).

A Skill rating cannot be improved to a rating better than 1+.

Example: Firing a Beam category weapon at optimum range improves a Gunnery (GU) skill by 1. If a Gunnery skill 4+ model fires the weapon it will use a Gunnery skill of 3+.

2.2g Rolling with zero dice:
When a player is reduced to zero or less D6 during an opposed check roll, the result is an automatic 1.

An Unopposed roll that is reduced to zero dice will automatically fail with no successes.

2.2h Unopposed rolls:
An **Unopposed roll** represents a model relying on its own skill to complete an action. Rolling to avoid damage from a fall is an example of an Unopposed roll.

To make an Unopposed roll, take the Base Dice and add or subtract any Dice Modifiers, then roll all the dice together. Each die that equals or exceeds the tested skill rating (including modifiers) adds one success to the **Total**. Some Unopposed rolls use a Skill rating as the Target Number, others will have a set target number defined by a rule. A generic Target Number (TN) is written in the rules as TN:X+.

Example: A player makes an unopposed piloting roll with a skill of 3+. The player rolls 3D6 and gets [2, 3, 6]. The roll is successful, with two successes, the [3] and the [6].

Unopposed roll Diagram 2.2h:

Unopposed roll:

Step 1:
Base dice

[BD] [BD]

Step 2:
Add dice
Modifiers:

[+] [BD] [BD]

Step 3: Roll dice:

Example with Skill:4+

Step 4:
Compare
each dice
to skill

[5]	[1]	[4]	
[5]>Skill: +1	[1]<Skill: +0	[4]=Skill: +1	Total = 2
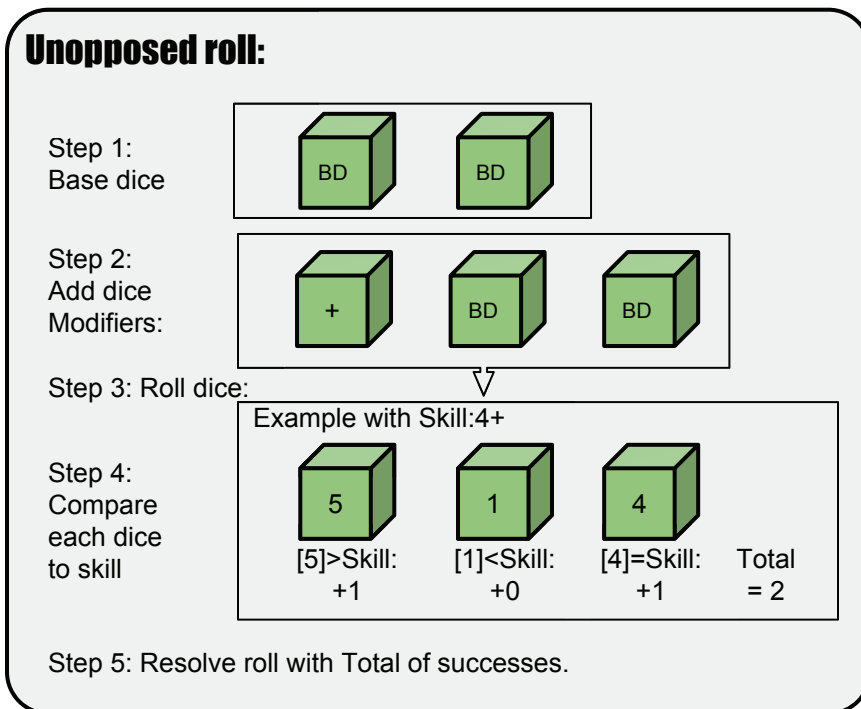
Step 5: Resolve roll with Total of successes.

2.2i Opposed rolls:

An **Opposed roll** represents a model competing in a contest of skill against another model to determine the result of an action. Rolling an opposed attack/ defense roll is an example of an opposed roll.

To make an Opposed roll, each player takes their own Base Dice, adds or subtracts any Dice Modifiers, then roll all the dice together. The highest value die is the **Result Die**. The other non-result dice are compared to the Skill rating, including any skill modifiers, used for the test. Any dice that equal or exceed the Skill rating add a bonus of +1 to the Result Die.

Example 1: If a player rolls three dice and gets [6, 2, 4] the Result Die gives a value of 6.

Example 2: If a player rolls three dice and gets [2, 2, 3] the Result Die gives a value of 3.

Example 3: In Example 1 above, the non-result dice were [2, 4]. If the test was using a Skill of 4+ then the [4] would add +1 to the result die of 6 giving a **Total** of 7 (See Diagram 2.2i).

In an Opposed roll, both players will roll dice for a Total. Subtract the Target model Total from the Acting/Reacting model Total to find the **Margin**.

Summary: **Acting/Reacting model Total - Target model Total = Margin**.

If the Margin is a negative number, then the action or reaction is a **Failure**.

If the Margin is zero, or a positive number, then the action or reaction is a **Success**. The larger the Margin, the greater the success of the action (See 2.2j).

Opposed roll Diagram 2.2i:

Opposed roll:

Step 1:
Base dice

Step 2:
Add dice
Modifiers:

Step 3: Roll dice:

Step 4a: Choose
the Result Dice

Step 4b:
Compare each
other dice to skill

| Result Dice: | [2]<Skill: | [4]=Skill: | Total |
| 6 | +0 | +1 | = 7 |

Example with Skill:4+

Step 5: Compare player rolls for the Margin.
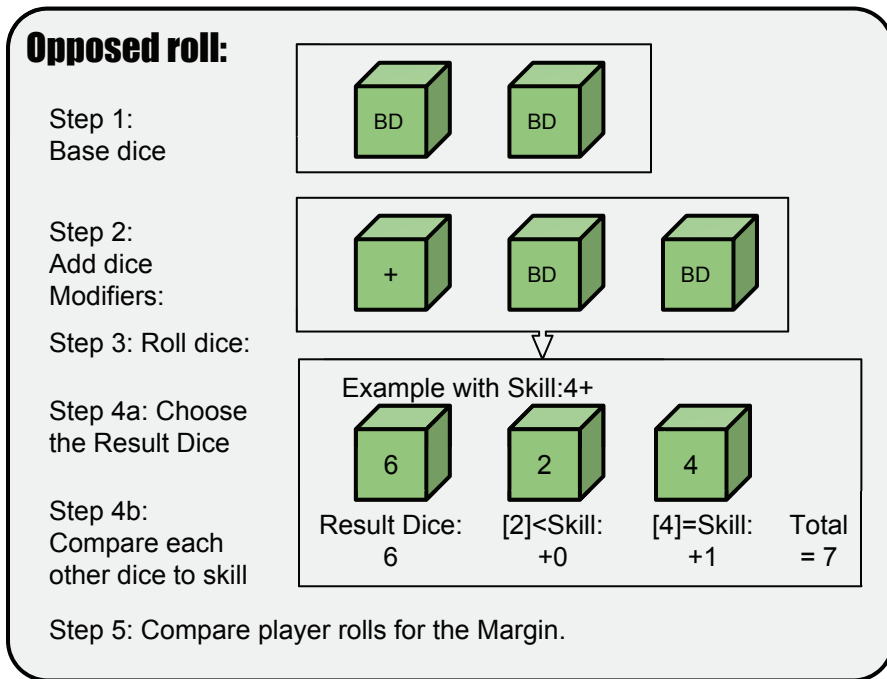
Note: There is no requirement in an opposed roll for the acting/reacting player to roll equal or greater than their skill to move on to comparing rolls. Opposed rolls will always have a minimum Total of 1, as that is the lowest value that can be rolled on six sided dice.

2.2j Margin:

The Margin of Success during an attack roll determines the total damage caused by an attack. Margin is noted in the rules as MOS:X where X is the Final result. An attack with a success of 1 has a MOS:1. An attack with a Final result of -1 has a MOS:-1 and is a failure.

Example: A Grizzly attacks a Jager. The Grizzly rolls a Total of 7. The Jager rolls to defend against the attack and rolls a Total of 4. The Grizzly subtracts the Target Jager's total from its own to find a Margin of 3.

Note: Only a Negative Margin result is a failure.

2.2k Common opposed rolls:

The most common Opposed rolls are:

♦ **Initiative:** Your Commanding Officer's initiative versus your opponent's Commanding Officer's initiative (see 5.0).

♦ **Ranged Attacks:** Attacking model Gunnery skill versus the defending model Pilot skill.

♦ **Melee Attacks:** Attacking model Piloting skill versus the defending model Piloting Skill.

♦ **Active ECM:** To block Electronic Warfare actions and Communication events with opposed EW skill versus EW skill.

2.3 TIMING AND PRIORITY:

In any case where the order in which rules are applied would change the outcome, unless otherwise stated, apply any effects from the active player first, then apply the effects for the passive player.

2.4 ROUNDING:

All fractional values except for measured weapon ranges and movement rates are rounded up.

2.5 RULE PRIORITY:

If two or more rules conflict in their effects, the more specific effects trump general effects. A general rule would be trumped by a rule that only applies to a specific type of model, and those rules would be trumped by any rules that applied only to a specific model.

Example: A model with the Walker Movement Type can turn any number of times when it moves. The Lumbering Trait limits the number of Turns a model can make. A Walker with the Lumbering trait can only Turn once per Move because the trait applies specifically to the model with the trait, and overrides the normal turning rules for the Walker model.

2.6 REROLLS:

Some tokens, Command points, Skill points, Orders, or upgrades allow a **Reroll**. To Reroll, take all the dice used and roll them again. Resolve using the second roll of the dice, even if it is worse. An roll can only be Rerolled once.

During the resolution of an opposed test, both players roll their dice and determine the margin before choosing to use a Reroll or not. If both players have a Reroll available, then the attacking player must declare they are using their Reroll before the defender declares they are using a Reroll. Then both players simultaneously roll if they have chosen to use a re-roll. Once complete, the new final results and margin are determined.

2.7 MEASURING DISTANCES:

Distances, Ranges, and Movement Ratings are measured in inches. Heavy Gear is a Tactical simulation game and there are specific circumstances when players are allowed perfect knowledge of the distances on the battlefield.

An Active model may measure:

♦ The limit of the sensor range from the edge of the base.

♦ The distance between any two points that are within the sensor range.

♦ The range to a model targeted by a declared action. In the case of Ranged attacks, the weapon being fired is selected after measuring the distance for range.

♦ The height of any terrain within the models sensor range.

A Passive model may measure:

♦ Up to half the Sensor Range (replace Trait).

♦ The range to a model targeted by a declared reaction. In the case of Ranged attacks, the weapon being fired is selected after measuring the distance for range.

Measurements are not secret and must be shared between players.

Fractional distances should be used as measured and not rounded up or down.

If the success or failure of a measurement is in question, err on the side of failure.

In the case of weapon ranges, models on the line between Suboptimal and Optimal ranges will use the closer of the ranges.

2.7a Distances between models

When measuring distances between models, measure from the closest edge of the first model's base to the closest edge of the second model's base.

♦ If a model has no base, then measure from the closest part of the model, not including weapons.

♦ If a base is outsized for the model type then use a standard base template held over the center of the model for comparison, or measure from the nearest limb or model part.

> Note: Base size, as indicated by the model's Type and Height, is used to determine line of sight or Lock for attacking, and cover modifiers for defending (See 7.0, 7.1).
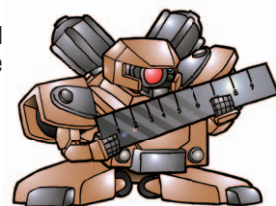
2.8 STANDARD BASE SIZE TABLE:

Model Type	Height Range	Standard Base Size**	Max Base Size**	Examples
Heavy Gear, ORV, or Beast	0.5"-1.5"	1"/25mm Hex base or 30mm Round	40mm round	Hunter, Barnaby Riding Beast, Antelope ORV
Heavy Gear (Large AR:8+)	2" - 2.5"	40mm round	50mm round	Kodiak, Grizzly, Spitting Cobra
Infantry Squad, ATV	0.5"-1"	40mm round or 3x/25mm Hex base	50mm round or 3x1"/25mm Hex base	Infantry Squads, Wallaby ATVs, South Lizard Riders
Vehicle	0.5"-2"	40mm round*	75mm round*	Badger, Caiman, Mastiff APC
Vehicle (Large AR:11+)	1"-3"	75mm round*	120x95mm oval*	Visigoth, Aller, Voltigeur
Strider (Standard AR:1-9)	1"-3"	40mm round*	60mm round*	Naga, Cataphract
Strider (Large AR:10+)	1"-4"	40mm round*	120x95mm oval*	Hussar, Red Bull Mk2, Fire Dragon, Drake, Scimitar
Mount	1"-3"	50mm*	75mm round*	Caprician Mounts

*These models do not require bases but may be used for aesthetic purposes and to protect paint from chipping.
**Note that base sizes are given in millimeters because that is the industry standard for standard base sizes.

2.8a Sample Base Sizes:
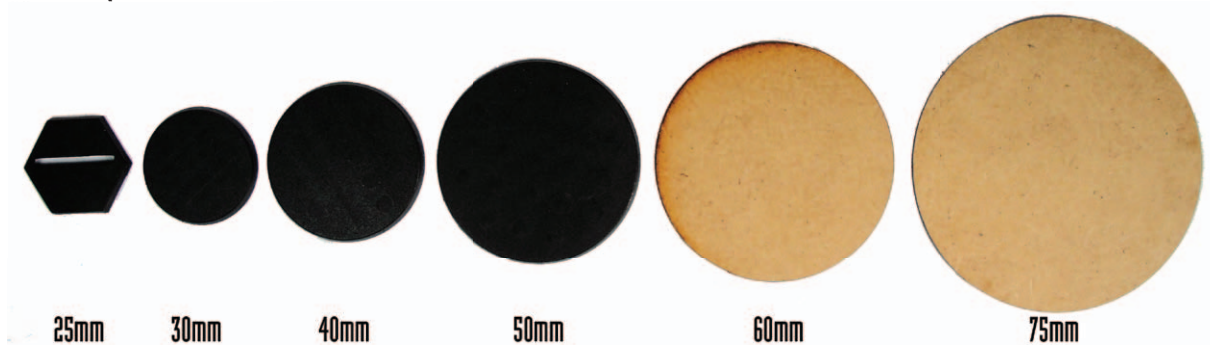
2.10 MEASURING AREA EFFECTS (AE):

Some game effects blanket a whole area or have the potential to affect more than one target. **Area Effect** is the term given to indicate this situation. An Area Effect is always given as a radius emanating out from a single target point, normally centered on a model and specifically the models base. If a model has an Area Effect centered on it due to being the target of a weapon attack, measure the Area Effect from a single point centered on the model. Area Effects also can be placed at points on the Battlefield in which case simply measure the radius from that point.

Note: In Heavy Gear Blitz, Area Effects do not scatter. Attacks that include an Area Effect determine their accuracy the same way any attack does, by an opposed roll.

2.11 ARCS

An **Arc** is a range of degrees that define a direction on a model.

Each Model has two **Primary Standard Arcs**; the Front Arc (F) and Back Arc (B), and two **Secondary Arcs**: the Left Arc (L) and Right Arc (R). The Left and Right Arcs are only used on larger models for specific weapon mounts with limited arc of fire.

A **Standard Arc** is defined as a 180 degree facing directly in the direction of the Arc. It should be clearly defined on the model, using opposite base corners or with a painted line on the base to indicate the front and back Arcs. Many Gear models have the **Arm Arc** that counts as a Front Arc but allows the model to Snap Fire with weapons noted with that Arc (See 10.4).

A **Turret Arc** (T) is defined as a 360 degree arc that is independent of the facing of a model. Some turrets are mounted specifically to allow for fast transverses and enable a model to respond to enemy fire. These are **Fast Turrets** (FT) and have the ability to Snap Fire (See 10.4).

A model with a non-Standard Arc should have its base painted or marked in some way that clearly indicates the Arc.
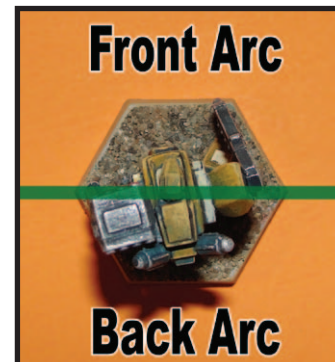
2.12 MODEL ATTRIBUTES:

Every Model is defined by a listing of the **Attributes** that define how fast, tough, and capable they are. Some attributes have a **Rating**, a numerical value that defines the capabilities of the model. Other Attributes have letter code shorthand, or keywords, that indicate Unit Availability, Movement Types, Weapon codes, or Traits that define the model.

Example: Hunter Attributes Table 2.12:

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Hunter	6	GP(0+), FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LPZ, LVB (Arm)	Arms	Gear 1.5"

- ♦ **Model:** This names the model or the model variant. All models that share a part of a name are variants of each other. Example: An Assault Hunter is also a Hunter.

- ♦ **TV: Threat point Value** is the number of points it costs to add this model to a unit in your Force (See 18.0).

- ♦ **UA: Unit Availability** lists the units that this model may join. All Unit Availabilities have a basic limit of 0-2 of each model variant allowed per unit unless replaced with another limit rating. (See A.2).

- ♦ **MR: Movement Rating** lists the **Movement Types** a model can use and the distance a model can move in inches per Move that it makes using each type (See 6.0).

- ♦ **AR: Armor Rating** is the model's resistance to damage (See 9.0)

- ♦ **H/S: Hull & Structure** measures how much damage a model can sustain to its Hull and Structure Ratings before being critically damaged or destroyed (See 9.0).

- ♦ **A:** The **Action** Attribute (A) defines how many Actions or Reactions a model can make each Round (See 3.4).

- ♦ **GU: Gunnery Skill**, how well the model can fire direct and indirect attack weapons.

- ♦ **PI: Piloting Skill**, how well a model can avoid damage from attacks and make melee attacks.

- ♦ **EW: Electronic Warfare and Communications**, how well a model can communicate without specialized equipment, resist enemy jamming, and use any specialized ECM, Comms, or ECCM model traits.

- ♦ **Weapons:** This list uses standard weapon codes to describe the arsenal of weapons that models can carry and any weapon traits that are associated with them (See A.4)..

- ♦ **Traits:** This section lists the Keyword for special equipment and abilities that a model has. The list of Model Traits is found in Appendix 4 (See A.4)

- ♦ **Type/Height:** This lists the model's type and height for base size (See table 2.8). The Height of the model also defines if terrain will provide cover (See 7.0b).

2.12a Unlisted Attributes:

These Attributes are standard for each model unless they are modified by a special rule:

- ♦ **Sensor Range:** All models have a basic Sensor Range of 12" unless modified by the Sensor:X" trait. The target of an action must be in Sensor Range for Lock to attack a target behind Full Cover, or to Forward Observe a target for Indirect attacks (See 7.0).

- ♦ **Initiative Skill:** All models have a basic Initiative skill of - (Blank) unless they are a Commander and have a different rating based on their rank (See 5.0).

Life Size 14' tall Heavy Gear made for the first Heavy Gear Computer Game.

2.13 INFANTRY:

Infantry models, as identified by their Type Attribute, have a number of specialized rules that are collected here for clarity and repeated in the appropriate sections. Infantry represents a wide variety of normal human soldiers, GREL super-soldiers, riding beasts, and the Cybernetic FLAILs of the Colonial Expeditionary Force (CEF).

Infantry Movement:
Infantry can move through open and difficult terrain at their normal Movement Rate and may enter building type area terrain. Infantry may not enter water terrain unless it has a depth of 0".

Infantry Attacking:
Infantry have a 360 degree Front Arc, following all normal Ranged Attack rules. Infantry may Snap Fire with any weapon that does not have the Stabilizer trait (See 10.4). Infantry on Stand By can Snap Fire with any weapon (See 10.3).

Infantry Defending:
When targeted by attacks, Infantry have no Back Arc. Weapons without the Anti-Infantry trait (AI) may only cause one damage per attack (See A4.2). Weapons with the Armor Piercing trait have no effect on infantry.

Damage Effects:
An infantry model that loses all of its Hull rating will still count as crippled but may move at Top Speed, and does not reduce its Sensor range by half (See 9.0). Infantry models that are reduced to zero hull and structure ratings are removed from the battlefield.

Basing:
Infantry Squads are based 6-10 figures on a single 40mm round base. Infantry Teams are based 2-3 figures on a single 1" hex base. Infantry on All Terrain Vehicles (ATVs) or Mounts should be based three figures on a 40mm base and ATV/Mount Teams should be a single figure on a 1" hex base.

Infantry squads can also be based on three 1" hex bases with 3-4 models per base. The bases move together on the battlefield in a triangle formation, with all bases touching and counts as one model.

Infantry are assumed to 'fit' themselves into any space that can hold them and should not be limited to spaces that their base fits in. As long as one figure can pass then so can the model.

All Terrain Vehicles (ATVs):
ATVs are treated as normal infantry except for movement. ATVs have all the characteristics of their Movement Type, but are able to Turn any number of times per Move.

INFANTRY SQUAD AND INFANTRY TEAM   INFANTRY ON ATVS

Northern Infantry charging into action.

3.0: PLAYING THE GAME

A game of Heavy Gear is divided into a number of **Rounds**, normally 4 to 6, which is determined by the scenario chosen. The scenario will tell players where models deploy on the Battlefield at the start of the game, and how they may enter or interact with the battlefield after the game starts, the objectives of each player, and the scenario special rules. Within each round players will take turns alternating the **Activation** of groups of models - called **Combat Groups (CG)** - which allows all the models in that combat group to move and resolve actions one model at a time.

3.0a Pregame:

♦ **Determine the Threat point Value (TV) of the game** (the game size/length).

♦ **Make a Forces List** (see 5.0 and Appendix 2).

♦ **Place Terrain**: Terrain should be placed in a mutually agreeable manner. Players should agree on Cover Type, Rating, and Height. If height is not marked otherwise, the Height of area terrain is assumed to be equal to the highest point of the terrain. Players should alternate placing terrain until all terrain is placed as mutually agreed.

3.0b Deployment:

1. **Choose Standard Scenario** or generate **Objectives** (See 4.0 or 16.0).

2. **Players Roll Initiative** (See 3.1a).

3. **Initiative Winner chooses Deployment Zone:**

4. **Alternate Deploying Models and Units with Special Deployment** (See 16.1). The player with the Initiative may deploy a Reserve unit or model first or second.

5. **Alternate Deploying remaining Combat Groups.** The player with the Initiative may deploy a Combat Group first or second.

3.0c Fight!

♦ **Game begins**, see Round Sequence Summary (See 3.1).

3.0d Game ends:

♦ The game will end based on the **Victory Conditions**, the **Round Limit**, or due to a player declaring **Last Round** in the Cleanup phase (See 16.0).

♦ The player with the most **Victory points** at the end of the game is the **Winner!**

CEF invaders attacking an Oasis Tower defended by the Peace River forces.

3.1 ROUND SEQUENCE SUMMARY:
Each Round of the game follows a sequence of three phases:

- Setup
- Action
- Cleanup

Detailed Summary:

In the **Setup Phase**, players determine which player has the Initiative for the Round.

After the setup phase is complete, play proceeds to the **Action Phase**, where players alternate activating Combat Groups (CGs), consisting of a Primary unit and its Support unit, until each CG has been activated once. All the models in an activated CG must complete their movement and actions before passing the Active player status to the opposing player.

Once all Combat Groups have activated, play proceeds to the **Cleanup Phase** where several administrative steps are resolved such as special weapon effects, removing status or order tokens and refreshing Actions, Command points and Skill points.

Unless the scenario or victory conditions have been met, a new Round begins following the Clean Up phase.

Setup Phase

1. Determine Initiative (See 3.2). The winner of the Initiative may choose to begin as the Active or Passive player.

Action Phase

1. The Active player selects a Ready Combat Group to activate (See 18.0)

   a. The Active player selects one unused model in the Combat Group to activate:
      i. Choose posture for this activation (Combat, Braced, Top Speed, See 6.0)
      ii. Move the model and spend its action(s) at any point before, during, or after movement.
      iii. A model that ends an activation with action(s) remaining will lose the action(s).
      iv. The Active Player ends the activation, marks it as Used.

   b. Select another unused model from the same Combat Group to activate. Repeat step 1a until all models have activated once.

   c. Once all models are Used, the Combat Group activation ends.

2. The players switch roles (passive player becomes active), and the new active player begins with step 1. Note: Each Combat Group may only activate once each Round.

3. When all Combat Groups have activated once, the action phase ends.

Cleanup Phase

The Clean-up phase is when Status effects are resolved and actions are refreshed.

1. Resolve any Special Weapon effects (See 9.6).

2. Review objectives.

3. If the game has not ended due to Objective, Round, or Time limits begin a new Round (see 15.0).

4. Make any reserve deployment rolls, and deploy units from reserve.

5. Refresh model Actions, Command and Skill points, and return all models to ready status.

3.2. INITIATIVE ROLL:
Each Round begins by determining which player will Activate a Combat Group first.

The players make an Opposed roll using the Initiative Skill of their Commanding Officers (See 5.0). The Initiative roll is resolved by the models highest in the Chain of Command (See 5.2). If the Initiative roll is tied, both players will Reroll their rolls until one player is a clear winner. Note that Initiative rolls may not be Rerolled with Command or Skill points.

Initiative Roll modifiers Table 3.2:

Modifier	Effect
Testing model is critically damaged	-1D6
Initiative (Init:X) trait rating	+/- XD6 (varies)

Note: When learning the game for the first time players can simplify the Initiative roll by rolling 3D6 per player with an Initiative Skill of 4+.

3.4 ACTIONS

Actions are the way a model influences the battlefield, allowing the model to perform specific effects on other models or the battlefield in general. Actions are broadly classified as:

♦ **Attack** actions allow one model to attempt to damage another.

♦ **Electronic Warfare** actions influence the electronic battlefield.

♦ **Miscellaneous** actions covers a variety of other action choices a model might make.

3.4a Using Actions:

♦ A model may use an action at any time before, during, or after a move.

♦ A Model with multiple actions may use them at different points during its activation, but must completely resolve an action before continuing movement, or declaring a subsequent action.

♦ A model with multiple actions may chain action(s) to its own action. Any unused actions remaining at the end of a model's activation are lost.

Actions Types: The three action types are **Active**, **Chained**, or **Reaction**.

♦ **Active** type actions may only be spent when the model is activated. Unless explicitly stated otherwise, all actions are assumed to be Active type actions unless noted as chained or reaction.

♦ **Chained** type actions are a sequence of individual actions that are resolved in response to single triggering action:

♦ All chained actions must be declared before any chained action is resolved, and all chained actions are resolved simultaneously.

♦ Any damage effects resulting from the chained actions only take effect once the triggering action and all actions in the chain are resolved.

♦ **Reaction(s)** are actions that may be spent by a Ready Passive model. Each reaction will define the specific conditions under which it may be used. Reaction examples:

♦ Snap Fire (See 10.3) or I Got Your Back (See 5.3a).

♦ Active ECM (14.2a).

3.4 COMMON ACTIONS TABLE:

Action	Effect	Skill/Trait used
Direct Attack	Use a weapon to attack another model (See 10.1a).	Gunnery
Indirect Attack	Use an Indirect category weapon to attack another model (See 10.1b)	Gunnery
Melee Attack	Attack another model in base to base with a melee category weapon (11.0).	Pilot
ECM Defense	Create an area of sensor interference to improve defense Pilot rolls (14.2c).	ECM:X trait
Order	A Commander model directs and improves a Units performance with an order (5.5).	None
Stand By	A model prepares to fire a weapon or support other models or to chain an Indirect attack to a Forward observation (See 10.3).	Varies
Snap Fire (reaction)	A model can return fire in response to being targeted by an action (10.4).	Gunnery
Forward Observation	A model transmits targeting information to waiting units with a Comms roll (14.2).	Electronic Warfare
Active ECM (reaction)	A model with ECM:X tries to prevent a Comms roll (14.6b).	Electronic Warfare, ECM:X trait
Hide	Gives a model a Reroll to defense (see 7.4)	No Test required

Southern Forces charging into battle.

4.0 VICTORY POINTS AND WINNING THE GAME:

Each scenario details the requirements of winning a game. In each scenario, one or more victory points are attributed to each objective. Follow the scenario instructions to determine the victory conditions.

The advanced scenario generation section (See 15.0) includes a list of objectives that can be randomized or selected to mix with different deployment zone options for a very varied style of game. For the purposes of the beta, the 4.0a Basic Scenario is preferable when learning how to play the game.

VICTORY POINT

4.0a Basic Scenario 1: Meeting Engagement (Open Play) This scenario provides a standard engagement between two forces. It is a balanced scenario useful for learning the game or quick pick up games. For more involved scenario construction see section 15.0.

Player A Deployment Zone

⅓ table width

Meeting Engagement Zone

Equal distance

⅓ table width

1/2 table length

Player B Deployment Zone

⅓ table width
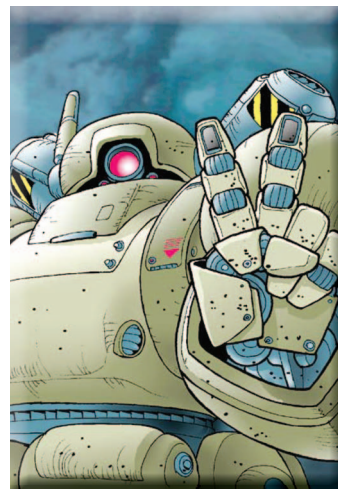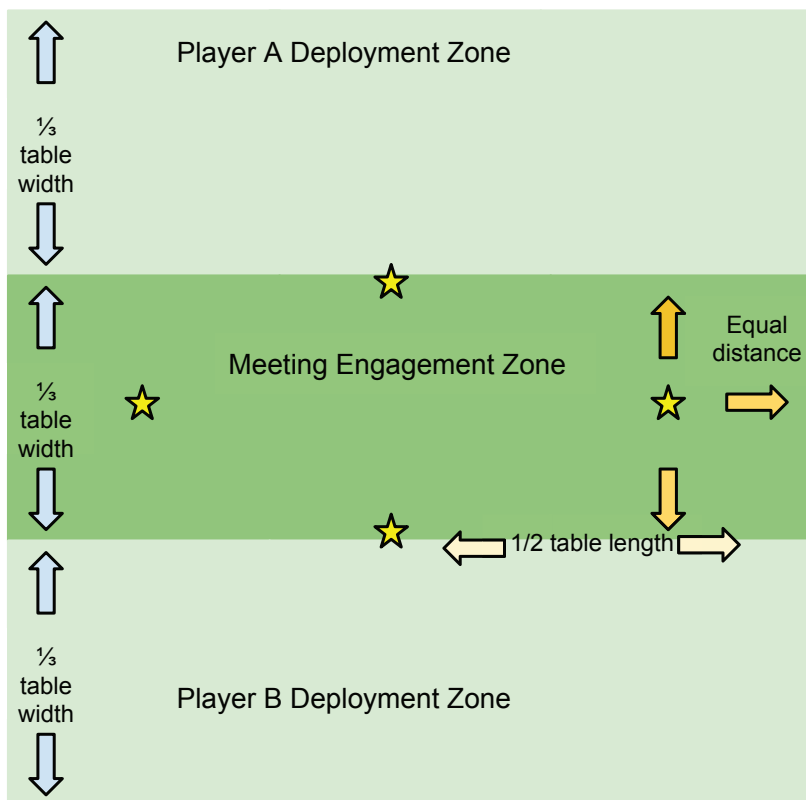
Victory!

Game Length: 6 Turns

Objectives: Place 4 objective tokens in the Meeting Engagement Zone as shown.

An objective is captured if a friendly model is within 6" of the objective and no enemy models are also within 6" in the Cleanup phase.

Place terrain in any mutually agreeable manner aiming for at least 40% coverage of the table with terrain of Height 1" or greater.

OBJECTIVE 1 - 4

Winning: If one player controls three objectives in the third Round Cleanup phase, or later, then they win. Otherwise the player with the most objectives controlled at the end of Round 6 wins. if tied for objectives the player with the most TV remaining on the table is the winner.

Deployment: Standard deployment (See 3.0)

Support: This scenario allows all Support types (see 16.1).

Reserve: This scenario allows all Reserve types (See 15.1).

5.0 COMMANDERS, COMMAND, CHAIN OF COMMAND, AND ORDERS:

A **Commander** is a model that is selected to be a leader of a Force of models or a Combat Group of models.

Commanders take initiative tests, give orders, and distribute command point Rerolls. Unless modified by an army list rule, the ratings for the Initiative skill and number of Command Points are listed below.

Initiative: Initiative is rolled at the start of each Round to determine which player has first choice of activation. An initiative roll does not require an action or a command point. The highest ranking Commander in each Force must take the Initiative roll. Apply only the modifiers for being crippled or having the Initiative:X trait.

Commander Attributes Table 5.0:

Rank	Initiative Skill (Init:X+) Rating	Command Points
Commanding Officer (CO)	4+	2
Executive Officer (XO)	4+	1 *
Combat Group Leader (CGL)	5+	1
Second-in-Command (2iC)	6+	1 *
Non-Commander model	NA	0

*These Command Points count as skill points until the XO or 2iC replaces a destroyed CO or CGL.

Commanders: (see A.2 for how to select and upgrade models to commanders).

♦ **Combat Group Leader (CGL): Required upgrade, one per Primary Unit.**
  ♦ The CGL acts as a Commander to every model in their Combat Group.
  ♦ A CGL may select a model or upgrade with the (CMD) Unit Availability limit (See A.2).
  ♦ A Combat Group Leader may only give orders to models in its own Combat Group.

♦ Commanding Officer (CO): Optional upgrade to one Combat Group Leader.
  ♦ The Commanding Officer may acts as a Commander to every model in their Force.
  ♦ A Commanding Officer may select a model or upgrade with the (CMD) Unit Availability limit (See A.2).

♦ Second-in-Command (2iC): Optional upgrade, one per Primary Unit.
  ♦ The 2iC acts as a Commander to every model in their Combat Group, if the Combat Group Leader model has been destroyed.
  ♦ A 2iC may select a model or upgrade with the (CMD) Unit Availability limit (See A.2).

♦ Executive Officer (XO): Optional Upgrade, requires Commanding Officer, 0-1 per Force.
  ♦ The XO may acts as a Commander to every model in their Force, if the Commanding Officer model has been destroyed.
  ♦ An XO may select a model or upgrade with the (CMD) Unit Availability limit (See A.2).

> Note: A commander is the only model that may select a model with the Unit Availability of CMD. A unit could have up to three commanders; the CGL or CO, a XO, and a 2iC. Note that the XO does not have to be in the same unit as the CO. XO and 2iC model command points count as skill points until the CGL or CO are destroyed.

5.1 ATTACHED MODELS OR UNITS:

Attached models, such as a Support unit (SU), may not include a commander model; they use the commander of the unit they are attached to. A Primary unit and a Support unit function as one unit for activation purposes. Support units may not be Veteran unless they have the Veteran trait, or operate as part of an Elite force (See 18.0, A.2).

5.2 CHAIN OF COMMAND:

The Force Commanding Officer will roll the Initiative roll each Round. If the Commanding Officer is destroyed or has not deployed on the battlefield then a Combat Group Leader will be nominated to take the Initiative. If no Commanders are present on the battlefield then one non-commander model must be nominated to take the Initiative.

5.3 FORMATION:

The Heavy Gear Battlefield is packed with conflicting combat theatre-wide sensor jamming, making normal conversation difficult at short range and extremely difficult at medium or long ranges.

A model is in formation if it is within 6" of its Commander or a Model that may Relay for the Commander.

A model that does not meet this condition is Out of Formation. A model can only be in formation with its own Combat Group Leader or Commanding Officer. Models that are out of formation may not receive an order or use a command point unless a comms action is used by commander to include them (See 5.4a).

Communication Relays: A model with the Comms:X or Satup:X+ trait may act as a **Relay**, extending the area that models are in Formation (See 14.1e, 14.1g).

5.3a I Got Your Back:
Friendly Models within 6" of, or in Formation with, a target model may Snap Fire (See 10.4) against enemy models targeting the friendly model with an action. This Snap Fire reaction follows all the normal rules for a ranged attack.

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5.4 COMMAND POINTS: [REACTION]:

Command Points (CP) represent the ability of a commander to overcome bad luck or capitalize on a situation by exhorting models under their command to skillful or decisive action. A Command Point may be used as a reaction to Reroll any one test, or to give models an Order (See 5.5). The maximum number of Command Points a Commander can have at any time is defined by the rank of the Comander (See Table 5.0).

A Combat Group Leader may use a Command Point on itself or another model in the same combat group as a reaction to any Direct Attack, Melee Attack, Electronic Warfare, or Defense roll result. A Comms roll is not required to give a Command Point to a model in Formation if the Commander has Sensor Lock to the model.

5.4a Target model out of formation:
A Comms roll is required to distribute a Command Point to a model that is out of Formation. This Comms roll is a free action. If the Comms roll fails, the Command Point is not spent. A Model with the Comms:X trait will automatically pass the Comms roll if X is equal to or greater than 1 after passive ECM modifiers are applied (See 14.2).

5.4b Refreshing Command Points:
In the Cleanup phase, after resolving Persistent damage effects, each Commander will refresh Command Points up to their limit.

5.5 ORDERS:

Orders represent tactical leadership and are available to any commander model. To give an **Activation Order**, a commander model must be Active and must spend a Command Point (See 5.4). To give a **Reaction Order**, a commander model must spend a Command Point after an action is declared but before any dice are rolled.

Giving an Order does not require a Commander model to use an Action.
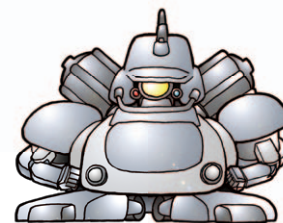
5.5a Coordinated Attack [activation order]:
Place a Coordinated Attack order token on a target model the Commander has Sensor Lock to. All Direct Fire or Melee attacks targeting a model with a Coordinated Attack token gain a free Reroll. Remove the Coordinated Attack token at the end of the Combat Group activation.

5.5b Radio Silence [activation order]:
Place a Radio Silence order token on the Commander model and every model in the Commanders Combat Group that is in formation. A model with a Radio Silence token may not be a Receiver for a Comms action, and loses the Radio Silence token if it uses Active Sensors, attacks, or is attacked with a Melee attack. Enemy Models may not use Active Sensors (See 7.3) to extend their Sensor range to gain Lock to models using Radio Silence. The Radio Silence token is removed in the Cleanup phase.

Note: Weapons with the Silent trait may be used to attack without losing a Radio Silence token.

5.5d Evade [activation order]:
Place an Evade token on the commander model. Any model in Formation with that commander may Reroll Defense rolls. Any model in formation with a commander with an Evade token has a -1d6 modifier to any Action or EW rolls it makes. The Evade token is removed in the Cleanup phase.

5.5f Damage Control [reaction order]:
Place a Damage Control order token on the Commander. The commander, and all models in Formation with the Commander, remove twice as much intensity of Special Weapon effect as normal with any Damage Control reaction they make. The Damage Control order may be given in reaction to an Attack. Declare a Damage Control order when a target is declared but before an attack check is made. The Damage Control token is removed in the Cleanup phase.

5.6 SKILL POINTS:

A Skill point may be used for a Reroll. A Skill Point can only be used by the model that has it. Mark the model with a Skill token. Skill tokens refresh in each Cleanup phase if they have been used. Note that a model can only Reroll once per roll, regardless of how many Command Points or Skill Points are available.

Note: Multiple Veteran traits do not increase the number of skill points the model will receive. A Commander may have Skill points and Command points. XO and 2iC models may have 2 skill points due to skill points being generated from different effects.

6.0 MOVEMENT AND TERRAIN EFFECTS:

Terrain: A battlefield should either have a balance of terrain types or a theme chosen by the players. Terrain can provide partial or solid Cover depending on the height of the terrain (See 7.1). Sheet metal, light woods, plywood construction and any model with an armor rating of 7 or less provide Light Cover. Concrete or reinforced metal constructions, rocks, stone, sandbags, heavy trees and any model with an armor rating of 8 or more provide Heavy Cover. Players must decide before a game what cover rating and height each piece of terrain has if it is not clear.

There are three kinds of Terrain; Open terrain, Difficult terrain, and Impassable terrain. Open Terrain indicates the absence of terrain that will either hinder or improve the movement of a model and is the default terrain type of a battlefield, the table. Difficult Terrain is any terrain that would hinder the movement of a model such as woods, ruins, or uneven ground like rocks or dunes. See Table 6.3 for details of how different movement types interact with difficult Terrain. Impassable terrain is terrain that cannot be entered by models without a special rule: such as Infantry entering buildings. Impassable terrain can be solid walls, rock formations, and buildings.

Movement: Mobility is essential for victory on the battlefields of the Heavy Gear universe, with forces maneuvering to gain advantage and achieve their objectives. During its activation a model may **Move** up to its Movement Rating (MR) in inches. This rating may be modified by traits, the Posture of the model, and terrain effects.

When making a Move a model may:

♦   Use all, part, or none of its Movement Rating Attribute (MR).

♦   Move directly forward by spending one point of movement rating per inch moved.

♦   Move directly backward by spending two points of movement rating per inch moved.

♦   Make Turns up to the number of times allowed by the movement type.

A models Movement Rating refreshes after each Move it makes.

Movement does not require an action.

A **Posture** indicates what aspect of combat the model is focused on during the activation, and grants a bonus to some attribute of the model, or test, while penalizing another. The three Posture types are:

♦   **Combat Speed:** The model may make one Move and use actions with no additional bonus or penalties.

♦   **Braced for Firing:** The model may not move, or use any traits that would move it (Jetpack:X etc). The model suffers a negative modifier to Defense tests and a bonus to all other action tests. This model can turn once. These modifiers end when the models activation ends.

♦   **Top Speed:** The model may make two Moves, and has a bonus to any Defense rolls, and a penalty to all other action rolls. These modifiers end when the model's activation ends.

Immobilized/Immobile: An immobilized model (a terrain piece or fortification, or vehicle) always uses the Braced posture both when Active or Passive.

Posture Effects Table 6.0*:

Posture	Action roll modifier	Defense roll modifier	Number of Moves allowed	Number of turns allowed per move**
Combat	None	None	1	X
Braced	+1D6	-1D6	0	1
Top Speed	-1D6	+1D6	2	X

* Whenever Pilot skill is not being used for a defense check, such as a dangerous terrain roll, it uses the normal Action roll modifiers.

** X depends on the movement type used (See 6.3)

Posture affects the modifiers for all tests. Once a posture is selected, the model may spend Movement Rating or Actions it has remaining as the player chooses. Any effect that will change the posture of the model during its activation, such as immobilization, will end its activation immediately.

By default, all models use the Combat Speed posture when they are passive, and when activating if no other posture has been declared.

Once all movement and actions are complete, the active model's activation ends the model returns to combat posture. Only a single model may be active at any time.

6.1 TURNING DURING MOVEMENT:

In Heavy Gear, to change direction a model must Turn.

♦   A **Turn** is a rotation of the model (or its base), of up to 90 degrees. (See 6.3).
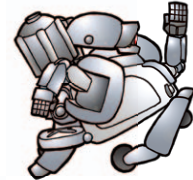
6.2 MOVEMENT THROUGH MODELS:

At no point may the silhouette of a model, or its base, overlap with any part of another model's silhouette (or its base) (see 7.2a). Models being transported are an exception to this rule and effectively overlap their silhouettes. The only exception is infantry: other models may move through infantry models during their activation as long as they do not end their movement in the same space. This does not damage the infantry.

6.3 MOVEMENT TYPES [MT]:

Walker (W): May turn any number of times per Move. May cross difficult terrain without penalty. May change elevation up to half of their Height Attribute without climbing. Gains +1" Movement Rating if a move is completely on a Road (See 6.10).

Ground (G): May turn once per Move. Gains +2MR if a Move is completely on a Road (See 2.13).

Hover (H): May Turn once per move. Gains +3MR if a Move is completely on a Road (See 213). May treat difficult terrain with a Height of 0" as open terrain.

Infantry (I): May turn any number of times per Move. May cross difficult terrain without penalty. May enter buildings. Gains +1" Movement Rating if a Move is completely on a Road (See 2.13).

Flying (F): Uses Flying Rules (See 17.0).

Models with multiple movement types:
A model with multiple movement types may use the advantages of both types when activating, but only one at a time. Declare which Movement Type a model will use prior to each Move.

Movement Type Effects Table 6.3:

Movement Type*	Turns per Move	Difficult Terrain Move Maximum	Road Terrain Movement Rating
Walker (W)	unlimited **	MR	MR:+1"
Ground (G)	one	2" ***	MR:+2"
Hover (H)	one	2"	MR:+3"
Infantry (I)	unlimited	MR	MR:+1"
Flying (F)	none	NA	NA

*A model that has more than one Movement Type may choose which to use for each Move.

**Walker Models with the Lumbering trait may only make one turn per move.

***Add the rating of the Offroad:X trait to the distance that can be moved in Difficult Terrain.

6.5e Inclines and Vertical Terrain:
Inclines of more than 45 degrees are considered **Vertical** Terrain and may only be Climbed. Inclines less than 45 degrees may be crossed as normal terrain of their type.

6.5f Climbing:
Vertical terrain counts as a special type of Difficult terrain for Climbing up or down. A model may also choose to climb horizontally if desired

To Climb requires both the Arms trait and the Walker movement type, or the Climber trait. A model with both the Walker Movement Type and Arms trait may Climb a distance equal to its own Height during each Move. A model with the Walker Movement Type and the Climber trait may climb a distance equal to their Movement Rate (MR) in each move.

Models with the Infantry (I) Movement Type may Climb 1" per Move, or they may climb their full Movement Rate if they have the Climber trait.

A Model using the Ground or Hover Movement types may not climb vertical terrain without the Climber Trait. A Model using the Ground Movement type may climb 2" per Move if it has the Climber trait. The Offroad trait does not add to the distance that may be climbed.

Climbing Table 6.5f:

Movement Type	No Climbing Trait	With Climbing Trait
Walker with Arms	Model Height	Movement Rate
Walker	No	Movement Rate
Ground	No	2"
Hover	No	2"
Infantry	1"	Movement Rate

Actions while Climbing:
A model without the Climber trait that makes an action or reaction while climbing counts all skills as rating 6+.
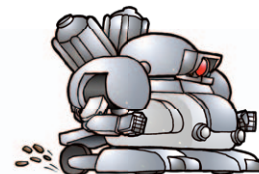
Hanging models:
A model that ends its Activation without reaching the top or bottom of vertical terrain will be left Hanging. A Hanging model without the Climber Trait will count all skills as a rating of 6+. Mark the model in some way to indicate the actual position of a hanging model. A model counts as hanging until the entire models base is on a non-vertical surface.

Descending:
A model that Descends from an elevation may Climb down using the Climbing rule or may choose to Fall and risk damage (See 13.1).

Climbing Diagram 6.5f:
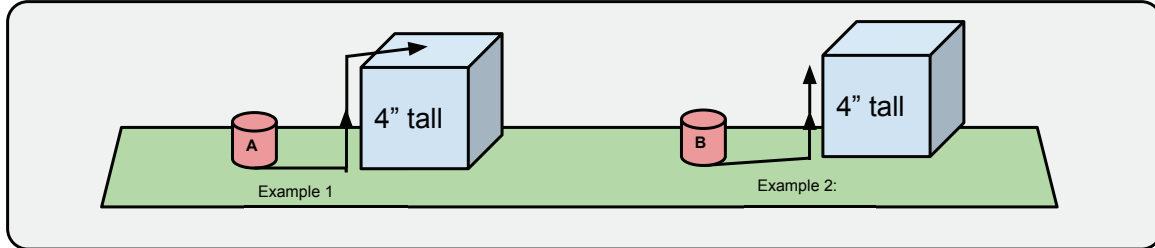
Example 1: Model A has climbing equipment and has 5" of Walker Movement Rating. It chooses Top Speed and moves 3" to the building and climbs 2" with the remaining MR of the first move. The model uses its second Move to climbs the remaining 2" may use the remaining 3" of move on the terrain.

Example 2: Model B has no climbing equipment and 5" of Walker Movement Rating. It chooses Topp speed and moves 3" to the building and may climb up to 1.5" with its remaining Movement Rating. It may then use its remaining movement Rating to climb an additional 1.5" and may not move further because it cannot finish the climb with one mode. The model is still on the Vertical surface, and counts as Hanging.

6.5g Water Terrain:
Water is a difficult terrain type. Models may enter and move through water that is up to Half their Height as difficult terrain. Water deeper than this will destroy a model. Turning and movement modifiers are identical to Ground movement except that all non-dangerous water is treated as a Road by models with the Amphibious trait or Hover Movement.

6.6 DANGEROUS TERRAIN:

Dangerous terrain is a sub-type of open or difficult terrain that requires a successful Dangerous Terrain roll to negotiate without taking damage.

6.6a Dangerous Terrain Rolls:
When a model wants to move through Dangerous terrain there is always a chance that the result will be disaster. The model must declare the distance the move is attempting to make through the terrain and then make a Dangerous Terrain roll before attempting the Move. When a piece of Dangerous Terrain requires more than one Move to traverse, each Move will require a separate Roll.

A Dangerous Terrain roll is a Piloting skill roll with BD:2.

Dangerous Terrain Roll Modifiers Table 6.6a:

Modifier	Effect
Crippled	-1D6
Using Top Speed	-1D6
Using Walker Movement	+1D6

A model that rolls one or more Successes has passed the roll for that Move and suffers no effects.

A model that rolls no Successes will move 2", take one damage, and be Immobilized.

Example: A model wants to move 4" through dangerous terrain using the Walker movement type: It rolls BD:2 plus 1D6 for Walker. The model must roll 3D6 and get 1 Success to move the full 4".

Immobilized models:
An **Immobilized** model Has a MR of 0", may not Turn, and has a -1D6 modifier to all action, reaction, and defense rolls. An Immobilized model may not use the Stand By action, or Snap Fire. This model may not move again until it Passes a Dangerous Terrain roll (Roll Dangerous Terrain). An Immobilized model that does not succeed in the roll remains Immobilized until its next activation.

6.6 FALLING:
See 13.1 Falling

6.7 IMPACTS:
See 13.2 Impacts

6.8 INSTANCE TERRAIN:

Instance Terrain is any terrain that cannot be entered, only moved over or around. Instance terrain can be inclined, vertical, or neither but it is always treated as difficult terrain.

6.9 AREA TERRAIN

Area Terrain is any terrain a model may enter, or where a model may be placed within a template or zone that defines the area of the terrain. All Area Terrain is rated as Difficult Terrain for movement purposes unless noted otherwise. For simplicity, area terrain has a uniform Height equal to the highest point if not noted otherwise. Area Terrain will provide overlapping cover from Indirect attacks if it has a Height equal or greater to the model that is within it.

6.9a Buildings:

Buildings are a special type of stacked area terrain. Each floor of a building counts as a piece of area terrain except for the roof which only counts the edge of the roof as instance terrain. Players should decide the capacity of each floor and whether it can be entered by infantry and/ or Gears. Players should also decide where the entry points are located and what walls count as impassible terrain. Once within a building, models may move up or down floors as if they had climbing equipment and may move through a floor occupied to capacity by friendly models if they have MR enough to pass completely by.

As a reference a building structure should have the capacity for one model for each 2" by 2" area of a floor.

6.10 ROADS:

Roads provide a bonus to the Movement Rating of models that complete their entire Move on a Road. This bonus depends on the Movement Type of the model. Walker and Infantry types gain +1" per Move, Ground types gain 2" per Move, and Hover Types gain 3" per Move.

6.11 DESTRUCTIBLE STRUCTURE TERRAIN: [ALPHA OPTIONAL RULE]

This section of the rules is in an alpha stage, use with discretion.

Light buildings are AR:7 and have H/S:1/1, per 2" square, per floor.

Heavy Buildings have AR:9 and have H/S:2/2, per 2" square, per floor.

Example: A Heavy Building that is 2"x 3" and has two floors has a Hull and Structure rating of 8/8. H/S:4/4 for the area times two for the number of floors.

Buildings are Structures and as such only roll 1D6 for Defense rolls with no modifiers and models attacking them count as GU:6+ unless they have the Anti-Structure weapon trait on the weapon used. Buildings may be attacked as Primary or Secondary Targets and may be damaged by Area Effect attacks and the Blast trait as normal. A non-AE attack targeting models in a building that misses the target will roll to attack the building instead.

A building that Loses all of its Hull rating is considered to be critically damaged and may be entered from any point. A Building that loses all of its H/S rating is destroyed. Buildings that are Overkilled (See 9.3) are replaced with difficult terrain. A destroyed building counts as Dangerous Terrain. Models in a destroyed building must make an unopposed Piloting roll to avoid damage. The model will suffer one damage for each failure of the roll. If a building is Overkilled the roll is made with a Piloting skill of 6+. Models that are in a building when it is destroyed lose all their actions and receive a used counter.

A variety of light and heavy buildings available from Dream Pod 9.

7.0 COVER, SILHOUETTES, & LOCK:

Cover is an essential component of defense and the correct use of cover is of great benefit to defenders. A models Silhouette, Height, and position relative to terrain and other models will determine the cover modifier to its defense roll.

7.0a Silhouette:

A **Silhouette** is used to determine the actual location of a model on the Battlefield, irrespective of the pose of the model, and any Cover modifiers that apply to a models Defense roll. Every model has a Silhouette that is a rectangle equal to their Height and the width of their Base. This can be measured easily by placing a ruler next to the base to indicate the vertical line of the silhouette. A model without a base has a width equal to the actual model as viewed from the relevant origin model, ignoring weapons.

7.0b Lock:

Lock is the capacity of one model to target another with an action. Models automatically have Lock to any other model if it can draw an uninterrupted line from one Silhouette to the other Silhouette. If the line is interrupted by terrain or other models then the model must check its Sensor Attribute range, normally 12" unless modified by the Sensors:X" trait, to achieve Sensor Lock. **Sensor Lock** is Lock achieved using the Sensors Attribute (See 2.12)

A model has **Lock** to a target if:
♦   The target has no cover that completely obscures its Silhouette.

A model has **Sensor Lock** to a target if:
♦   The target has Full Cover but is within Sensor range.

Full Solid Cover always prevents both Lock and Sensor Lock.

Solid Cover is any cover determined by the players to be too thick for direct attack weapons fire to attack targets behind it. Define all Solid cover (Bunkers, Rock formation, Hills, etc) when placing terrain before the game. Models within Solid Heavy Area Terrain, such as buildings, may be attacked. (See 6.9, 6.9a).

7.1 COVER:

Cover provides a defense modifier that improves the defender's ability to avoid damage from attacks. To benefit from a Cover modifier, the terrain must have a Height Attribute at least half the Height of the target model, and the terrain must be both **Adjacent** and between the model and the target. A model is Adjacent to a source of Cover if it is within 1" of that cover.

There are two types of Cover; Full Cover and Partial Cover, and three Cover modifier ratings; Light Cover:+1D6, Heavy Cover:+2D6, and Solid Cover:+2D6. Full Cover completely obscures a target from an attacker and requires a Sensor Lock (See 7.0b) to select the model as a target. Partial cover does not completely obscure a target Silhouette and does not require a Sensor Lock.

Partial cover will only provide a defense modifier if it is adjacent to the model.

Full Cover terrain always provides a defense modifier equal to the terrains rating even if it is not Adjacent to a target model. A model with multiple pieces of adjacent terrain must select only one piece to use for Cover

Full and Partial Cover Example diagram 7.1:

3" terrain	Strider: 3" tall	Gear: 2" tall		Strider: 3" tall	Gear: 2" tall	Gear: 1.5" tall	>1"

| Partial Cover | Full Cover (requires Sensor Lock) | Partial Cover | No Cover | Partial Cover | No Cover: not within 1" of adjacent cover |
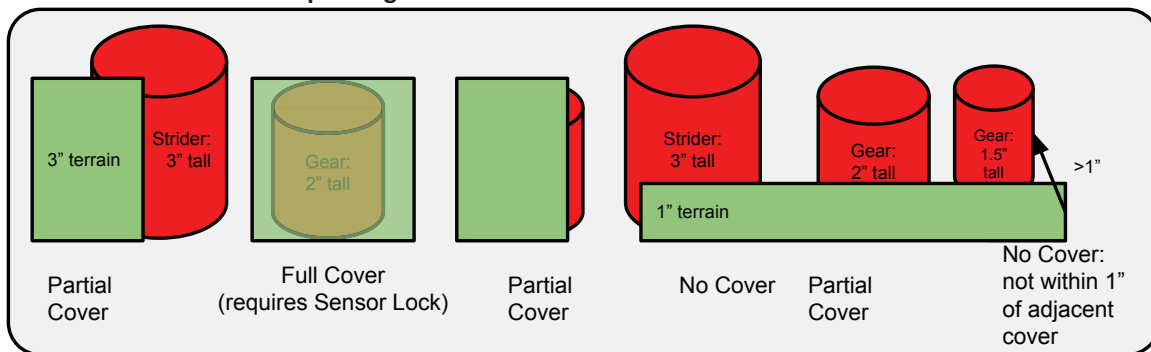
Example: A Grizzly has Adjacent Light Partial Terrain and one non-adjacent Full Cover intervening piece of light terrain. The Grizzly adds +1D6 for the adjacent light terrain and +1D6 for the Full cover light terrain.

Cover may be gained from terrain or other models (See 7.1a).
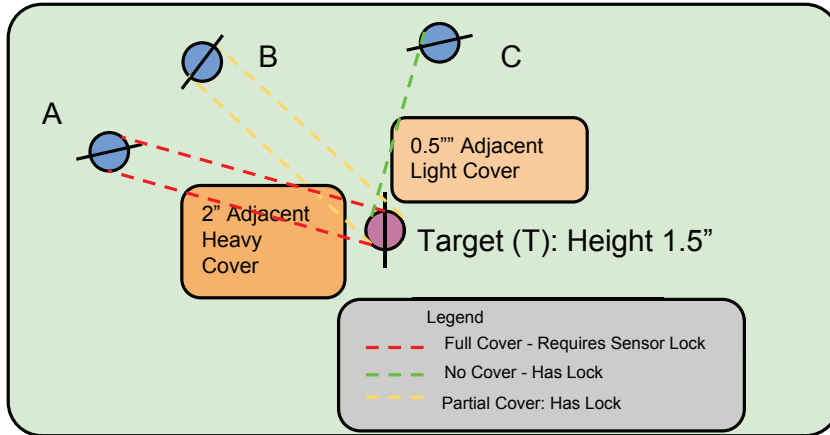
Cover Diagram 7.1:

Cover Modifiers Table 7.1:

Cover Rating	Full Cover Modifier	Partial Cover Modifier
Light Cover	+1D6 + Sensor Lock*	+1D6 + Lock**
Heavy Cover	+2D6 + Sensor Lock*	+2D6 + Lock**
Solid Cover	No Lock or Sensor Lock	+2D6 + Lock**

*Add in addition to Adjacent Cover.
**Only Adjacent Partial Cover applies.

7.1a Intervening models as Cover:
Models Adjacent to a targeted model can be used as cover if they are between the attacker and the target. If the attack misses the target model there is a chance that the Adjacent model may be hit instead. The Adjacent model must roll Defense against the Attack roll, which may not be Rerolled.

Infantry cannot provide cover to other models.
Models with AR:7 or less provide a +1D6 Light Cover modifier to defense.
Models with AR:8 or greater provide a +2D6 Heavy Cover modifier to defense.
A Destroyed model can still be used as cover (See 9.3).

7.1b Area terrain as Cover:
Models within 1" of a model attacking them, or that have less than 1" of Area terrain between them and a model that is attacking them do not add the Area terrain modifier to their defense rolls. A model that is within area terrain always adds the Area terrain Modifier to their defense rolls regardless of the quantity of intervening Area terrain. If the Height of the Area terrain is equal or greater than a model within the terrain then the Area terrain provides Full Cover and attacks require Sensor Lock unless the target of the attack is within 1" of the edge of the terrain and there is less than 1" of terrain intervening.

Area Terrain Cover Diagram 7.1b:
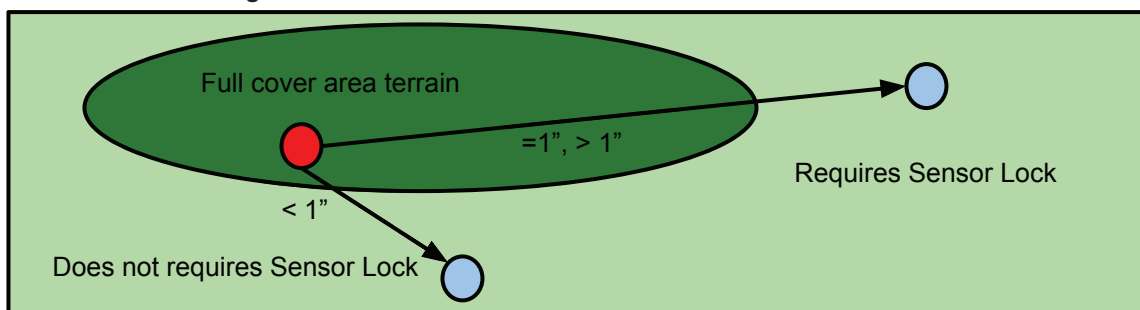
7.2 SETTING UP THE BATTLEFIELD:
When setting up, players should attempt to cover 40-50% of the Battlefield with cover of varying heights, types and ratings. Each 24" square of the battlefield should have at least two pieces of terrain that are 3" or taller.

Identify each terrain piece by its cover rating when placing it and specify, if required, the terrains height. Wooden, brick, or sheet metal and glass construction plus small trees should be considered Light Cover. Concrete, steel, rock, and large trees should be considered Heavy Cover.

7.3 ACTIVE SENSORS:

When a model Selects its Posture for its activation it may choose to use Active Sensors and will add 12" to its Sensor range until the end of the activation. Using Active Sensors can trigger Snap Fire (See 10.4).

7.3a Sensor Range Modifiers:

The average Sensor Range is based on detecting Gear sized models. Models larger or smaller than Gears will modify the Sensor range according to the Sensor Range table below.

Sensor Range Modifiers Table 7.3a:

Target Model Type/Height	Sensor Range modifier
Infantry, Vehicle, or Gear: 1" or less	-6"
Gears, Vehicles, and Striders: 1.5" to 2.0"	+0"
Vehicle or Strider: 2.5"" Height or more	+6"
Target Model has the Stealth Trait	-6"

7.4 HIDING (ACTION):

An Infantry, Gear, or Strider model that selects either the Braced or Combat Speed posture may spend an action to Hide. Place a Hidden token next to the model. A model with a Hidden token gains a free re-roll for any Defense roll that the model makes while benefiting from a cover modifier. A model with a Hidden token will only lose the token if it either moves more than 2", is engaged in melee, or uses an Electronic Warfare or Communication Action including acting as a relay or giving an order.

HIDDEN

> Note: Hiding represents the model taking a knee, crouching down, or otherwise intentionally making itself a much harder target.

7.5 ENVIRONMENTAL CONCEALMENT EFFECTS:

Concealment:X is any environmental effect that prevents or limits the ability of models to Lock or Sensor Lock targets. The Rating of the Concealment effect is the range at which Sensor Lock is required, even if a target is not behind any Full Cover. The different types of Concealment are listed in the Scenario Generation section (See 15.0).

7.6 DETAILED SCAN (ACTION):

Scenarios may require a model to **Detail Scan** a target model, building or terrain piece to obtain valuable intelligence. To Detail Scan, a target must be within half the models Sensor Range and not have Full Cover. The scanning model must use either the Braced or Combat Speed Posture, spend an action and pass a Comms roll (See 14.1). A Detailed Scan may not use the Active Sensors range bonus. An Detailed Scan counts as an Electronic Warfare action and can be reacted to with Snap Fire attacks (See 10.4). A Model destroyed by Snap fire while performing a Detailed Scan will automatically fail the Detailed Scan action.

7.7 SENSOR BOOST (REACTION):

A model with the Sensors:X trait can, as a free reaction, allow friendly models in formation with it to share its Sensor Lock to enemy models. This only allows Sensor Lock; cover is still determined between the attacker and the defender and Solid Cover will still prevent Direct attacks (See 10.1a). A model using a Sensor Boost may be attacked with a Snap Fire reaction, resolved simultaneously with the Active model's action (See 10.4).

Ferret and Infantry Hiding, until its safe to move.

8.0 RANGE ATTACK ACTIONS, RANGE ATTACK MODIFIERS, AND RESOLVING ATTACKS:

This section details the procedures to conduct Ranged, Direct fire attacks. Further special weapon attack cases can be found in section 10.0. Unless otherwise noted a weapon system may only be used to attack with once in each round regardless of weapon traits or a model having multiple actions.

8.1 WEAPON ATTRIBUTES:

See the full list of weapon in appendix 4.

Standard Weapon Attribute Table 8.1 (See full list in appendix 4):

Weapon Type	Code	Range	Light*	Medium*	Heavy*	Traits	Weapon Categories
Anti-Vehicle Rocket Pack	*RP	6-18 / 36"	7	8	9	AE:4"	Ballistic, Indirect

*Penetration Rating: Note: all weapons use one of these rating depending on their size as noted by the Code Prefix L, M, or H.

- ♦ **Weapon Type:** The full name of the weapon type.

- ♦ **Code:** This is a code that allows the weapon to be referred to, and referenced quickly. The Prefix for the Code refers to the Penetration rating as either L for Light, M for Medium, or H for Heavy. Example: An LRP is a Light Anti-Vehicle Rocket Pack.

- ♦ **Range:** The Range of the Weapon type indicates the **Optimum** range and the **Maximum** range.

- ♦ **Light:** This is the Penetration rating of the standard Light type of this weapon.

- ♦ **Medium:** This is the Penetration rating of the standard Medium type of this weapon.

- ♦ **Heavy:** This is the Penetration rating of the standard Heavy type of this weapon.

- ♦ **Traits:** Lists any traits that affect the weapon.

- ♦ **Weapon Category:** This give the weapon firing options which changes how range affects the weapon (See Table 8.2a) and certain advantages such as indirect fire (See 10.1b).

Suboptimal Ranges:

Targets either closer than Optimum range and between Optimum and Maximum ranges are at **Suboptimal range**. There are some modifiers that are applied only to attacks against models at Sub-Optimal range.

Multiple Weapon Categories:

A Weapon with more than one Weapon Type may select which type it will use for that action.

Weapon Codes without a Prefix:

A weapon without a prefix indicates that the weapon does not conform to the normal Light/Medium/Heavy paradigms because it is either a smaller, infantry-portable version of the weapon or a weapon so large that there are very few vehicles or weapon platforms that can use it effectively. These weapons will always have the PEN:X trait, indicating the Penetration rating the weapon will resolve damage with.

8.2 DETAILED ATTACK ACTION SUMMARY AND TIMING:

- A. Declare Attack (use action)
- B. Select Target
- C. Determine Lock
    - ♦ Target chooses to Snap Fire, or not (See 10.4)
    - ♦ Other models in Formation with target choose to Snap Fire, or not.

- D. Measure Range to target
- E. Select one Weapon
    - ♦ Select one weapon category

- F. Verify attacker modifiers (posture, range, category, traits), BD:2+Modifiers
  Verify defender modifiers (cover, traits, special conditions), BD:2+Modifiers

- G. Attacker and Defender roll dice (see 2.2).
    - ♦ Attacker resolves attack rolls with GU skill. Target models resolve defense rolls with PI skill.

- H. Determine Margin (MOS).
- I. Attacker chooses whether to use any available Reroll.
- J. Defender chooses whether to use any available Reroll.
    - ♦ Attacker and Defender Reroll all dice if chosen to.

- K. Determine final Margin: Attacker result - Defender result
    - ♦ (MOS:0+ is a hit).

Calculate Damage (MOS+PEN-AR = DMG) (See 9.0):
- ♦ If DMG <0 (less than zero) the attack does no damage.
- ♦ If DMG >0 (greater than zero) then subtract the DMG from the remaining H/S of the defending model.
- ♦ If DMG =0 roll a Marginal Hit (See 9.1: BD:1, TN:4+, if successful the target suffers one damage).

Range Modifiers by Weapon Category Table 8.2a:

Weapon Category	Optimal Range	Sub-Optimal range
Ballistic	-	-1D6
Advanced	Gunnery Improves by 1	-
Indirect*	-1D6	-2D6
Missile	-	-2D6**
Melee	-	-1D6

*Note: Indirect category weapon may not attack if there is terrain that completely overhangs them.
**Unless Forward Observed with a Target Designator (TD:X)

Attack and Defense Modifiers Table 8.2b:

Attack Roll Modifiers	Defense Roll Modifiers
+ Standard modifiers (See 2.2)	+ Standard modifiers (See 2.2)
+ Range modifier (See table 8.2a)	Adjacent Terrain Cover: +1D6 or +2D6
Attacking Gear or Strider from Back Arc: +1D6	Any additional Full Cover Terrain: +1D6 or +2D6
Attack Vehicle from Back Arc: +2D6	ECM:X Defense: +XD6
Elevation*: +1D6	Model Trait modifier: +XD6
Weapon Trait: +XD6	
Target or attacker is off board: Degrade Skill by 1	
Model Trait modifier: +XD6	

***Elevation:** A position where the Active model is entirely higher than the target passive model.

8.3 WEAPON TRAITS:

Weapon Traits:
Weapon Traits are abilities that define the way weapons function beyond simply range and damage and are recorded as standard in the Weapon table. These traits are part of the weapon and do not need to be noted with the weapon code for them to be present.

Associated Traits:
Associated Traits are traits that are added to a Weapons in addition to the standard list of traits for that Weapon Type. These traits are noted in brackets next to the Weapon code and include any Arcs required if the Weapon has an Arc other than Front.

Example: The Hunter in 2.12 has a Light Auto-Cannon (**LAC**) with the Associated trait weapon arc: **Arm**. The Auto-Cannon carried by the Hunter therefore has the traits: Arm, Burst:1, Split:2. (See A4.3 for weapons table).

Duplicate Associated Traits:
If a weapon has an Associated trait with a different rating than the standard Weapon Trait, the Associated Trait rating replaces the Weapon Trait rating.

Example: A model has a LAC (Burst:2). An Autocannon normally has a Weapon Trait of Burst:1. The Associated Trait rating replaces the Weapon Trait rating and the LAC has a Burst:2 trait.
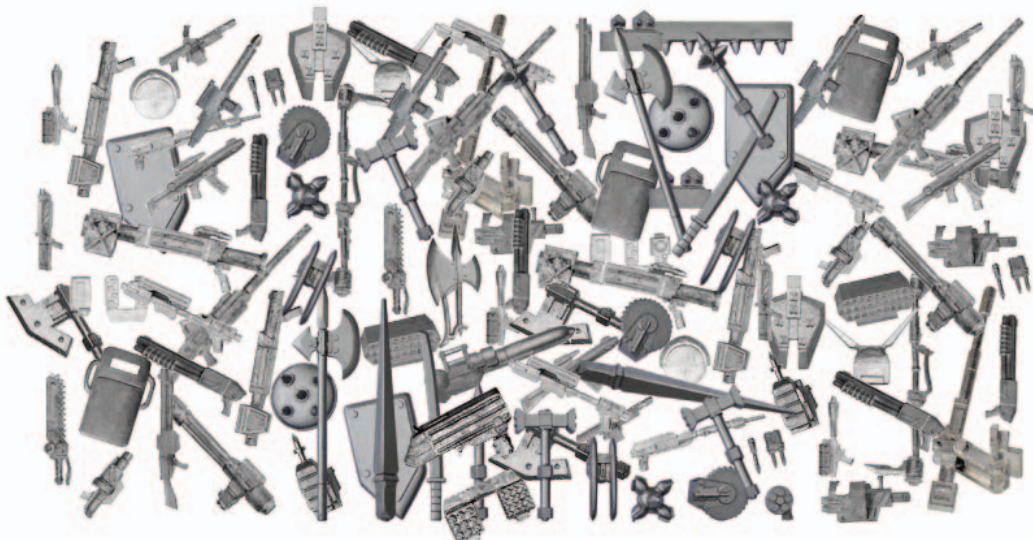
9.0 DAMAGE:

Damage represents the effect of powerful weapons defeating the high tech armor of the Heavy Gear battlefield.

9.1 STANDARD DAMAGE MODIFIERS AND RESOLUTION:

The following Attributes interact to determine the damage caused.

♦ Margin: The Margin of the attack.

♦ Penetration: The Penetration Rating of the Weapon.

♦ Armor: The Armor Rating of the target.

♦ Traits: Some Weapon Traits affect, augment, or change the way damage is caused.

Damage Resolution:
The Margin of the attack plus the Penetration of the weapon minus the Armor of the Target will give the total damage caused. MOS+PEN-AR=DMG.

9.1a Marginal Hits:
There is always a chance that sheer quantity of ammunition or a lucky hit against exposed equipment will cause damage by chance, even on a marginal hit.
When the Margin plus the Penetration rating of a weapon is equal to the Armor Rating of the target, it is considered a **Marginal hit**. Marginal Hits require the attacker to roll 1D6 with no modifiers against a TN:4+. A Marginal hit will cause one damage if successful. (Roll 1D6. If the result is a 4, 5, or 6 the target takes one damage). Some special weapon effects can cause multiple marginal hits, in which case roll a number of dice equal to the number required and each dice that rolls of a 4+ will do one damage.

9.2 DAMAGE EFFECTS:

Most attacks that hit a model will result in some amount of damage. A models **Hull & Structure (H/S)** Attribute rating represents how ruggedly a model is built, and is given two values, separated by a slash. Damage is applied to a models Hull rating first, then the the Structure rating.

Example: A model with a H/S:4/2 has 4 Hull points and 2 Structure Points.

A model that loses all of its Hull Damage points is **Crippled**.
A model that loses all of its Structure Damage points is **Destroyed**.

9.2a Crippled Models:
A Crippled model is marked with a Crippled token. A model with a Crippled token:

♦ Suffers the standard -1D6 modifier to all rolls (See 2.2).

♦ May not choose the Top Speed posture when activating.

♦ Halves its Sensor Range Attribute and cannot use Active Sensors (See 7.4).

♦ May not attack with, or use, any weapons or traits with the attached Auxiliary (Aux) trait.

♦ A Model may only suffer the effects of a being crippled once - multiple effects that cause a model to be Crippled do not stack negative modifiers.

9.2b Destroyed Models:
When a model loses all of its Hull and Structure rating it is Destroyed and turned into a Wreck. The Model remains on the Battlefield at the position it last occupied, with a Height half the model's normal Height rating. Immediately remove all damage, status, ECM defense, Standby, and Order tokens. Mark the model with a destroyed token. It is treated as Light cover if it has AR:7 or less, and Heavy Cover if it has AR:8 or more. This Destroyed model may be targeted and will be removed if further attacks cause an Overkill result (See 9.4).

9.4 OVERKILL:

If a model suffers a number of damage points from a single attack greater than or equal to the sum of the models **starting hull and structure point ratings** then it has been **Overkilled**. An Overkilled model is still destroyed but is removed from the Battlefield instead of generating terrain. Destroyed wrecks may be attacked in the hope of Overkilling them to remove cover. Wrecks always have a defense check of 1D6 with no modifiers.

Example: A Hunter Gear with a Hull and Structure rating of 4/2 has been reduced to 2/2 and is hit by a powerful attack that does 4 damage. The Hunter will be Destroyed but not Overkilled. A hit that did 6 damage would overkill the Hunter and remove it from the table.

9.5 STANDARD HULL AND STRUCTURE:

The following Table indicates the range of standard Hull and Structure values that represent the ability of models to suffer damage and remain functioning. Note that the toughness rating is used to compare models with the same armor attribute rating and to provide a standard term to describe the models attributes.

Standard Hull and Structure Table 9.5:

Toughness Rating Name	Infantry Hull/Structure: 4	Gears Hull/Structure: 6	Tank and Strider Hull/Structure: 8	Multi-Component Vehicles Core* Hull/Structure:10 *See 16.6
1: Flimsy	-	1/5	2/6	3/7
2: Fragile	1 / 3	2/4	3/5	4/6
3: Standard	2 / 2	3/3	4/4	5/5
4: Tough	3 / 1	4/2	5/3	6/4
5: Rugged	-	5/1	6/2	7/3

*See 16.6

9.6 SPECIAL WEAPON EFFECTS:

Some Weapon effects attack a target differently than a normal weapon attack. These attacks are called Special Weapon Effects.

9.6a Special Weapon ratings and tokens:

Attacks with a Special Weapon Effect are noted with a trait name with a rating that gives the intensity of the Special Weapon Effect. Always calculate damage normally and then resolve the effect of the attack.

A model can only have one persistent damage token of each type at any time.

9.6b Damage Control (reaction):

Use one action for a model to perform a **Damage Control reaction** on itself or another friendly model within 3" before rolling any Special Weapon Effects. For each action spent, reduce the Intensity, or the Margin, of the attack by one. If the MOS+Intensity is reduced to a total of zero there will be no Special Effect. Models with the Recovery Vehicle trait may remove 2 intensity per action spent instead, and may target models within 6"

9.6c Special damage types and effects

Haywire [Haywire]:

A model that hits a Target with a weapon with the Haywire trait resolves normal damage then rolls 1D6, a roll of 4+ causes one additional damage. Place a Haywire token on the target model. A model with a haywire token counts as a Crippled model. Remove the haywire token in the cleanup phase. Haywire may not be removed by a damage control reaction.

> *Note: The Crippled modifier is only applied once per roll, regardless of number of sources.*

Fire [Fire:X]:

A target hit with an attack with the Fire trait resolves normal damage, then rolls a number of D6 equal to the rating of the trait. For each die that equals or exceeds a target number of 4+, one damage will be caused. After this roll there is no further effect, fire suppression systems control the fire.

Example: A Light Flamer (LFL) attack hits a target with AR:5 with a MOS:3. A LFL has a PEN:3 and a the Fire:2 trait. and does one normal damage. The player then rolls dice equal to the rating of the flamer and adds one damage per roll of 4+.

Corrosion [Corrosion:X]:

A target hit with a Corrosion effect resolves normal damage then rolls a number of D6 equal to the Margin of Success of the attack plus the rating of the effect. For each dice that equals or exceeds a target number of 4+, 1 damage will be caused. In addition a Corrosion token will be placed on the model.

A model without the Recovery or Medic traits must use a damage control action and succeed a roll with BD:1 and a target number of 6+ to successfully use a damage control action on itself, or another friendly model to remove a corrosion token. Standard modifiers apply to this roll (See 2.2). Due to specialized equipment, a model with the Recovery Vehicle trait can remove a corrosion token with an action without requiring a roll.

In each Cleanup phase, any model with a Corrosion token rolls 1D6 and suffers 1 damage on a roll of 4+. If not removed by a Damage Control action, a Corrosion token will persist on the model until the game ends or the model is destroyed. A model with a Corrosion token that is hit by another attack with Corrosion will roll the immediate special damage roll for the attack but will not place another Corrosion token. A model can only have one Corrosion token at a time.

Infantry and Corrosion:

After applying Corrosion special effects on Infantry models do not place a token.

10.0 ADDITIONAL WEAPON ACTIONS & ATTACK OPTIONS:
This section describes weapon attack options and weapon traits in detail.

10.1 WEAPON ATTACK TYPES:
There are three kinds of attacks a model can make; Direct, Indirect, and Melee.

10.1a Direct Attack (action):
Direct Attacks are the most basic type of ranged attack action and may be made by any weapon from the Ballistic, Advanced, or Missile categories. All attacks are Direct attacks unless noted otherwise.

10.1b Indirect Attack (action):
Indirect attacks are a special attack that can be chained to a Forward Observation action (See 14.3), or fired at a target that the attacker has Sensor Lock to (see 7.0). Indirect attacks are high trajectory attacks and are less accurate than most weapons. Indirect category weapons have a -1D6 modifier at optimum range and a -2D6 modifier at Sub-Optimal range and do not benefit from the elevated modifier. Targets of Indirect attacks do receive a cover modifier unless the target of a Forward Observation is in the open when viewed from the Observer. Instance terrain and Area terrain that overlaps a model will provide cover against all Indirect attacks.

10.1c Melee Attack (action):
Melee or close combat attacks are detailed in the Melee Attack section (See 11.0).

10.2 AREA EFFECT [AE:X"] ATTACKS:
Weapons with the AE:X" trait have the potential to damage multiple targets. The initial Target of an Area Effect attack is the **Primary Target**; all other models with any part of their base within the AE are **Secondary Targets**.

Area Effect (AE) Attacks:
♦ Primary target: Attack as normal to a minimum of 1D6 for the attack roll.
♦ Secondary targets: Attack with an additional -1D6 modifier to a minimum of 1D6 for the attack roll.

Example: A Grizzly Fires its mortar at a Cobra (Primary Target) and a Jager (Secondary Target) with an attack roll of 2D6. The Grizzly rolls [6, 3] for a total result of 6 against the Cobra. The Cobra rolls and is hit. Then the Active player rolls 1D6 for the attack roll against the Jager and rolls a [4]. The Jager has to defend against the 4. Then the Grizzly player will resolve any other effects such as the Blast trait.

Area Effects targeting non-model target points:
A model may target a point on the battlefield in an attempt to maximize the number of enemy models attacked by an AE.
♦ A Target Point may be Forward Observed as normal. The Observer must have a Sensor Lock to the Target Point (See 7.0b).
♦ All models in the Area Effect are treated as Secondary targets.

Flanking Modifiers from Area Effect attacks:
Area Effect Attacks targeting Primary and affecting Secondary Targets do not benefit from the Flanking modifier (See Table 8.2b) unless the attacker:
♦ Is in the Rear arc of the model being attacked.
♦ Attacks with a weapon in the Missile category and the Observer model has both the Target Designator (TD:X) trait and is in the rear arc of the Primary Target.
Secondary Targets do not have the Flanked modifier applied to attacks targeting them unless the attack is a from a weapon category other than Indirect.

10.2a Friendly Fire and Area Effects:
Area Effect attacks do not discriminate between friend and foe, making them very dangerous to use in tight groups of troops.

Unless Specifically allowed by Special Rules in the Sub-Lists section (See A.2), players may not attack a target with an Area Effect attack if one or more friendly models are in the area. The exception to this is if the friendly model has an Armor Rating at least two higher than the Penetration Rating of the weapon. A model may never be the target of an attack by friendly models.

10.3 STAND BY [ACTION]:
A Stand By action is a deferred action. To use Stand By, a model must use an action and be at Combat or Braced postures. The models activation immediately ends and it receives one Stand By or Stand By (Braced) token for the action, plus one additional token for each remaining action, and one additional token if the model has the autopilot trait.

A Stand By token can be removed to:
♦ Chain an Indirect attack to a FO (See 14.3).
♦ Snap Fire reaction (See 10.4).
♦ Active ECM EW reaction (See 14.2a).
♦ Use a Comms Boosting reaction (See 14.1d)
♦ Use a Damage Control reaction (See 9.6b)

A model that chooses the Braced posture and uses Stand By will remain Braced and use all modifiers associated with the Braced posture until all the Stand By tokens are removed.

A model with standby counters remaining in the Cleanup phase does not refresh actions in step 5 of the Cleanup phase unless it removes the Stand By counters. (See 3.1). A model with a Stand By counter may activate and choose posture normally but may not select the Top Speed posture.

10.4 SNAP FIRE (REACTION):

A **Snap Fire** reaction is an attack action a Passive model may choose to make in response to being the target of an action.

A Snap Fire reaction may only be declared with a weapon that has either the Arm, or Fast Turret weapon Arcs.

A Snap Fire reaction can be declared against an Active model if the Passive model is:
♦ The target of a ranged or melee attack action.
♦ Within Sensor range and has Lock to an Origin model of an EW action or reaction.
♦ Within 6" of, or in Formation with, a the target of an attack action (See 15.3).
♦ A model with a Stand By token, and the Active model has ended its activation in Sensor range without using an action. Resolve this Snap Fire before the next model activates.

A Snap Fire attack can also be declared by any model that has Lock to an active model that has declared it is using Active Sensors (See 7.3), when the Active Sensors is declared, or when a model using Active Sensors uses an action.

Declare Snap Fire after an active model declares a target, or after an action is declared if there is no target model. All Snap Fire attacks resolve simultaneously with the action that triggered them. Resolve all actions and reactions before applying any damage effects. Place a Action Used Token on the unit that did the Snap Fire to remind you that the unit has already used its action when it comes time to move it in the Action Phase.

10.4a Shooting at models entering base to base contact:
Ranged or Melee Snap Fire may be declared in response to any melee attack. Resolve Ranged Snap fire before any melee attacks by the active model. This Snap fire may be declared if the active model began its activation in the arc of a weapon that can Snap Fire, even if the model has moved out of that weapon arc. The Range used to resolve the Snap fire is 0".

10.5 SPLIT ATTACKS:

Split Attacks allow an active model to use one action to attack two or more targets with a weapon with the Split:X trait.

The maximum number of targets may not exceed the rating of the Split trait. All targets:
♦ Must be in Lock or Sensor Lock.
♦ Must be within 6" of each other.
Make one attack roll per target. Split Attacks have a -1D6 modifier.
♦ Declare all targets and Snap Fire responses before making any attack rolls.
♦ Resolve all attacks and reactions before applying any damage effects.
♦ Each target can only be attacked once by a Split Fire attack.

A Northern Gear Attack.

RULES: MELEE COMBAT

11.0 MELEE COMBAT:

Melee combat in Heavy Gear Blitz is similar to Direct and Indirect attacks with the exception that weapons in the melee category may be used to make a number of melee attack actions up to the **Action** Attribute of the model using them. All models except Infantry can also make Special Melee attacks (See 12.0).
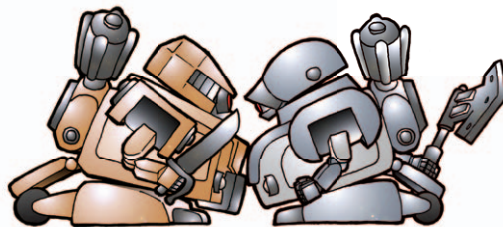
Engaged in Melee:
A model that is in range of a melee category weapon carried by an enemy model is engaged in melee combat with the enemy model if the engaging model has Lock or Sensor Lock. Being Engaged in melee does not prevent a model from moving away when they activate, it only affects targeting and cover (See 11.0c)

A Model using Flying Movement may not use, or be the target of, a Melee attack.

11.0a Defenseless models:
Models without a melee category weapon are at a disadvantage when defending in melee. These models are Defenseless and have a modifier of -1D6 to melee defense rolls.

11.0b Melee Attack Action:
A Melee attack action is required to attack with a Melee category weapon. Melee attack actions use the Pilot skill to make attack rolls instead of the Gunnery skill.

11.0c Firing at an Engaged model:
An engaged target model may use an engaged, adjacent, intervening enemy model as cover against ranged attacks. The attacker must have Lock to the engaged enemy model.

11.0d Attacks While Engaged:
A model that makes a ranged attack while engaged has an additional -1D6 modifier to the attack roll if the attack does not target the model it is engaged with.

11.1 MELEE ATTACK MODIFIERS:

Add both Melee and Standard modifiers to Melee attack rolls.

Melee Modifiers Table 11.1:

Modifier Name	Effect	Modifier
Flanked Gear or Strider	Attacker is completely in the targets Back (B) Arc. A model must begin their activation in the back arc to gain this modifier	+1D6
Flanked Vehicle	Attacker is completely in the targets Back (B) Arc. A model must begin their activation in the back arc to gain this modifier	+2D6
Brawler (Trait)	The Attacker/Defender has the Brawler trait. Multiple instances of the Brawler trait add together.	+XD6
Defenseless	A model without a weapon in the melee category.	-1D6
Standard modifiers	See 2.2 for standard posture and critical damage modifiers.	+/-XD6

11.2 REACH TRAIT:

The reach trait allows a Melee weapon a maximum range greater than zero. Targets that are not in base contact but are still engaged in melee combat may use terrain as a defense modifier.

A Southern Spitting Cobra with longer reach melee weapons.

12.0 SPECIAL MELEE ATTACKS:

Sometimes destroying a target is not enough. Sometimes a target needs to be moved instead. This is where special melee attacks are used. The most common use of a special melee attack is to clear a space around an objective, something that Gears excel in.

12.1 BRUTE FORCE [ACTION]:

A Brute force action is a melee attack action where one model forces another model to move by physically pushing on it. Brute force requires a normal Melee attack roll, but both the attacker and the defender count as defenseless.

If the attacker wins, it may move directly forwards a distance equal to the Margin and the defender is forced to move in the same direction. The distance moved may not be more than the Movement Rating remaining in the active model's current move. Modify the distance moved by the difference between the Armor Ratings (AR) of the models.

A model forced into terrain or another model will suffer an Impact (See 13.2). If a model is forced off of an elevation it will suffer a Fall (See 13.1). Infantry models may not use, or be targets of, a Brute Force melee attack.

Example: A Grizzly with 5" remaining in a move uses a Brute Force Action against a Jager. The attack roll results in a Margin of 2. The Grizzly forces the Jager 2" (Margin) + 2" (AR8 - AR6) = 4". There is a solid terrain wall 1" behind the Jager that it will hit for Impact damage (See 13.2).

12.1a Multiple targets of a brute force action: If more than one target is in front of a model using brute force then both potential targets must test to defend against the attack. The active model may only move both defending models up to the distance of the lowest Margin. If another model is contacted during the brute force move the move will stop at the point of contact, but the model making the brute force move may resolve a free Ram attack (See 10.11) against the newly contacted model.

12.1b Multiple actions and brute force: If a model has multiple actions it may attempt to use brute force more than once when activating and may choose new targets for each Brute Force action or target the same model multiple times.

12.2 RAM [ACTION]:

A model may use acceleration and mass to attempt to inflict damage. To Ram, a model must move into base to base contact. Both the attacker and defender count as defenseless, even if they have a melee weapon. If the attack hits, resolve the damage as an impact (See 13.2). Unlike the Brute force action, a Ram action does not move the target. Infantry may not use a Ram action. Apply Melee modifiers (See 11.1).

12.3 CRUSH [ACTION]:

A Crush action is a melee attack that may only be used against infantry in base contact. A Crush action:

♦ Requires an Armor rating that is higher than the target model.

♦ Requires either the Walker or Ground Movement Type.

♦ Has the Anti-infantry trait.

♦ Does not require a Melee category weapon.

Make a Melee attack roll. The attack has a Penetration rating of 3. After a Crush action the attacking model may continue to move. The infantry model that was attacked may move the minimum distance required to ensure that it is not under the attacking model after its movement (the infantry give way).

Infantry models may not make crush attacks.
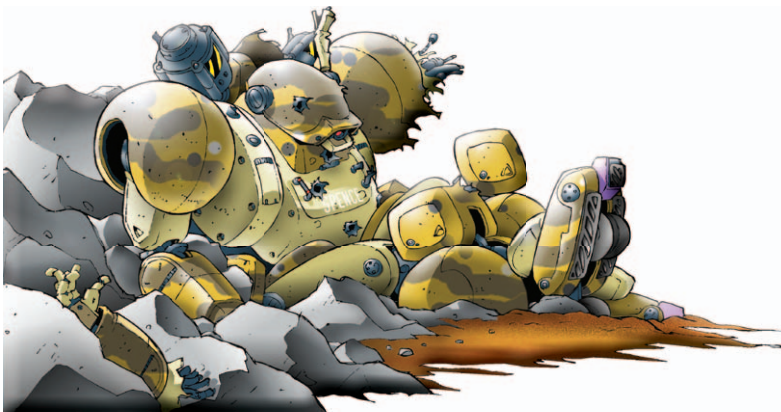
Destroyed Southern Jager Gear.

Injured Southern Infantry man.

13.0 IMPACTS AND FALLING:
Intentional or unintentional situations may cause a model to suffer a fall or an impact.

13.1 FALLING:
A model that moves off of vertical, elevated terrain (slope greater than 45 degrees) without using the climbing trait (or dedicated MR to conduct climbing) suffers a fall. Models forced off of vertical terrain automatically suffer a fall. Make a Pilot roll with BD:1 for each full inch the model fell. The model takes one damage point for each die that fails the Pilot roll. Count only the distance from the bottom of the base to the surface to resolve the distance fallen (See 6.5f).

13.2 IMPACTS:
If a model is forced into terrain, or another model, it suffers an Impact. Impacts tend to be messy affairs due to the physics of high speed collisions, and are resolved as a Pilot Roll with a BD:2. If two models Impact each other compare AR v AR and add the difference, just like a normal damage roll modifier (See 9.0).

♦ Make a Pilot roll for each model being impacted with the following modifiers:
 ♦ +XD6 where X is the cover rating of the terrain.

 or

 ♦ +XD6 where X is the difference between AR of impacting models (AR other model - AR testing model)
 ♦ Apply only the critical damage standard modifier (See 2.2).
 ♦ An impact test always rolls a minimum of 1D6 for the PILOT test; there is always a chance for damage!

Impact Damage:

♦ Each Roll that fails the PILOT test causes the model to take one damage.
 ♦ If an active, impacting Model is using the top speed posture then both impacted models will suffer two damage points for each [1] rolled for the PILOT test.

♦ If a passive, Impacted model is overkilled by impact damage then the active model may continue to move.

♦ If a target, Impacted model is not overkilled the active model may not move any further this activation.

Example1: A Jager (AR:6) is pushed with a brute force action into a Cobra (AR:8). The Jager had been forced 4" but stopped when it impacted the Cobra at 2". Both models have BD:2. Since AR:8 -AR:6 = 2, the Jager will add 2D6 to its test and the Cobra will reduce its test by 2D6. The Jager (PILOT:4+) must roll 4D6 in total, the Cobra (PILOT:5+) rolls 1D6 total. Each dice that fails to equal or beat their Pilot skill will cause 1 damage.

Example 2: An Aller Tank chooses to make a melee attack by ramming a Hunter at Top speed. The Tank moves 4" and hits the Hunter with an attack check Margin of 0. The Hunter (AR:6) is impacted by the Aller (AR:12). The Hunter Rolls 2D6 (BD) + 6D6 (ARvAR) = 8D6 PILOT Roll to avoid damage. Because the Aller is at top speed all test rolls of [1] for either model will cause 2 damage. The Aller suffers a 2D6 (BD) - 6D6 (ARvAR) = 0D6 roll. The Aller must still Roll a 1D6 PILOT Roll to avoid damage (minimum chance for damage).
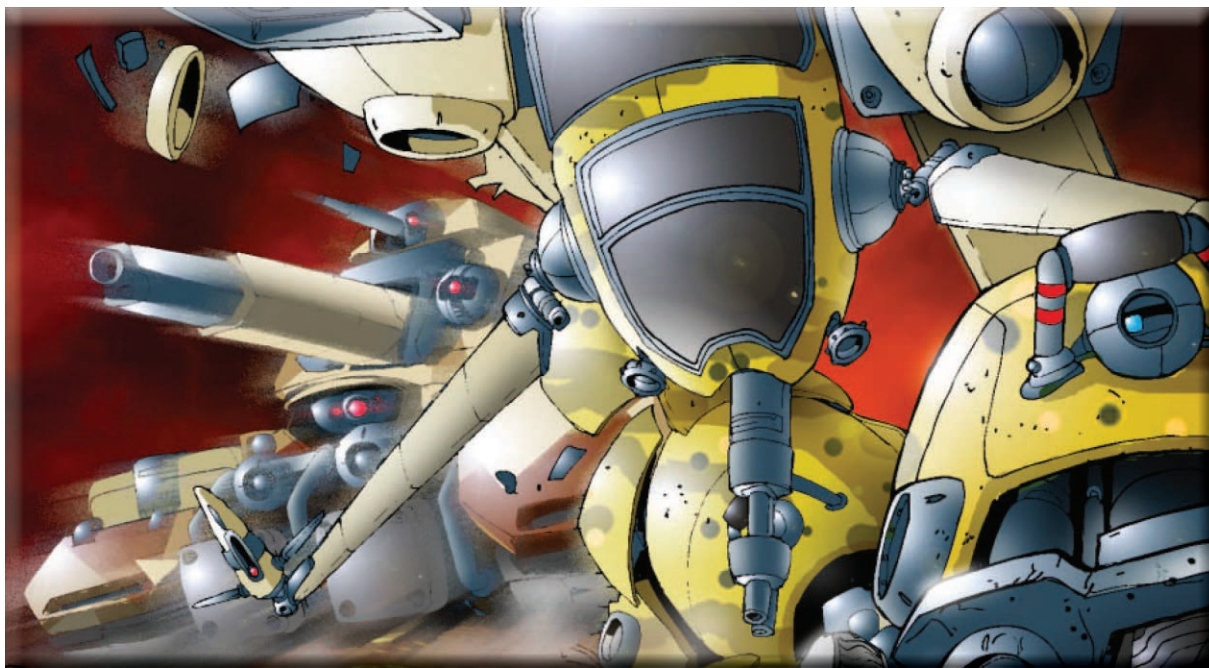
A Northern Aller tank clips a Southern Naga Strider at top speed.

14.0 ELECTRONIC WARFARE: ELECTRONIC WARFARE INTRODUCTION:

Electronic Warfare can be used defensively or offensively. Electronic Warfare actions and reactions, except for Forward Observations and Comms Boosting, require special traits detailed with each action/reaction. All electronic Warfare actions or reactions are resolved with the Electronic Warfare (EW) skill.

EW Actions/Reactions Table 14.0:

Section	EW action/ reaction	Trait Required	Range	Effect	Counter
14.1d	Comms Boosting	None / Comms:X	Formation	Add +1D6 to a Comms roll or Comms:X rating to target.	None
14.2	Passive ECM	ECM:X	Sensors:X"	Reduce enemy Comms:X traits by the ECM:X rating.	None
14.2a	Active ECM:X	ECM:X	Sensors:X"	Roll opposed EW. If target fails their Coms action will be cancelled.	ECCM
14.2b	ECM Sensor Jamming	ECM:X	Sensors:X	Roll opposed EW. If target fails place a Haywire token on target (See 9.6)	ECCM
14.2c	ECM Defense	ECM:X	6"	Models within 6" gain a +XD6 modifier to defense rolls.	None
14.3	Forward Observation	None	Sensors:X"	Chain Indirect attacks to attack the target.	Active ECM
14.3b	Satellite Forward Observation	SatUp:X+	Off-Board	Chain indirect attacks to attack a non-flying offboard model.	None

14.0a Origin and Receiver:
The Model using an Electronic Warfare action or making an Electronic Warfare roll is an **Origin** model. A model that receives the effect of the Electronic Warfare action or roll action is a **Receiver** model.

14.0b Electronic Warfare Actions:
An **Electronic Warfare (EW) action** is any action that uses the ECM:X trait, Comms:X trait, Sensors:X" trait, or rolls using the EW skill.

14.0c Origin models and Snap Fire:
Any model that has Sensor Lock to an Origin model may Snap Fire. The Snap Fire attack resolves simultaneously with the effect of the Electronic Warfare action or roll (See 10.4).

14.1: COMMS (ACTION):

A **Comms action** is any Electronic Warfare action that uses a Comms:X trait, or requires a Comms roll.

14.1a Comms Roll:
An unopposed Comms roll has a BD:2 with Standard Modifiers (See 2.2). If successful, the Origin model may communicate with one Receiver model. A Receiver model does not require a roll to receive the Comms. A Comms roll is used to transmit targeting information to other ready model or to a Commander model that can direct a response. Receivers of Comms rolls that are in Formation with the origin model still require a successful Comms roll by the Origin model to be Receivers.

14.1b Comms:X Trait and Comms Rolls:
A model with the Comms:X trait may use the rating of the Comms trait as X automatic successes instead of making a Comms roll. Passive or active ECM may reduce the rating of the Comms trait (See 14.2). Passive ECM shares the same range as the ECM models sensors. Multiple, overlapping ECM effects are cumulative.

If a models Comms:X trait is reduced by Passive ECM interference, it may attempt a Comms roll (See 14.1a). A Comms roll with one or more successes will allow one successful Comms event per success, up to the rating of the Comms:X trait.

Example: A Comms:2 model is in range of two model with passive ECM:1 which reduces the Comms rating of the active model to zero. The model rolls a Comms roll an rolls one success allowing one Receiver model.

14.1c Commanders as Receivers:
All models in Formation with a Commander Receiver, including the Commander model itself, may benefit from an action, or chain an action to the Comms roll of the Origin model.

Example: A Commander receives a Comms for a Forward Observation. The Commander and all models in Formation within 6" of the commander may chain actions to the FO as if they were the Receiver.

14.1d Comms Boost (reaction):
Friendly, non-infantry models in Formation with a model using a Comms Action may provide a **Comms Boost**. Declare Comms Boost reactions before resolving an EW action. The boosting model(s) must spend an action and may either add their Comms:X rating to the rating of the boosted model or may add +1D6 to any Comms Test. Infantry models may not use Comms Boost reactions but may benefit from Comms Boosting.

14.1e Comms Relay:
Models with the Comms:X trait may act as **Relays** for other models in a Combat Group, extending the reach of the Commanders Formation. The Relaying model must be in Formation with (6" from) the commander or another Relay model. All other models in Formation with the Relay model are then considered in Formation with the Commander, regardless of their distance from the Commander model. Multiple models may Relay, allowing the potential for a Commander to be in Formation with a model one or more Relays away.

14.1f Satellite Comms:
A model with the Satellite Uplink:X (SatUp:X) trait cannot be jammed by an Active ECM reaction (See 14.2a) if communicating with a Receiver that also has the SatUp:X trait. Comms actions between models with Satellite Uplinks always succeed with one success.

14.1g Satellite Comms Relay:
Models with the Satellite Uplink:X trait may act as **Relays** for other models in a Combat Group, extending the reach of a Commander's Formation. Models in the same Combat Group within 6" of a model with the Satellite Uplink trait are in Formation with their Commander if the Commander has a Satellite Uplink trait or is within 6" of another Satellite Uplink model.

14.2 ELECTRONIC COUNTER-MEASURES (ECM):
A model with the ECM:X trait will reduce the Comm:X trait(s) of all enemy models it has Sensor Lock to by the rating of the ECM:X trait, without using an action. This effect is cumulative and cannot reduce a Comms:X trait below 0. Check the Passive ECM models' Sensor ranges when the Comms Action is declared before resolving the effects of that Comms Action. Note that a model may measure its own Sensor range at any time during its Activation to identify models that can cause passive or active ECM. Do not measure enemy Passive ECM Sensor range until an action that requires a Comms roll is declared.

14.2a Active ECM (ECM reaction):
A model with the ECM:X trait may use an action to actively contest the results of an Enemy Comms roll as a reaction if it has Sensor Lock to the active model.

Declare the Active ECM reaction after the Comms Action is declared but before any Comms roll is made. Each model makes an EW roll with standard modifiers (See 2.2). If the reacting model wins the roll with a Margin of zero or greater (MOS:0+), the Comms roll automatically fails. If the active model wins the roll, resolve the Comms Action as normal. If the active models Comms roll is blocked, that model loses that action until it refreshes.

Countering Active ECM:
A model with the ECCM trait within 6" of a friendly model targeted by an Active ECM action may react, as a free action, and take the EW roll for the target model as if it was is the target. A model with ECCM may Reroll opposed EW rolls.

14.2b ECM Sensor Jamming (ECM action):
A model with the Electronic Counter-Measures trait may attempt to actively scramble the targeting sensors and other electronic systems of a target model. The Jamming model must have Sensor Lock. A Sensor Jamming action requires an EW roll, and each model makes an EW roll with standard modifiers (See 2.2). The target model may use terrain, cover, and ECM Defense modifiers (See 14.2c).

If the Active model wins the check with a Margin of 0 or greater, the Jamming automatically succeeds and a Haywire token is placed on the target model (See 9.6). Otherwise, the Jamming Action fails and the action used for Jamming is spent.

Unlike a normal Haywire Special Weapon Effect, a Jamming action cannot cause Marginal hit damage. The Haywire token only applies the "Crippled" modifier to the target model.

Countering Sensor Jamming with ECCM:
A model with the ECCM trait within 6" of a friendly model targeted by a Sensor Jamming ECM action may react, as a free action, and take the EW roll in place of the targeted model. A model with ECCM may Reroll opposed EW rolls. Note that though the Counter Sensor Jamming model makes the roll only the target is affected if the roll fails.

14.2c ECM Defense (ECM action):
ECM Defense is a localized EW effect that gives all models nearby a modifier to their defense rolls against Ranged attacks (See 8.0). A model with the ECM:X trait may use an action to activate ECM Defense. Place an ECM Defense token on the model with a rating equal to the rating of the trait. ECM Defense adds a +XD6 modifier to the defense tests of any model within 6" of the origin model.

A model within the Area Effect of multiple ECM defense origins only uses the highest rating of modifier; the effects of multiple ECM Defense actions are not cumulative. ECM Defense does not provide a modifier against Ranged attacks from weapons using the Spray or Area Effect trait, or from weapons attacking using the melee weapon category (See 11.0). Remove all ECM Defense tokens during the Cleanup phase.

ECM Defense Diagram 14.2c:
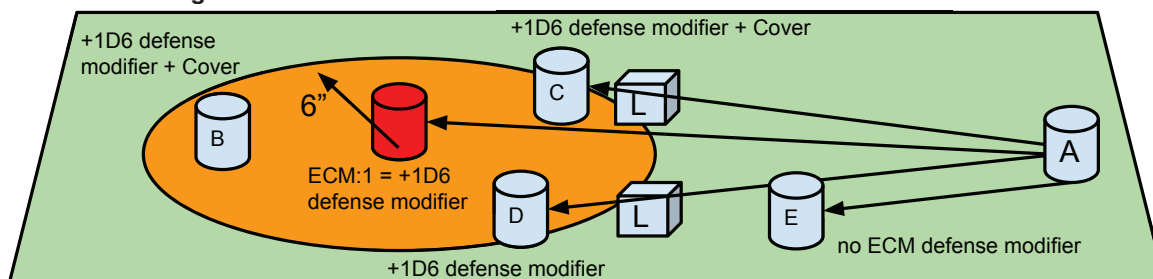
14.3 FORWARD OBSERVATION (ACTION):

To Forward Observe, the model must be either Braced or at Combat speed. The target of the Forward Observation action must be within the Sensor Range of the Observer. A Forward Observation may be initiated by the observing model, the firing model, or a command model (See 14.1c). The Comms test for a FO is always taken using the EW skill, and/or Comms:X trait rating, of the Observer.

A Forward Observation is an action that allows an Active model to observe a target and then communicate targeting information to other models in the Force with a Comms roll or use of its Comms:X rating (See 14.1a). Receivers of the Forward Observation Comms can chain actions to the Forward Observation and attack the observed model with an Indirect or Missile category weapon
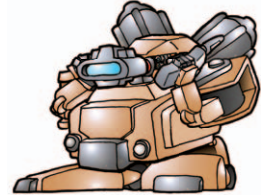
Attacks chained to a Forward Observation use:

♦ The Posture/ Critical status attack modifier of the Receiving model.

♦ The Back attack modifier determined by either the Observer or the firing model if either are in the back arc of the target model.

♦ A Forward Observation using a Target Designator (TD:X, see A4.1) and a Weapon with the Guided trait (See A4.2) ignores all range modifiers for both primary and secondary targets, and gain the TD:X rating as a modifier to the Primary target.

A model that Forward Observes may communicate to a number of models equal to its Comms:X trait rating. A Receiver for a Forward Observation may be any model in a Force, not just models in the same Combat Group.

If the Observing model does not have a Comms:X trait, or if Passive ECM has reduced the Comms:X trait to zero, then the model must pass a Comms roll. A successful Comms roll will allow one model to chain actions to the Forward Observation.

14.3a Forward Observation for multiple action models:
A Forward Observing model with more than one action may automatically chain any remaining actions to the Forward Observation without counting towards the number of models that may chain attacks in response to the Forward Observation. A model may not be prevented from Forward Observing for themselves by ECM.

14.3b Satellite Forward Observation:
Requires an Electronic Warfare (EW) roll using SatUp:X+ rating as skill. If successful, one off-board, non-flying model may be Forward Observed as if it was in Sensor Lock. The Comms:X trait may not be used for a Satellite Forward Observation. Satellite Forward Observations may be affected, or prevented by weather effects.

Satellite FO and Air Strikes:
Satellite FO actions may direct a flying model to conduct an Air Strike against a single off-board model, or a model on the Battlefield the Observer has Sensor Lock to (See 17.2a).

Forward observing immediately proceeding the bombardment of a Southern column.

15.0 ADVANCED SCENARIO GENERATION

There are four steps to creating a standard scenario in Heavy Gear Blitz:

1. **Selecting Forces (See 15.1).**

2. **Rolling Scenario Parameters (See 15.2).**

3. **Roll Commander initiative to determine initiative for any priority during deployment, choosing sides, and placing objectives.**

4. **Selecting Objectives (See 15.3).**

15.1 SELECTING FORCES:

Each player chooses their units up to the agreed upon point value of the game (See 18.0). Most games are matched points (both sides have the same number of points to spend) unless the players are playing a campaign of linked scenarios.

15.2 ROLL SCENARIO PARAMETERS:

One player rolls 1D6 for each of the scenario parameters. The three parameters are:

♦ Deployment zones
♦ Number of Rounds
♦ Special Environmental Conditions.

15.2a Deployment Zones (roll 1D6): If the Battlefield is square determine which edge is the long side and which edge will be considered the width before rolling.

1-2 **Narrow Edge:** Players may deploy up to one third of the way onto the Battlefield, measured from the narrow (width) edge on opposite sides of the Battlefield.

3-4 **Wide Edge:** Players may deploy up to one third of the way onto the Battlefield, measured from the wide (length) edge on opposite sides of the Battlefield.

5 **Corner:** Divide the Battlefield into nine equal zones (three lengthwise and three widthwise). one player may deploy in one corner ninth plus one adjoining ninth. The opponent deploys in a mirrored deployment zone on the other side of the Battlefield (opposite corner and adjacent ninth).

6 **Divided Forces:** Divide the Battlefield into ninths (as diagonal deployment). One player chooses two diagonally opposite corner ninths to deploy in. The opponent deploys in the remaining corner ninths.

Deployment zone examples
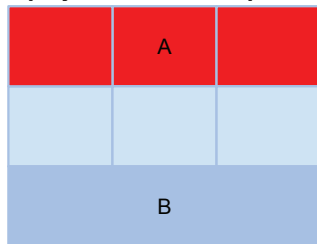
Wide Deployment
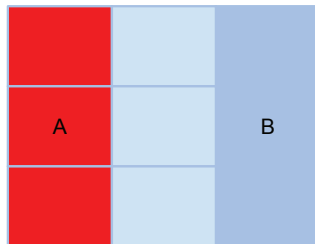
Narrow Deployment
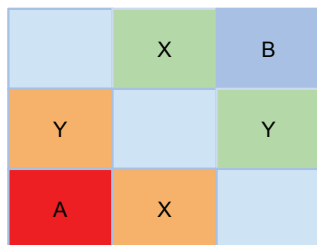
Corner Deployment (both players deploy in X or Y.
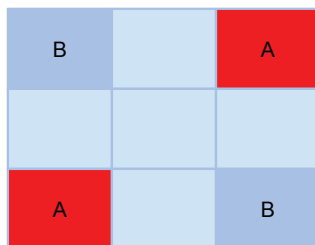
Divided Deployment

Battlefield (Game Board / Game Mat) Sizes:

50 TV Game; 2' x 2' Battlefield (Demo/Skirmish Game, 1 Combat Group each).

100 TV Game; 3' x 3' or 3' x 2' Battlefield (Small Game, 1-2 Combat Groups each).

150 TV Game; 4' x 4' or 4' x 3' Battlefield (Standard Game, 1-3 Combat Groups each).

200+ TV Game; 4'x 5'+ (size varies) Battlefield (1-4+ Combat Groups each).

All Battlefield size examples above can be varied based on the table size you have available.

15.2b Number of Rounds (roll 1D6):
Roll 1D6 to determine the number of Rounds that the game will be played.

1-3 **Blitz!** Play five Rounds.
4-5 **Endurance!** Play six Rounds.
6 **Grind!** Play seven Rounds.

15.2b Last Round (Alternate): [Optional Rule]
Starting in the 4th Round, a player may choose to declare Last Round before activating any units. In the cleanup phase of the turn that Last Round is declared, the player who called Last Round will win if they have the most victory points (Check the casualties objective at the end of each Round instead of using them as a tiebreaker.)

15.2c Special Conditions (roll 1D6)

1   Heavy Fog/Smoke: Concealment of 18" (See 7.5). Satellite observation is not possible. All models have light cover from non-Melee attacks.

2   EM Storm: All Comms events are automatically reacted to with an Active Electronic Countermeasures (ECM) Roll of with an EW skill of 5+ if not reacted to by a model using Active ECM (See 14.2a).

3   White Sand: Before the first Round Initiative, roll a BD:2 Piloting roll for each model with no modifiers. If the Pilot roll has no successes, the model has been coated with Corrosive White Sand. Place a Corrosion token on the model and the opponent rolls a Marginal damage roll: BD:1 with TN:4+. If the roll succeeds, the model has taken one damage. Resolve the Corrosion token as normal in the Cleanup phase.

4   Extreme Temperatures: Make a TN:4+ roll with BD:1 for each model. If the roll fails (1-3) then the model receives a crippled token. Remove all Critical tokens caused by Extreme temperature at the end of the first Cleanup phase.

5   Normal Battlefield Conditions: There is nothing remarkable about this battlefield. Roll a D6 for each piece of area terrain. On a 6 it counts as dangerous terrain as well.

6   Shiny: Place an Objective marker in the center of the Battlefield. Do not roll for Objectives. This objective counts as a Hold objective and is the only game objective (See 15.3). Roll again on this table Rerolling any further result of a 6.

15.3 SELECTING OBJECTIVES

There are three methods of selecting objectives: Random Mirrored objectives, Random Individual objectives, and Selected objectives. The default method for selecting objectives should be Random Individual objectives. Each objective is worth 1 VP. Small or beginner games, in the 50 threat value range, are best played with only two objectives.

To Control or Contest an Objective, a model must be within 6" of it and have Lock or Sensor Lock to it.

♦   **Random Mirrored:** Roll randomly on the list for three objectives; each player has the same three objectives. Each player secretly chooses one objective to be their primary objective. That objective is worth double victory points if successful.

♦   **Random Individual:** Each player rolls randomly on the list of objectives for three objectives in total. Each player secretly chooses one objective to be their primary objective. That objective is worth double victory points if successful. If the Force does not have a Primary or Support unit that matches the Objective's associated Unit Availability then the player must re-roll that objective. Do not re-roll if an objective result was the result of previous re-roll for duplicate or non-matching UAs.

> *Note that a unit without the UA may still complete any objective. The Default objective selection method is the Selected option unless players agreement or tournament rules dictate otherwise.*

♦   **Selected:** Each player secretly chooses three objectives from the list. Each player secretly chooses one objective to be their primary objective. That objective is worth double victory points if successful. Objectives may only be selected if a player's Force has at least one Primary or Secondary unit that matches the objective's associated Unit Availabilities.

> *Note that for all randomly selected objectives re-roll the result if it would cause you to have two objectives the same. If after the re-roll the result still stands then use the objectives as rolled except that no terrain or unit may be selected twice for being the target of an objective.*

Objectives (roll 1D6): Check the achievement of objectives in the Cleanup phase.

1   Assassinate (UA: SK, SF, MN): Destroy the highest ranked enemy Commander model to complete this objective. If the enemy Commanding Officer is not deployed on the Battlefield during deployment, randomly select a Commander who has been deployed as the target. If no Commanders are deployed in the first Round randomly choose one in the earliest Cleanup phase possible.

2   Recon (UA: RC, PT, CV, HV): Succeed in using a Detailed Scan action to target any two enemy models (See 7.6). These models must be from different units unless facing a Force with only one unit. *Note: "Enemy models" includes destroyed enemy models.*

3   Break the Line (UA: GP, SK, ST, PT, HV): Have one Combat Group with 50% or more of its starting number of actions in an enemy deployment zone in the Cleanup phase of the last Round.

4   Hold (UA: GP, FS, ST, MT, HT, IN): Before deployment, place two 40mm Hold objective markers outside your deployment zone. These objectives must not be within 12" of each other, or a board edge, and must be placed at ground level. Select one objective secretly to be the real Hold objective. The objective is achieved if you Control this objective at the end of the game.

5   Capture (UA: GP, SK, PT, LT, CV, IN): Before deployment your opponent must place two 40mm objective markers outside their deployment zone. These objectives must not be within 12" of each other, or a board edge, and must be placed at ground level. Secretly select one of these objectives to to be your capture objective. Control this objective for two consecutive Cleanup phases to complete the objective.

6   Wipe Them Out (UA: GP, FS, ST, MT, HT): Randomly select one deployed enemy combat group in the cleanup phase of the first round. The objective is successful if the combat group is reduced to 50% or less of its starting number of actions. If no Combat Groups are deployed in the first Round randomly choose one in the earliest Cleanup phase possible.

♦   **Casualties:** At the end of the game, determine which player has the most TV of models remaining on the Battlefield, not counting models with Critical damage, Fortifications, Flying, or Off-Board Support models. This player adds one VP to their total. Casualties may not be chosen as a primary objective and does not count towards the three objectives chosen for the game. Casualties are always an objective when determining the results of a game. If the VP totals are equal, then the player who wins the Casualties objective wins the tiebreaker.

> *Note that for all randomly selected objectives re-roll the result if it would cause you to have two objectives the same. If after the re-roll the result still stands then use the objectives as rolled except that no terrain or unit may be selected twice for being the target of an objective. Different objective types may overlap each other.*

Objective Selection Table 15.3:

#*	Objective	Random Mirrored	Random Individual: Re-roll if UA does not match**	Selected: Requires matching UA)
			Objective Selection Method	
1	Assassinate	-	SK, SF, MN	SK, SF, MN
2	Recon	-	RC, PT, CV, HV	RC, PT, CV, HV
3	Break the Line	-	GP, SK, ST, PT, HV	GP, SK, ST, PT, HV
4	Hold	-	GP, FS, ST, MT, HT, IN	GP, FS, ST, MT, HT, IN
5	Capture	-	GP, SK, PT, LT, CV, IN	GP, SK, PT, LT, CV, IN
6	Wipe Them Out	-	GP, FS, ST, MT, HT	GP, FS, ST, MT, HT

*Casualties is always an objective.
**Only re-roll once.

15.4 SPECIAL DEPLOYMENT:
Units or Models may use Special Deployment if it is:

♦ A **Recon** unit: The unit has a Unit Availability of **Recon** (RC).

♦ A **Stealth** unit: Every model in the unit, including attached models, has the Stealth trait (See A.4).

♦ An **Airdrop** unit: Every model in the unit, including attached models, has the Airdrop trait (See A.4).

♦ An **Amphibious** model: A model has the Amphibious trait (See A.4).

♦ A **Fortification** model: A model is a Fortification (See 16.1).

Before deployment declare which units and models will be using Special Deployment. Each type of unit or model that may use a special deployment type is listed after the Special Deployment types section title.

A unit that has a choice of more than one Special deployment is free to choose which one to use, but all unit members must use the same option. Note that each unit in a Combat Group may use a different Reserve deployment method.

Always deploy fortifications before other special deployments. If both players have a special deployment to resolve roll Initiative (See 5.0) to determine which player has the choice to Deploy first or second and then alternate deployments until complete. Re-roll ties.

15.4a Flank (Stealth and Recon Units):
Stealth and Recon units are adept at flanking maneuvers allowed by their lower sensor profile. A unit entirely comprised of models with the Stealth Trait (See A4.1), or a Unit chosen using the RC unit availability, may **Flank.** A Flanking unit can deploy In the first Round Clean-up phase in initiative order. A Flanking unit may not activate the Round it is deployed. Deploy all models in the unit within 4" of a table edge. All models must be in Formation (See 5.3) and may not deploy in an opponent's deployment zone or within 6" of an enemy model.

15.4b Airdrop (Airdrop units):
A unit composed entirely of models with the Airdrop trait may deploy with an **Airdrop**. In the first Cleanup phase an Airdrop unit will:

♦ Place all models of an Airdropping unit anywhere on the board in open terrain not within 6" of enemy models or 1" of instance terrain. The unit must be in Formation when placed (See 5.3), or nominate one model to be the temporary Drop Commander with a skill of 6+ for the duration of the Airdrop in the case of a Support unit.

♦ Roll an unopposed Initiative roll with the units Commander (regular or drop) to Land.

♦ If successful, the unit will Land and activate in the Second Round.

♦ If the roll fails, the Unit will Land in the second Round Cleanup phase. The unit may not activate in the second Round.

Hard Landing
When the unit Lands roll one Marginal hit on each model (BD:1, TN:6 +) (See 9.1a). This represents the ever-present danger of a crash landing. Increase the Target Number to 4+ if the model lands in area terrain or dangerous terrain.

♦ Models with the Jump Jets or Jetpacks traits may Reroll the Marginal hit roll if they are damaged.

Landing and Activating Airdrop units:
Until the Airdrop unit Lands (activates) it will count as using flying movement and may not use any actions or reactions.

♦ The airdropping unit only counts cover if the cover is caused by a weather concealment effect until it activates.

♦ All models with a weapon in arc will have Lock to them. If there is a Concealment effect, subtract 12" from the Range for Sensor Lock.

♦ The models may be moved through without penalty, may not provide cover, or be attacked with melee weapons.

♦ If an airdropping model is Destroyed, it is Overkilled (See 9.4).

15.4c Recon (Recon units):
A Recon (UA: RC) unit has two choices for deployment:

♦ **Pathfinders:** The unit may deploy as a regular unit in the deployment zone after all normal deployment is completed. The unit may make one free Move before the first Round Initiative roll. This move is at combat speed and the unit may not use any actions.

♦ **Flank:** This unit may deploy as a Flanking unit (See 15.4a).

15.4d Amphibious Deployment (Amphibious models):
An Amphibious model that deploys in water may choose to start the game with a Hidden token (See 16.1). Alternately, a model with the Amphibious trait may deploy as a Pathfinder if it is deployed in a water feature (see 15.1c).

15.4e Fortifications (Fortification Models):
Fortifications provide full heavy cover to any model within them or using them as cover. Deploy all fortification models together before any other models are deployed by either player and before any objectives are placed. Any model that is deployed in a fortification purchased from the support section (See 16.1) can choose to begin the game Hiding (See 7.4) or on Standby (See 10.3).

15.4f Off-Board Support Unit Deployment:
Any Unit may be deployed as **Off-Board Support Unit (OBSU)** (See 14.3, 14.3a, 14.3b). Units that use OBSU Deployment are deployed after Generic Support purchases and before all other deployment (See 16.1). Place each model in the unit in base contact with any friendly deployment zone Battlefield edge, then nominate and record a distance/range; this is the off-board distance from the Battlefield edge to the actual position of the Unit. A Primary Unit may deploy as an OBSU while its Support Unit deploys on the Battlefield and vice versa.

Models deployed as OBSU do not activate normally. In the Setup phase of each turn OBSU models exchange all their actions for standby tokens (See 10.3). Measure range from the support model to the target point as normal adding the marked off-board distance as well.

Example: The combat model is 20" away from the target (measured from the model). The off-board distance is 40". Resolve each attack as if each model was 60" away from the target point.

Models deployed as Off-Board Support:

♦ May be attacked normally, using the total range to the Battlefield edge plus their off-board distance.

♦ Are always considered to be on Standby (See 10.3) and in Light Cover (+1D6 defense modifier).

♦ Due to the inaccuracy of such long range fire, all Direct or Indirect attacks made by or targeting off-board support models degrade their GUN Skill rating by 1 (GU:4+ becomes GU:5+).

OBSU Lock
Lock is determined from the position of the model, but any range or Sensor Lock adds the additional distance.
Models in support may be activated to fire normally using the standby rules (See 10.3), or chain attacks to forward observations

Reposition:
If an off board model does not use any actions to fire it may instead spend all actions and reposition. A model that repositions may move laterally along the Battlefield edge up to its Movement Rate and may increase or decrease the off-board distance by the equivalent of up to two Moves. If the Off Board distance is reduced to zero or less the model has entered the play area,, it no longer counts as off-board and may use any remaining Movement Rate or Moves immediately.
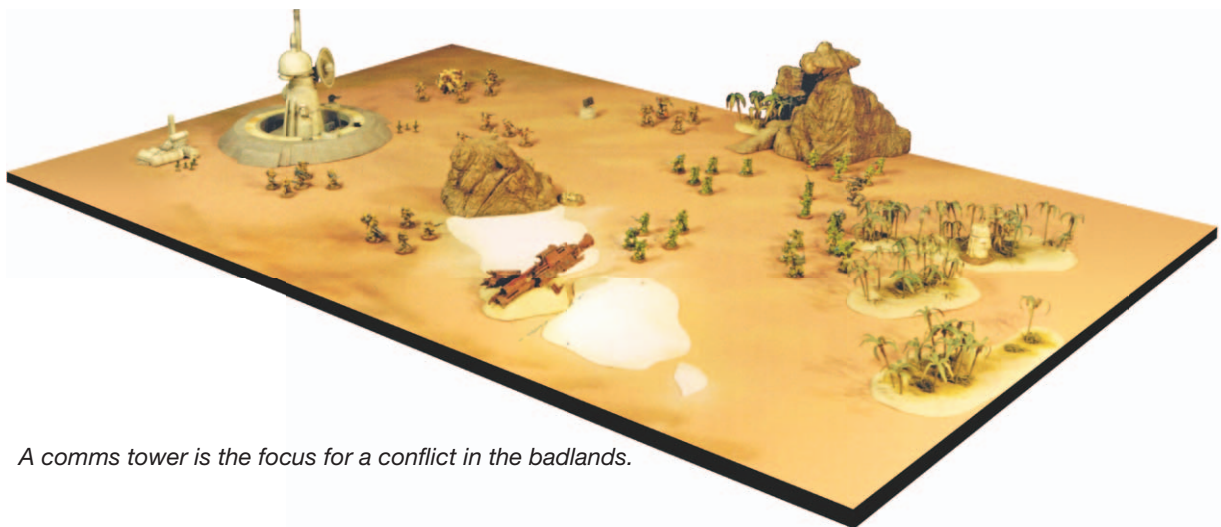
A comms tower is the focus for a conflict in the badlands.

16.0 MISCELLANEOUS RULES:

All rules that do not fit in another section go here.

16.1 GENERIC SUPPORT PURCHASES:

Any Force may choose to purchase the following Generic Support Unit choices (see Living Ruebook: A.3 Generic Support - Aircraft & Misc. Models List), with the following Force limits. Terra Novan Forces (North, South, NuCoal, Peace River, Black Talons, and Leagueless) may only select Generic Support Unit choices to be support units to Primary Units with the GP, FS, or IN Unit Availability (UA). Colonial Expeditionary Force (CEF), Caprician, Utopian, or other Colony Forces may only select 1 Generic Support Unit as a Support unit for one of its Primary Units, regardless of UA type.

Fortifications and Cover: Fortifications count as heavy cover. Models that are transported within fortifications may be attacked as normal. A fortification must make a defense check against any attack that misses a transported model.

Fortifications and actions: Fortifications may spend their actions as if they were standby tokens. Fortifications may use any actions that their equipment allows and always count as being Braced.

Firing weapons while transported in a fortification: It is assumed that there are ports and venting for firing any kind of weapon that a transported model may have. There are no special restrictions on the kind of weapons that a model transported by a fortification can fire.

> NOTE: Generic Support Purchases (aircraft, turrets, drones, etc.) may not select any generic or veteran upgrades.

16.1a Deploying Support:
All support options are deployed after deployment zones have been selected but before any other units are deployed.

16.1b Support Type Attributes
See the Aircraft and Support Models List in A2.

16.1c Support Special Rules:
Outposts: Any units transported within the Outpost must be deployed with it.

Mine fields: For each 1" a model moves while within a minefield, it must roll an unopposed 1D6 Pilot roll. Each failure will cause one damage. Each minefield counts as 1 action for purchasing. Hover vehicles are affected by minefields as normal. Models using the Flying Movement Type are not affected. A model that moves 2" or less per Move in a minefield may Re Roll the Pilot roll for each inch Moved in the Minefield.

Obstacles Place five 1" cube obstacles in a straight line with 1" between each obstacle. Any model using ground or hover movement treat obstacles as impassable terrain. If destroyed obstacles will count as difficult terrain but not cover.

Trenches: Trenches are fortifications only for Infantry models.

16.2 DRONES:

The list of Drones and their Attributes is located in the Living Ruebook: A.3 Generic Support - Aircraft & Misc. Models List and the Quick Start Rulebook page 83.

Drones are a type of remote devices that provide useful abilities to the controlling model. All drones have an attribute line that identifies their type and are attached to the model they are purchased for. A Drone has one action that may be used when the controlling model activates. To prevent them from being hacked drones are programmed to go inert if they are separated from their controlling model by more than 6" at the end of the drones activation. A Drone does not have to use the same posture, type of action or select the same target for its action. A Drone and the model it is attached to share an activation with all movement and actions occurring in an order chosen by the player.

Drones:
♦ Move as their Movement Type but may Turn any number of times.
♦ Automatically fail any dangerous terrain tests they have to make and will be destroyed if entering dangerous terrain.
♦ Are destroyed if the model they are attached to is destroyed.
♦ Never provide cover or prevent Lock.
♦ May be moved through by other models
♦ Models that end their movement in the same space as a drone will force the drone to move until the space is not shared.
♦ May not make special melee attacks (See 13.0).
♦ May not Capture or Contest objectives (See 18.0).
♦ Drones take the space of a Team in a transport.
♦ Any non-infantry model that purchases a drone gains the model trait: Transport: 1 Drone.
♦ An Inert model may not move, attack, or use actions, and counts all skills as '-'. in melee the model is defenseless.
♦ An Inert model may lose its inert status if at the end of the controlling models activation it is within 6". An Inert model that loses its inert status may not activate that turn.

Drones may be targeted by any attack that has one of the following traits:
♦ Anti-Infantry (AI)
♦ Spray
♦ Area Effect (AE)
♦ Precise
or
♦ is from the melee category melee attack.

All other weapon attacks will miss automatically.

Drone Variants:

♦ Recon Drones (Recon): Recon drones are popular when the recon speciality units have been eliminated or are unavailable.

♦ Demolition Drones (Demo): Demo drones are designed to be powerful one use attacks. There are two varieties; one with a short range one use Grenade and one with a shaped explosive.

♦ Hunter-Killer Drones (H-K): These are light weapon carrying drones that are popular as self-mobile backup weapons. There are three kinds of Hunter-Killer drone; Anti-infantry drones, Defender drones with anti-missile systems, and Anti-Air Drones.

Utopian N-KIDU Drones: Though Utopian N-KIDU Drones do not have pilots they are sufficiently advanced to be treated as normal models, not Generic Drones. These drone rules do not apply to N-KIDU models.

16.3 TRANSPORT:

Any model with the HGC (Heavy Gear Carrier), APC (Armored Personnel Carrier), or Transport: X/Y traits may transport the types of models indicated by the trait.

A model may **Embark** on a transport vehicle by completing a move at combat or top speed within 1" of a door on the model. Remove the transported model(s) from the Battlefield and place them to one side, they are contained within the transport.

A model may be **Disembarked** from a transport at any point during the transports move by chaining an action to be placed on the table within 1" of the transports door. Models may be disembarked into terrain that they could normally enter. Note that disembarking a model does not require an action during its own activation.

♦ A model Disembarking from a Transport may not move further this Round.
♦ If moving at Combat Speed any number of models may disembark at any point of the movement, they may not move further this Round.
♦ If the transport is braced then any transported models may be disembarked without using an action and may choose posture and move normally when they activate.
♦ A model may not disembark and embark or vice versa in the same activation.

Destroyed Transports: All models in a transport that is destroyed must disembark immediately, and must make an unopposed Piloting roll to avoid damage. The model will suffer one damage for each failure of the roll. If a transport is Overkilled the roll is made with a Piloting skill of 6+. Models that are forced to disembark from a destroyed transport lose all their actions and receive a used counter.

16.4 MULTI-COMPONENT VEHICLES:

From the Heavy Hovertanks of the CEF to the new generation destroyers of the Terra Novan Landship fleets and the N-KIDU Gilgamesh command tanks of Utopia there are some very large vehicles in the Heavy Gear game and Universe. These vehicles have the MCV trait and are composed of several models that are attached together, usually a body/drive section as one model and turrets or tractor drawn sections are attached as additional models.

Multi-component vehicles:
♦ Sensor Locks targeting a Multi-component vehicle add 12" to their range
♦ Always use one posture for all sections.
♦ Each component is targeted and damaged independently.
♦ Components cannot receive more damage than their DC and additional damage never carries over to other components.
♦ Components cannot benefit from traits on other components except through the use of actions (Example: Sensor Boosting).
♦ Count as Heavy Full cover to other models
♦ Have a silhouette (from attackers perspective) of the width of the model and a height of 4" unless indicated otherwise..
♦ If a Core component is destroyed all other components count as Immobilized, but are not destroyed.

16.5 RECOVERY VEHICLES AND COMBAT MEDICS:

Every army requires units dedicated to supporting the medical and rescue need of their troops. It is a universally accepted standard that medical vehicles are not military targets. Accidental or deliberate targeting of medical units can send any nearby friendly units into an outrage frenzy.

Combat Medics:
Medics:
A model with the Medic trait may use the Damage Control reaction on target friendly Infantry type models (See 9.6b). A Medic model may only use Damage Control actions. A model with Medic may not capture objectives, be an objective, or be a Commander. Medic models may not be used as cover.

Friendly Infantry models destroyed while in Formation with a Medic model are set aside together. These models count for 1TV towards the Casualties objective.

If a model with combat medic is destroyed by an enemy attack immediately add 1 skill point to every model that was in Formation with the Medic model. This represents the outrage that deliberate attacks against non-combatants generate.

Recovery vehicles are Gears or vehicles tasked with rescuing stuck combat vehicles and using retardant foams and gels to fight fires and corrosive effects (See Damage Control 9.6b). Recovery vehicles are not Medics and are legitimate military targets. Many engineering Gears are well equipped for their tasks but are also ridden by Pilots who favor a melee combat approach where they can get their hands dirty.

RULES: FLYING MODELS & VTOLS

17.0 FLYING MODELS & VTOLS:

Any model with a Movement Type of Flying (F) must be deployed as a Circling model (See 17.1). A Model with Flying as one of several Movement Types may deploy as a Circling model, or with normal deployment on the Battlefield using a Non-Flying Movement Type.

17.0a Flying Model Deployment:
Flying Models Deploy in their Deployment Zone(s) as Support Models. They must be placed within 4" of the edge of the Battlefield but are marked as Circling and must be given a direction parallel to the Battlefield edge.

17.0b Flying models and Posture:
Models that are Flying may not use the Braced Posture.

17.0c Flying Model Objectives and Commanders:
Flying models may not be the targets of Scenario Objectives. A Flying model may not be a Commanding Officer (CO) or Executive Officer (XO).

17.1 FLYING MODEL MOVEMENT:

Flying models move by either Circling, Crossing the Battlefield, or performing an Air Strike attack (see 17.2a).

Flying models can make one 180 degree turn per Circling Move. A Flying model may only Move forwards and must use the entirety of their Movement Rating per Move.

17.1a Circling the Battlefield:
Circling Flying models must remain within 4" of, and move parallel to, the edge of the battlefield. Flying models may make one Move at Combat Speed and two Moves at Top Speed.

17.1b Crossing the Battlefield:
A Flying model may use one Move to Cross the Battlefield to a point anywhere on a different edge of the Board and then continue to Circle in either direction. A model Crossing the Battlefield may not interrupt its movement to attack. A model that is crossing the battlefield may be snap fired at by any model with a weapon with the AA trait. Mark the line of movement of the flying model then measure the range of weapons to the line of movement. The Flying model may not snap fire in response.

17.2 AIR STRIKE:

A Flying model may Receive a Forward Observation from a Origin model with:

♦ Unit Availability Attribute of Recon (RC).
♦ A model with the attached limit of Command (CMD).
♦ A Commander model (See 5.0).

Calling an airstrike requires a successful comms roll. Models with the SatUp:X trait may use the rating of the trait to make the comms rolls. All other models must use roll against a TN:6+ instead of their normal EW skill.

Any weapon that attacks during an Air Strike may benefit from the Target Designator:X (TD:X) trait modifier, even if they do not have the Guided trait, as the aircraft uses the Target Designation to assist their own targeting. An aircraft must have at least 1 action available to conduct an air strike.

> Note that the Observing model does not need to be in a Recon squad, simply have the UA:RC attribute.

An **Air Strike** combines both the movement and the attack of the Receiving Flying model. Move the Flying model so it is 3" in front of the target model. Any Model may make a Snap Fire action at the Flying model, resolved normally except that weapons without the Anti-Air (AA) trait resolve their attacks with a GU:6+. A Flying model conducting an Air Strike must use all of its remaining actions and use each action to attack the target. All air strike attacks are considered in optimal range for the aircraft. Once the airstrike is complete, the model continues moving to the opposite edge of the board and resumes circling, choosing either direction facing. Mark the aircraft has having used all of its actions and as having been activated for the remainder of the round.

17.3 ATTACK ACTIONS WHILE CIRCLING:

Attacks against targets on the battlefield from a Circling model are resolved as a normal attack except that:

♦ The Aircraft Gunnery skill is diminished by 1. Example a GU:4+ becomes a GU:5+.
♦ The Aircraft always gains the Elevation modifier (+1D6).
♦ The Target will only count Adjacent Terrain for Cover.

Flying Models may conduct Snap Fire attacks using weapons with the "Arm" or "Fast Turret" Trait.

17.3a Shooting at Flying models:
When Attacking a circling model, attacks from the Battlefield or models deployed as Off-Board Support add 12" to the measured range. Attacks without the Anti-Air (AA) trait resolve attacks against the Flying models with a GU:6+. Due to their speed, a Flying model has a BD:3 for defense rolls. Snap Fire attacks against flying models during an Air Strike add 12" to range if they do not have the Anti-Air trait.

17.4 LANDING:

A flying model may Land as part of a Crossing Movement action. Declare a Landing when the choice of posture is made. Landing movement is identical to Crossing movement except that the model will stop. A flying model without a Hover Movement Type (MR:H:X") requires a line of open terrain as wide as the model and as long as two moves to land.

A Flying Model with a Hover Movement Type may land at any point of its Crossing movement in open terrain. Any landing that is on non-dangerous road terrain may land without a dangerous terrain roll (See 6.6a). Any landing not on a road, or on a road with any quantity of dangerous terrain must make a dangerous terrain roll. A landing model that is immobilized is destroyed.

A landed model uses the braced posture and gains a Standby token for each unused action when landed. A landed model may move again by declaring it is taking off, requiring same distance as landing or a Hover Movement Type (MR:H:X"), and will move the model directly forward off board to a circling position again. A landed Flying model without a Hover Movement Type that enters area terrain, or crosses instance terrain when moving on the ground is destroyed.

17.5 DAMAGE TO AIR UNITS:

Models using the Flying Movement Type that are destroyed are always Overkilled (See 9.4).

17.5a Specialized Air Weapons:

Weapons with the Range: "Drop" may only be used by Flying Movement Type Models during an Airstrike.

17.6 AIR SUPPORT COSTS:

Up to one Aircraft Combat Group may be purchased for any Force.

Any number of Support units may be chosen from the Generic Aircraft Models List (See A.2).

See the Aircraft and Miscellaneous section in Appendix 2 for the costs of Generic Air Support models.

17.7 VERTICAL TAKEOFF AND LANDING (VTOL):

The VTOL rules represent the abilities of both attack helicopters and the vehicles known as hoppers.

17.7a Elevated VTOLS:

When Choosing a posture a VTOL model may choose to be Elevated. Mark an elevated model with a token to indicate that it is Elevated. An Elevated model remains elevated until it chooses to remove the token at the start of an activation. An elevated model may spend a stand-by token to remove an elevated token. An Elevated VTOL gains the elevated modifier to any attack rolls that do not target flying models or other elevated VTOLs and ignore any terrain that is not adjacent to a target. Elevated VTOLs may not benefit from cover except concealment from Special Conditions (See 15.2c).

17.7b Attacking Elevated VTOLs:

An Elevated VTOL cannot be attacked with a melee category weapon or a weapon with a maximum range of 12" or less. Weapons without the AA trait reduce their gunnery by 1 when attacking Elevated VTOLs. All ranges for Lock and Sensor Lock against an Elevated target VTOL are measured to the model ignoring any intervening terrain that does not overlap the firing model. Overlapping terrain is terrain that the model is covered by.

17.7c VTOLs and Terrain:

VTOLs are hover vehicles that have the ability to cross terrain with a height up to or equal to the Movement Rating of the VTOL without penalty to MR. VTOL models will automatically pass any Dangerous Terrain unless the VTOL is within the Dangerous terrain.

VTOLs that are Elevated are not affected by battlefield terrain for movement penalties or bonuses, and add +2" to their MR.

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Dragonfly VTOL (left) and Varis VTOL (right) miniatures.

18.0 CONSTRUCTING A FORCE

Major Game factions:
There are many different **Factions** for players to choose from, though they fall under two major categories; the Leagues of the Terra Novan Factions, and Earth and her Subjugated Colonies. Many of these Factions have alliances and can ally with each other in pursuit of their goals. See Appendix 2 for details about the different **Sub-Lists** that describe individual City States and how to select a Force based on them.

Terra Novan Factions:
- North
- South
- Peace River
- New Coalition (NuCoal)
- Leagueless
- Black Talons

Earth and Subjugated Colonies:
- Colonial Expeditionary Forces (CEF)
- Caprice
- Utopia
- Eden

18.0a Combat Groups/Primary Units/Support Units:

A **Combat Group** consists of one Primary unit and up to one Support unit.

A **Primary Unit** is a group of models that share a Unit Availability Attribute and has four to six actions in total. A Primary unit must select one model to be the Combat Group Leader (CGL). The Combat Group Leader is a Commander model (See 5.0).

A **Support Unit** is a group of models that share a Unit Availability Attribute and has one to three actions in total. A support unit may only contain three actions if the Primary unit it is attached to has five or six actions.

One Combat Group Leader in a Force must be upgraded to a high level Commander, called a **Commanding Officer** (See 5.0). This is a generic term for the highest ranking Commander in a Game of Heavy Gear. This Commander rolls Initiative, has improved command Attributes, (See 5.0) and is the target model of the "Assassinate" objective (See 15.0).

Force construction is outlined in detail in Appendix 2 with a list of all the models, and their Attributes (See A.2).

18.1 FORCE CONSTRUCTION ATTRIBUTES:
Each model has some attributes that are used when constructing a Force of models for a game:

Threat point Value (TV): Each model has a Threat point Value which gives a relative value for how capable it is compared to other models. The Threat point Value limit of the game determines how many points each player may spend on models in their Force. Normally this is the same for both players, but a scenario can indicate a player faces an advantage or disadvantage in the scenario.

Unit Availability (UA): The Unit Availability ratings are two letter codes used to match models to the units they can form into. When constructing a Primary or Support unit, select one Unit Availability code for the Unit. Any model with a matching Unit Availability may be selected to be added to the unit. If a model has more than one Unit Availability, it indicates that the model may be selected for more than one type of unit.

Example: A player wants to construct a Fire Support unit. A Fire Support unit has a Unit Availability code of FS. Any model with a Unit Availability Attribute that includes the code FS may be selected to join the unit.

Common Unit Availability Codes:
[GP] General Purpose: Front Line and Second Line troopers are often identified together as general purpose squads. Organized in units with the same type of equipment, for simplicity of maintenance it is very common for GP units to be amalgamated together to cover losses and plug holes in the line.

[SK] Strike: The Strike Squad is used for breakouts, flanking, and fast maneuvers. Carrying a wide variety of equipment and powerful and advanced weapons, the presence of Strike units are a prelude to any offensive.

[FS] Fire Support: Heavy firepower is concentrated within support squads to allow them to smash positions and coordinate well with the recon elements. Vulnerable at close quarters, support squads require protection from strike and GP elements.

[RC] Recon: Finding targets for Support elements and artillery is the job of the recon squads. Some recon troopers specialize in electronic warfare and counter-warfare. Communicating and observing is hazardous duty and no expense is spared to make recon elements fast and agile to be as mobile as possible.

[PT] Paratrooper: Comprising the most well-trained and fearless soldiers, Paratroopers are tasked with deploying into the thick of the fighting to disrupt enemy formations and attack vulnerable targets.

[MN] Mountaineering: Mountaineering units specialize in Urban and close terrain. The stronger actuators that the Gears and Mounts require make them deadly at close quarters.

[SF] Special Forces: Tasked with the best equipment possible and given audacious missions the Special Forces units are feared for their skills and resolve.

[CV] Cavalry: Cavalry comprises a variety of vehicle mounted infantry and light armored vehicles. Equipped for a variety of roles a Cavalry formation is lightly armed but resilient.

[EG] Engineering: Engineering units are responsible for the recovery and refit of damaged units and are equipped to counter fortifications. Powered by oversized engines and robust actuators, engineering units are often used as cheap brute force breaching units.

[LT] Light Tank: LIght armored vehicles mount a variety of medium weaponry and combine fast movement with significant armor. Cheap to deploy in numbers light tanks are the main units of most militaries.

[MT] Medium Tank: Heavily armored but slow, medium tanks are used to batter defenses from long range and operate as mobile bunkers. The deployment of medium tanks is pivotal in the success or failure of a campaign.

[HT] Heavy Tank: Heavy tanks include some of the largest mobile constructions that are put to military use. Though not common, the presence of a heavy tank must be carefully considered as they are extremely vulnerable to Gear and ambush attacks.

[ST] Striders: Equipped with heavy armor and with mobility to match Gears and infantry, Striders are extremely dangerous opponents at all ranges.

[HV] Hover Vehicles: Forming a middle ground between regular tanks and VTOLs, the hover tank is a marvel of speed, maneuverability, and firepower.

[VL] VTOL: Extremely fast and lightly armed and armored VTOLs are faster than almost any other unit. Their light construction makes them extremely vulnerable to damage.

[IN] Infantry: Infantry are used to hold ground and difficult to counter considering the numbers that can be fielded and the ease with which they can use all available terrain.

18.2 MODEL SELECTION LIMITS:

♦ **Standard Limits:** Unless otherwise noted, all Unit Availabilities have a rated limit of 0-2. Each model or variant may only be included in each unit up to two times for a Primary Unit (0-2 limit) and up to one time each for a Support Unit (0-1 limit).

♦ **Marked Limits:** If a Unit Availability has a limit other than the Standard limit it will follow the Unit Availability as an attached rating. The limit ranges connected with each UA determine the number of each model that may be selected for a unit. Common Marked Limits are:

  ♦ **0+:** the model is not required but may be selected any number of times for a unit.

  ♦ **X+:** the model must be selected at least X times for a unit and has no upper limit.

  ♦ **0-X:** the model is not required but may be selected up to X times in a unit.

  ♦ **X-Y:** a model with a X to Y limit must select at least X of that model when choosing a UA and may not choose more than Y.

Command (CMD): A model with a limit of CMD may only be selected as a Commander model (See 5.0). A Command limit may have a nested limit (CMD:0-1), CMD:1+) etc) which applies further limits or requires a specific model in a unit.

18.3 STOCK MODELS AND VARIANTS:

A Stock model variant is always the First model in any table of a model and its variants. Stock models and Variants are listed together in Faction Model Lists according to the basic model type unless they are a variant with only a single UA such as Paratrooper (UA:PT) which are listed with models that share the UA.

Variants: Some models have modified weapon or trait configurations that are still based on the stock model. These models are referred to as a Variant, each of which has its own Name, TV cost, UA, and an attribute line derived from the stock model it is based on.

Upgrade Variants: The name of a variant that includes the term upgrade in brackets is a special upgrade that can be applied to any stock or variant model of that type. The number of upgrades must still respect any limits listed. The most common variant upgrade types are command model variants and weapon upgrade variants. If an upgrade option is selected then add the cost of the upgrade to the TV of the upgraded model. Example: Headhunter (Hunter Upgrade) may be added to any model with a model name that includes Hunter.

18.4 ATTACHED MODELS:

There are a number of ways one model can be attached to another. To add a model to a unit, simply reduce the total TV available for the Force by the TV rating of the model and assign it to the unit.

Example 1: A Drone may be attached to a controller model (See 16.2).

Example 2: A unit of models may be attached to another unit as a Support unit (See 18.0).

The rules will indicate when the status of the attached models to the attachments will be significant. *Example: When a recon drone is removed from play because the model it's attached to is destroyed, which is detailed in the rules section for drones (See 16.2).*

Force Organization Diagram 18.4

Force with 5 units organized into three Combat Groups.

Combat Group 1 — Primary unit A: UA: X ← Support unit A: UA: X

Means support unit is attached to the primary unit

Combat Group 2 — Primary unit B UA:X

Combat Group 3 — Primary unit C: UA:X ← Support unit C: UA: X

X is whatever UA is chosen for unit, all models must use the same UA to be placed in the unit together.
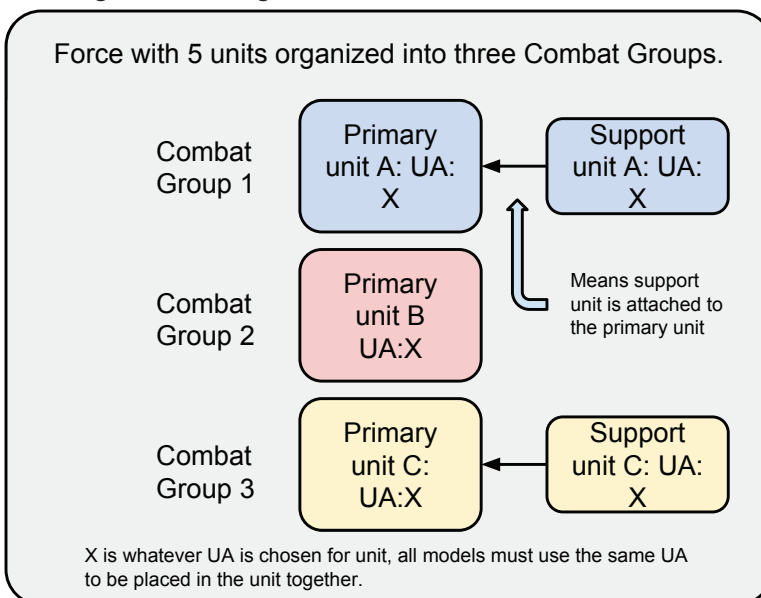
18.4 Attached Models (Continued):

Each unit has an assigned Unit Availability (UA) chosen by the player. Each unit must entirely consist of models that share the same Unit Availability. To add a model to a unit, simply reduce the total TV available for the game by the TV rating of the model, and assign it to the unit.

♦ A unit and its attached Support Unit (SU) do not have to share the same UA.

♦ Units are organized by Actions. All Primary Units consist of four, five, or six actions. A Primary Unit may purchase some or none of the primary unit generic upgrades for the cost indicated (See A.2.1).

♦ Each Primary unit must select one model to be the Combat Group Leader for +0TV. Only a Combat Group Leader, or another commander model, may select an upgrade or variant model with the CMD limit.

Example: A Primary Unit may consist of four, five or six single action Gear models or two to three models with two actions each, or two models with three actions each.

A Support Unit (SU), if the option is taken, may have between one action to half of the number of actions of the squad it is attached to (rounding up). Support units:

♦ May not have a commander,

♦ May not select generic unit upgrades or CMD variants.

Up to one SU may be attached to each Primary Unit. The Support unit activates at the same time as the Primary unit they are attached to, and may be included in orders and use the command points of their Combat Group Leader (See 5.4). Support units may have the number of models of each listed type at limit minus one. Example: A model has a limit of GP (0-2), so a GP support unit may have 0-1 of that model in in.

If a Force consists of 100TV points or greater, a Primary Unit Combat Group Leader (CGL) may be upgraded to the Commanding Officer (CO) at no additional cost.(See 18.0, A.2).

18.5 VETERANS:

One Primary unit in a Force may be designated a Veteran Unit. This unit may purchase the Veteran upgrade and add the Veteran (Vet) trait to the upgraded model. At least one model in the unit must be upgraded to a Veteran or have the Veteran trait. Veteran models gain a Skill point (See 5.6) and may purchase additional upgrades from the Veteran upgrade list (See A.2).

Some models purchased from the Faction Models List have the Veteran (Vet) trait as standard. These models are only piloted by Veterans and may always select upgrades from either the Generic or Veteran upgrade list.

18.6 ELITE ARMY OPTION:

All Primary and Support unit models in an Elite Force require the Veteran Trait. Support units may purchase Generic Upgrades. An Elite army may not purchase any Support Options other than Air Support (See 16.1).

> Note that the Black Talon Force is an Elite Army.

Members of Talon:1, the premier off-world fighting team of the Black Talons.

HEAVY GEAR BLITZ!
Living Rulebook Ver. 2.0

HEAVY GEAR BLITZ!

Force Name: _____

Faction / Sub-List: _____

CLASSIFIED

Combat Group 1 - Primary Unit UA Type: _____

Model Name	TV	Notes: CGL, Veteran, etc.	MR	AR	H/S Damage	A	GU	PI	EW	Weapons	Traits	Type/ Height
					/							
					/							
					/							
					/							
					/							
					/							

Primary Unit 1 Total TV: _____   Total Actions: _____   Notes: _____

Combat Group 1 - Support Unit UA Type: _____

Model Name	TV	Notes: CGL, Veteran, etc.	MR	AR	H/S Damage	A	GU	PI	EW	Weapons	Traits	Type/ Height
					/							
					/							
					/							

Support Unit 1 Total TV: _____   Total Actions: _____   Notes: _____

Combat Group 2 - Primary Unit UA Type: _____

Model Name	TV	Notes: CGL, Veteran, etc.	MR	AR	H/S Damage	A	GU	PI	EW	Weapons	Traits	Type/ Height
					/							
					/							
					/							
					/							
					/							
					/							

Primary Unit 2 Total TV: _____   Total Actions: _____   Notes: _____

Combat Group 2 - Support Unit UA Type: _____

Model Name	TV	Notes: CGL, Veteran, etc.	MR	AR	H/S Damage	A	GU	PI	EW	Weapons	Traits	Type/ Height
					/							
					/							
					/							

Support Unit 2 Total TV: _____   Total Actions: _____   Notes: _____

Force Total TV: _____   **Force Total Actions: _____**   **Objective VP(s): _____ + Casualties VP(s): _____**

Total Victory Point(s): _____

APPENDIX 2: ARMY CONTRUCTION SUMMARY

A.2.0 ARMY CONSTRUCTION SUMMARY:

All forces are constructed in a similar format by purchasing models to construct squads with.

◆ **Forces** are composed of **Combat Groups**. **Combat Groups** are composed of **Units**. **Units** are composed of **models**.

◆ Each **Combat Group** must have a single **Primary unit**.

◆ Each **Primary Unit (PU)** may have up to one **Support Unit (SU)** attached to it.

◆ All models in a unit must share the same **Unit Availability** Type (UA).

◆ Models with the Limited:X trait may only join units where all models have the same code for X.

To construct a force follow this procedure:
Note: Models are rated on a points scale with points called Threat points Value or TV.

1. **Select Force size (50-500 TV total):**

2. **Construct a Primary Unit:**
   A. Choose one Unit Availability (UA) type for the Primary Unit.

   B. Select a total action rating (ACT) of 4, 5, or 6 actions.

   C. Choose models with a UA that matches the UA type of the unit up to the number of actions selected in step "b" and the limits listed per model/variants (See 5.2). Unless otherwise noted all models have a selection limit per unit of 0-2.

   D. Variant limitations are applied per unit.

   E. Models with the CMD limit in the UA section may only be selected if they will be command models (CGL, 2iC, XO, or CO (See 5.0)).

3. **Select 1 model in the unit to be the Combat Group Leader (CGL).**

4. **Select 0+ Generic Unit Upgrades for the Primary unit** (See A.2.2).

5. **Select 0-1 Support Unit (SU) to attach to the Primary Unit (A combat group does not require a SU):**
   A. Choose one Unit Availability (UA) type for your SU.

   B. Choose 0-X actions (ACT) of models up to half the number of actions the primary unit it is attached to has (round up).

   C. Choose models with a UA that matches the UA of the support unit up to the number of actions selected in step "b".

   D. A SU may include one less of each variant than the listed limit unless noted otherwise (0-1 variants may not be selected).

   E. The SU UA type may be the same as or different from the PU it is attached to.

   F. SUs may not use Generic upgrades.

   G. SUs may not have commanders.

7. **Return to step 2:** Continue to choose Combat Groups (primary units and attached SUs) until the force TV maximum has been reached

8. **Choose 0-1 Combat Group Leader model to be upgraded to a Commanding Officer.**
   A. If the Force is 100TV or greater this upgrade costs +0TV.

   B. If the Force is 99TV or less this Upgrade costs +4TV.

Note that a primary unit does not have to select a model with the limit of CMD as the commander but cannot choose a model with a limit of CMD variant for a model that is not a commander.

A2.1 DIAGRAM OF FORCE SELECTION [DETAILED]:

Continue adding Combat Groups and (optional) attached Support Units until all TV is spent. Note one CGL has been upgrade to the Commanding Officer in Unit A.
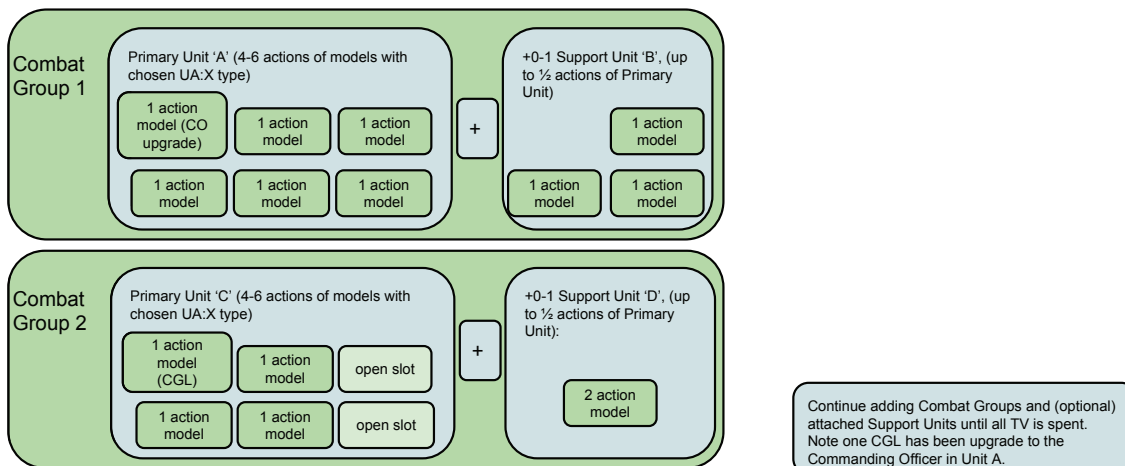
A2.2 GENERIC PRIMARY UNIT UPGRADES:

Any model in a Primary unit may purchase one or more of the following upgrades by paying the cost of them. Each upgrade may be purchased once per model:

- ◆ 0-1 Executive Officer (See 18.0):
    - ◆ 0-1 Non-commander model per Force of 100TV or greater may be upgraded to an Executive Officer (XO) for +3 TV (See 5.0).
- ◆ 0-1 Second-in-Command (See 18.0):
    - ◆ 0-1 Non-commander model per Primary unit may be upgraded to a Second in Command (2iC) for +2TV. (See 5.0)
- ◆ 0-1 Supreme Commanding Officer (See 18.0):
    - ◆ 0-1 Commanding Officer may be upgraded to a Supreme Commanding Officer for +3TV.
    - ◆ The Supreme Commanding Officer may improve the X of their Init:X trait by 1, or will gain the Init:1 trait if they do not have it
- ◆ 0-1/X Veterans (Trait):
    - ◆ 0-1 Primary unit in a Force may be a Veteran unit.
    - ◆ Any model in a Veteran unit without the Vet trait may gain the Vet trait for 2TV.
    - ◆ If the Elite Force option is used then all models in the army must upgrade to Veteran if they do not already have the Vet trait (See A.2).
- ◆ 0-2 Drones (See 16.2):
    - ◆ 0-2 models per unit may Attach one Drone (Recon, Demo (Grenade), Demo (Charge), or Hunter-Killer, Hunter Killer Defender, or Air Defense) for +1 TV per drone.
    - ◆ A Gear or Vehicle model with a Drone gains the Drone Bay:1 trait.
- ◆ 0-3 Grenades (Weapon):
    - ◆ 0-2 models per unit may purchase Light Hand Grenades (HG) for +1TV.
    - ◆ 0-1 model per unit may purchase Medium Hand Grenades for +3TV.
    - ◆ Only models with the Arms trait or only the Infantry movement type (MR: I:X") can purchase Grenades.
- ◆ 0-3 Shaped Explosives (Weapon):
    - ◆ 0-2 models per unit may purchase Light Shaped Explosives (LSE) for +1TV.
    - ◆ 0-1 model per unit may purchase Medium Shaped Explosives (MSE) for +3TV.
    - ◆ Only models with the Arms trait or only the Infantry movement type (MR: I:X") can purchase Shaped Explosives.
- ◆ 0-3 Panzerfausts (Weapon):
    - ◆ 0-2 models per unit may purchase Light Panzerfausts (LPZ) for +1TV.
    - ◆ 0-1 model per unit may purchase Medium Panzerfausts (MPZ) for +3TV.
    - ◆ Only models with the Arms trait or only the Infantry movement type (MR: I:X") can purchase Panzerfausts.
- ◆ 0-2 Anti-Air (Weapon trait):
    - ◆ 0-2 models per unit may attach the Anti-Air (AA) trait to one Autocannon (*AC), Rotary Autocannon (*RC), Anti-Tank Missile (*ATM), or Laser Cannon (LC) weapon for +1TV.
    - ◆ An upgraded Missile category weapon becomes a SAM Missile of the same rating. Example: MATM is upgraded to MSAM.
- ◆ 0-2 Smoke (trait):
    - ◆ 0-2 models per unit may purchase the Smoke:2 (Aux) trait for +2TV.

A2.3 GENERIC VETERAN UPGRADES:

Any Veteran model may purchase one or more of the following upgrades. Each upgrade may be purchased once per Veteran model:

- ◆ **Precautions:** Add the Field Armor and Resist:Fire traits for +2TV.
- ◆ **Ace Gunner:** This model may Snap Fire with any weapon that is in an Arc facing the target for +2TV.
- ◆ **Electronic Warfare Specialist:** Add +2D6 to any EW rolls made by this model for +2TV.
- ◆ **Melee Specialist:** Add the Brawler:2 trait or increase an existing Brawler trait by 2 for +2TV.

Terra Novan drones miniatures and Gen Con exclusive Razorfang Black Mamba.

A2.4 DUELIST:

Any Force may have 0-1 Duelist model.

Duelists:

♦ **Must have the model type: Gear.**

♦ Gain the Duelist trait.

♦ May not be a Commander and may not select CMD upgrade Gears.

♦ Do not count towards the normal limit on Veteran units.

♦ **Must be purchased as a Support Unit** and must be the only model in the unit.

♦ **Must purchase the Veteran upgrade** if the model does not already have the Vet trait.

♦ **Loaded:** May purchase Generic Upgrades and Veteran Upgrades by paying the TV cost.

Duelist Upgrades: A Duelist may choose each upgrade once:

♦ **Advanced Control Systems:** +1 Action for +4TV.

♦ **Sabre:** Add the Reach:1" trait to any Vibro Blade or Combat Weapon for +0TV.

♦ **Shield/Paired Weapon:** Add a Shield:1 trait for +1TV, or add the Link trait to a melee weapon for +1TV.

♦ **Gunslinger:** Add the Link and Range: 3-9/18" traits to one Autocannon, Frag Cannon, or Grenade Launcher for +1TV.

♦ **Dancer:** Add the Agile trait for +2TV. Requires a PI:4+ or better.

♦ **Defender:** Add the AMS trait for +2TV. Requires a weapon with the Burst trait.

♦ **Quickdraw:** Add the Auto trait to one weapon with the Arm Arc for +2TV.

Lead by Example: Whenever a Duelist damages an enemy model immediately add one Skill Point to any other friendly model (See 5.6) with Sensor Lock to the damaged model. This Skill Point does not refresh in the Cleanup phase. If another opposing Duelist is present, the Lead by Example bonus can only be gained from damage done to the opposing Duelist until that model is destroyed. These bonus Skill Points represent the inspiring influence that a Duelist can have on friendly models.

Lone Wolf: Duelists may not use Rerolls from Command Points, or Orders.

Note: This rule does not affect duelist models from the KADA Sub-list.

A2.4a Example Duelist Support Unit:

As the Duelist takes up the entire Support Unit all 3 model lines can be used to list selected Duelist Upgrades, Veteran Upgrades, and Generic Upgrades which are normally only available to a Primary Unit.

Combat Group 1 - Support Unit UA Type: Duelist

Model Name	TV	Notes: CGL, Veteran, etc.	MR	AR	H/S Damage	A	GU	PI	EW	Weapons	Traits	Type/ Height
Jaguar	10	Add Veteran (+2TV)	W:6" G:7"	6	3 / 3	1	3+	3+	5+	MAC (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Airdrop	Gear 1.5"
Add Advance Control Systems & Saber					/	+1 (+4TV)				Saber: Add Reach:1" to LVB (+0TV)		
Add Anti-Air to Autocannon & Melee Specialist					/					Anti-Air: Add AA to MAC (+1TV)	Brawler:2 (+2TV)	

Support Unit 1 Total TV: 19   Total Actions: 2   Notes: _____
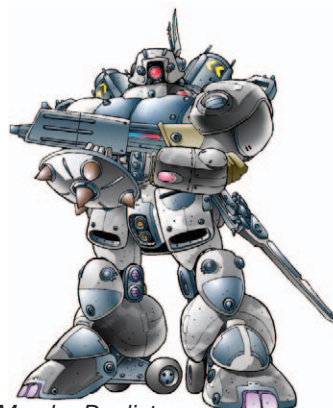
Jaguar Duelist / Black Mamba Duelist.

HEAVY GEAR BLITZ!

Force Name: __North Sample Force__

Faction / Sub-List: __North [Generic]__

CLASSIFIED

Combat Group 1 - Primary Unit UA Type: __Strike__

Model Name	TV	Notes: CGL, Veteran, etc.	MR	AR	H/S Damage	A	GU	PI	EW	Weapons	Traits	Type/ Height
Jaguar with Thunder Upgrade	11	+(CMD) CGL	W:6" G:7"	6	3 / 3	1	3+	3+	5+	MAC (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Airdrop, SatUp:6+ (Aux)	Gear 1.5"
Jaguar	10		W:6" G:7"	6	3 / 3	1	3+	3+	5+	MAC (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Airdrop	Gear 1.5"
Destroyer Jaguar	12		W:6" G:7"	6	3 / 3	1	3+	3+	5+	MBZ (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Airdrop	Gear 1.5"
Arrow Jaguar	12		W:6" G:7"	6	3 / 3	1	3+	3+	5+	MAC (Arm), LATM, APGL, LVB (Arm)	Agile, Arms, Airdrop	Gear 1.5"
					/							
					/							

Primary Unit 1 Total TV: __45__   Total Actions: __4__   Notes: _____

Combat Group 1 - Support Unit UA Type: __Recon__

Model Name	TV	Notes: CGL, Veteran, etc.	MR	AR	H/S Damage	A	GU	PI	EW	Weapons	Traits	Type/ Height
Ferret	5		W:5" G:9"	4	3 / 3	1	5+	3+	4+	LPG (Arm), RP (PEN:6), LVB (Arm)	Arms, Brawler:-1, Comms:1, Sensors:24" (Aux), TD:1	Gear 1"
					/							
					/							

Support Unit 1 Total TV: __5__   Total Actions: __1__   Notes: _____

Combat Group 2 - Primary Unit UA Type: __Fire Support__

Model Name	TV	Notes: CGL, Veteran, etc.	MR	AR	H/S Damage	A	GU	PI	EW	Weapons	Traits	Type/ Height
Hunter Gunner	7	CGL	W:5" G:6"	6	4 / 2	1	4+	4+	6+	MAC (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Hunter	6		W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LPZ, LVB (Arm)	Arms	Gear 1.5"
Grizzly	14		W:4" G:5"	8	4 / 2	1	4+	5+	6+	HAC (Arm), MRP (Link), MGM, PG (Arm), HMG, LVB (Arm)	Arms, Autopilot	Gear 2"
Destroyer Grizzly	14		W:4" G:5"	8	4 / 2	1	4+	5+	6+	HBZ (Arm), MRP (Link), MGM, PG (Arm), HMG, LVB (Arm)	Arms, Autopilot	Gear 2"
					/							
					/							

Primary Unit 2 Total TV: __41__   Total Actions: __4__   Notes: _____

Combat Group 2 - Support Unit UA Type: __Recon__

Model Name	TV	Notes: CGL, Veteran, etc.	MR	AR	H/S Damage	A	GU	PI	EW	Weapons	Traits	Type/ Height
Cheetah	9		W:7" G:9"	4	3 / 3	1	5+	2+	4+	LPG (Arm), RP (PEN:6), LVB (Arm)	Arms, Agile, Comms:1, ECM:2, TD:1, Sensors:24" (Aux)	Gear 1.5"
					/							
					/							

Support Unit 2 Total TV: __9__   Total Actions: __2__   Notes: _____

Force Total TV: __100__   **Force Total Actions:** __11__   **Objective VP(s):** _____ + **Casualties VP(s):** _____

Total Victory Point(s): _____

A2.6 CHOOSING A FORCE:

Choosing a Force: To choose a Force, or Army, simply select one Faction Model List in Appendix 3 (Either North, South, Peace River, NuCoal, Leagueless, Black Talon, Colonial Expeditionary Force (CEF), Caprice, Utopia, or Eden) and begin selecting units and models (see 18.0 and A.2 for details). Alternately you can choose a Sub-List which will focus on a particular theme for a Force.

Sub-Lists (Beta): Sub-Lists are more nuanced lists than simply choosing units from the Force Model Lists in Appendix 3. A Sub-List will indicate all the modifications to normal army selection required or any upgrades or options that only that Sub-List has access to.

Note: The Sub-Lists section is in an Beta development phase pending more play testing for balance. Players are welcome to use and comment on the lists but event organizers can feel free to decline to use them in any events they are running.

Sub-List Allies: Allies are a heading that allows certain sub-lists to access more than one Faction Models List to select models for the Force. Units that may be included as allies are identified by their Unit Availability code. Specific models that are allowed are specified by name.

A2.7 FORCES AVAILABLE & SUB-LIST WITH ALLIES OPTIONS:

North Force (Generic)
NG - Northern Guard (North Sub-LIst Force)
WFP - Western Frontier Protectorate (North Sub-List)
UMF - United Mercantile Federation (North Sub-List)
NLC - Northern Lights Confederacy (North Sub-List)

South Force (Generic)
SRA - Southern Republican Army (South Sub-List Force)
MILICIA - MILitary Intervention Counter Insurgency Army (South Sub-List)
MK - Mekong Dominion (South Sub-List + Allies: North/Peace River/NuCoal)
ESE - Eastern Sun Emirates (South Sub-List + Allies:North/South/NuCoal)
HAPF - Humanist Alliance Protection Force (Historical)

Peace River Force (Generic)
PRDF - Peace River Defense Force (Peace River Sub-List)
POC - Peace Officer Corps (Peace River Sub-List + Allies:North/South)
HGSF - Home Guard Security Forces (Peace River Sub-List)
CTF - Combined Task Force (Peace River Sub-List)
PSBM - Protectorate Sponsored Badlands Militia (Peace River Sub-List + Allies: North/South)

NuCoal Force (Generic)
NSDF - NuCoal Self Defense Force Regiments (NuCoal Sub-List)
HAPF - Humanist Alliance Peace Force (NuCoal Sub-List + Allies:South)
PAK - Port Arthur Korps (NuCoal Sub-List + Allies:North/South/CEF)
LP - Lance Point (NuCoal Sub-List + Allies:South)
FN - Fort Neil (NuCoal Sub-List + Allies: South)
PG - Prince Gable (NuCoal Sub-List + Allies: North)
EN - Erech & Ninerveh* (NuCoal Sub-List + Allies: North/South):
KADA - Khayr Ad-Din (NuCoal Sub-List +Allies: North, South, Peace River)
TH - Temple Heights (NuCoal Sub-List)

Leagueless Force (Generic)
LDM - Leagueless Defense Milicia (North + South + Peace River + NuCoal Sub-List Force)
LH - Leagueless Homesteaders (North/South + Peace River/NuCoal Sub-List Force)

Black Talon Force (Generic)
BTIT - Black Talon Insertion Team (Black Talon Sub-List + Allies:Caprice/Utopia/Eden)
BTRT - Black Talon Recon Team (Black Talon Sub-List Force)

Colonial Expeditionary Force (CEF) (Generic)
CEFLF - CEF Line Formation (CEF Sub-List + Allies: Caprice/Utopia/Eden)
CEFTB - Hover Tank Battalion (CEF Sub-List Force)
CEFIB - GREL/FLAIL Infantry Battalion (CEF Sub-List Force)

Caprice Force (Generic)
CID - Caprice Invasion Detachment (Caprice Sub-List + Allies: CEF/Black Talon/Utopia/Eden)
CCSD - Caprice Corporate Security Detachment (Caprice Sub-List + Allies: CEF/Utopia/Eden)
CLRC - Caprice Liberati Resistance Cell (Caprice Sub-List + Allies:Black Talon/Utopia/Eden)

Utopia Force (Generic)
UCFT - Utopian Combined Forces Troupe (Utopian Sub-List + Allies:CEF/Black Talon/Caprice/Eden)
UCT - Utopian Commando Troupe (Utopian Sub-list):
URT - Utopian Recon Troupe (Utopian Sub-List)
UST - Utopian Support Troupe (Utopian Sub-List)

Eden Force (Generic)
EIM - Eden Invasion Milicia (Eden + CEF/Black talons/Utopia/Caprice Sub-list Force)
ENH - Eden Noble Household (Eden Sub-List Force)

[Download the free Living Rulebook ebook for complete Forces and Models Lists.]

THE CONFEDERATED NORTHERN CITY-STATES [CNCS]

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

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

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

THE NORTHERN LIGHTS CONFEDERACY

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

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

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

THE UNITED MERCANTILE FEDERATION

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

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

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

THE WESTERN FRONTIER PROTECTORATE

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

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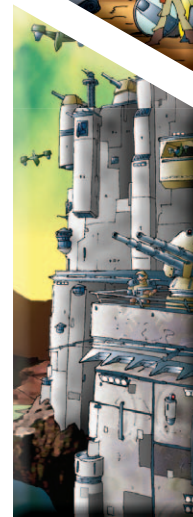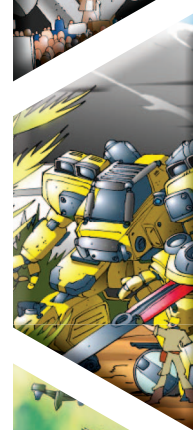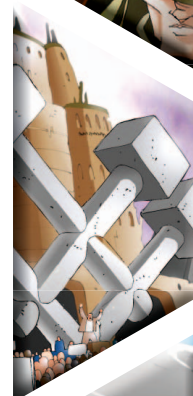
MILITARY HISTORY OF THE NORTH

THE CONFEDERATED NORTHERN CITY-STATES

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

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

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

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

THE NORTHERN GUARD

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

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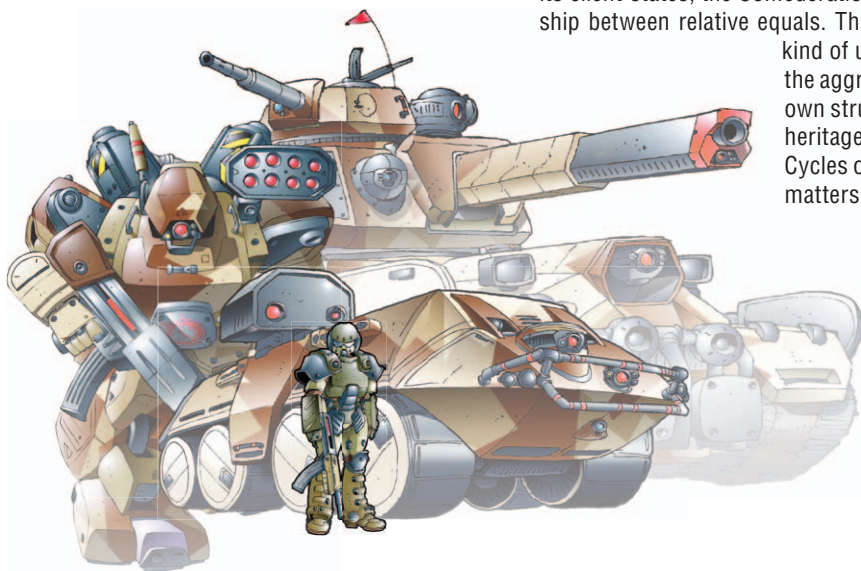
THE ST. VINCENT'S WAR

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

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

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

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

THE COLD WAR

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

THE SANDSTORM STRIKES

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

THE WAR OF THE ALLIANCE

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

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

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

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

THE INTERPOLAR WAR

Some say that the eruption of the Interpolar War in TN1936 was long in the making. For those who lived in the holy city of Sorrento however it started with a single bullet from a hero turned traitor when Norlight Colonel Neel Garner Fulan killed religious leader Thor Hutchinson. None who live today know why he chose that moment to betray his oath's but the result was the same none the less. War!

In the cycles to come the Polar forces led an all out war against the South. No quarter was offered and not even the innocent were spared the giant's wrath. Vicious battles tore through across Terra Nova engulfing the equator in flames. Where the mighty armies of the North and South clashed, only ruin and desolation remained. The Northerners led by their Revisionist priests bayed for blood and vengeance. Their protestations served only to fan the population's anger and blood lust, against the Southern "heathen's"

Eventually though after countless battles, with their fires spent and losses mounting both sides finally agreed to mediation. While this was not the outcome that Church had so desired it was one that the people demanded. Reluctantly the North sent forth their delegation; they would meet their bitter nemeses in the city-state of Peace River. This time the battlefield would not be won by martial prowess but rather by diplomacy.

Many were sceptical at the chances of the meeting's success, most merely took advantage of the lull to reform their lines in preparation for the "inevitable". But the "inevitable" did not to occur, instead on the very day of the peace summit the heat of a thousand suns were unleashed upon Peace River, obliterating it. It is ironic that this act, one measured to further plunge Terra Nova into bitter war would be the catalyst for peace. One by one the culprits were exposed and much to the horror of the Polar powers their worst fears were made real.

Evidence pointed to the CEF as being the mastermind behind this act of madness. They knew that if both Polar powers continued to fight, their exhausted forces would not be able to repel a second invasion. Seeing that they played straight into the hands of wolves, an uneasy peace was once again declared. It would take time, effort and considerable cost to repair the damage from the war. A greater war loomed on the horizon, one that threatened to engulf them all.

THE WAR FOR TERRA NOVA

While the war between the CNCS and the AST had come to an abrupt end, hostilities between both Polar powers never really subsided. While border skirmishers were still common place the threat of escalation was kept in check by the pall cast by an imminent CEF invasion. CNCS leadership had shrewdly eschewed a confrontational policy when dealing with the belligerent Southerners and their incursions; losses were instead attributed to "training accidents" or rover attacks.

Despite the CNCS actively avoiding a full scale confrontation no slight went unanswered. It can be said that no other military on Terra Nova perfected the art of stealth warfare better than the North. The "secret" war waged by elite Ranger outfits kept the Hammers of the North in a perpetual state of readiness. By the time CEF ships transited in system the armies of the CNCS were ready for a war 10 cycles in the making.

As the first drop ships made planet fall around Sorrento in TN1950 the CNCS drew up in anticipation mobilizing the three border divisions stationed there. However as the divisions moved to encircle and destroy the invading Earthers disaster struck. From out of nowhere President Xing issued orders to stand down, her instructions left the armies of the CNCS reeling in confusion. With the NG & NAF's momentum now stalled the CEF invaders proceeded to press the advantage cutting a swath through Terra Nova's stoutest defenders. Confused and frustrated by the sudden turn of events, officers began to issue contradictory orders. These actions served to only play directly into the hands of the invaders leading to further losses along the Irian front as whole units were left unsupported.

Further to the north in the heartland of the UMF, CEF forces made planet fall with the intent of capturing the capitol Lyonnesse. Running battles along the Downing front fared significantly better as corporate forces not directly under the Northern Guard were able to mount an organized resistance unimpeded by the President Xing's illogical orders. The CEF I, II, III & IV Korps as a result were contained and severely weakened by UMF defenders. Despite being battered by the invaders UMF combat units stood defiant and victorious.

The Barrington front in contrast was home to some of the bloodiest fighting on Terra Nova. Poor deployment plans literally left the gates to Fort William unguarded and vulnerable to attack. While WFPA forces scrambled to redeploy and intercept the invaders, CEF drop ships disgorged division after division and spear headed deep into the heart of the Protectorate. Trying to stem the advance of the enemy WFPA high command played a desperate gambit by reactivating many of their decommissioned landships. These reserve landships were manned only by aging skeleton crews who drove their ramshackle hulks deep into the heart of the enemy. Though many were lost to the swarm tactics favoured by CEF GREL's, many more pierced deep into the enemy ranks where they detonated their reactors bringing death by nuclear fire to the massed invaders.

The War for Terra Nova still rages across the Northern territories as the heroic sacrifices of the CNCS armies continue to either pushed back or contain the CEF forces.

RANKS

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

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

NORTHERN DOCTRINE

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

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

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

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

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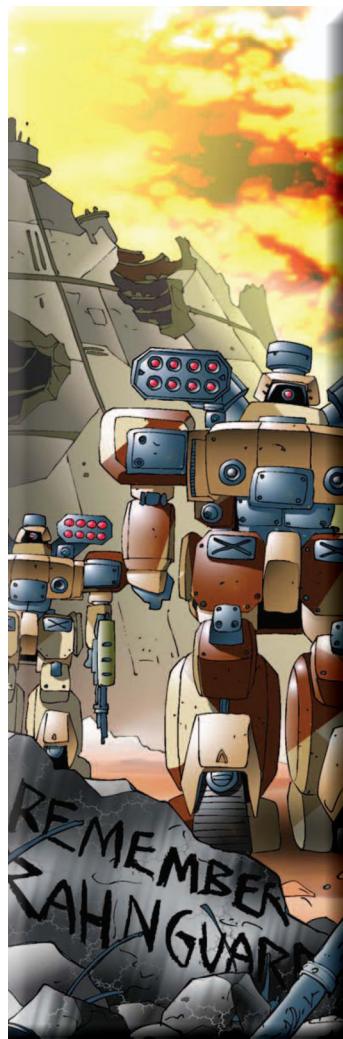
AWARDS & HONORS

Ebon Stone Kill Markers

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

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

Service Ribbon

Prophet's Blessing

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

Order of the Griffon

Northern Star

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

SPECIAL FORCES BADGES

Lion Head Badge

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

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

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

NORTH FORCES:

A **Generic North Force** may be constructed using only the North Models List. This is the default option and should be used when learning the game rules.

All the models in the North Models List can be used in any of the sub-lists below. These Sub-Lists allow players to add additional specialized upgrades to their models as they collect their Force.

SUB-LISTS:

NORGUARD
CONFEDERATED NORTHERN CITY STATES

NG - Northern Guard (North Sub-LIst Force):
The Northern Guard is the tasked with the overall defense of the Northern City-States and forms the command and front lines against invading forces. Never very numerous, the Northern Guard has excellent equipment and training, and are the undisputed masters of combined warfare.

♦ **Well Supported:** Each Primary Unit in this Force may have two Support units. The number of actions in the Support units may not exceed the standard number of actions for a Support unit: Example: A Primary unit of 5 actions may have up to two Support units of up to 3 actions total.

♦ **Combined Arms Specialists:** If the Force has at least three different types of model on the battlefield at the start of a round then the Commanding Officer gains +1 Command Point.

♦ **Well Equipped:** Support units may purchase Generic Upgrades.

WFP - Western Frontier Protectorate (North Sub-List):
Self reliance and a true pioneer spirit motivate the under-equipped armies of of the WFP. Their commanders have an almost innate understanding of how to marshal their forces and the aged Gears of the WFP armies are known for their skill and responsiveness to their pilots. WFP commanders often downgrade the armor on their formations to increase speed and reduce fuel consumption.

♦ **Family Ties:** Choose one Generic Veteran Upgrade (See A2.2). Any Commander in the Force may Purchase the Veterans trait for +1TV without counting towards the 0-1 limit of veteran units. Veteran Commanders may purchase the chosen Generic Veteran Upgrade for +1TV.

♦ **Stripped Down (upgrade):** Any model with a Unit Availability of GP or RC may upgraded with the Stripped Down trait for 0TV. Any model with this trait adds 2" to its Movement Rating but has -1 Hull Rating and +1 Structure rating. *Example: A Stripped Down Hunter would have H/S:3/3 instead of 4/2.*

♦ **Older Equipment:** Primary units may not include Jaguars, Cheetahs, Grizzlies, Kodiaks, or Scimitars.

♦ **Tested in Battle:** One Gear or Strider model in each unit may be upgraded to a Veteran for +1TV. This does not count towards the 0-1 limit of veteran units.

UMF - United Mercantile Federation (North Sub-List):
Well known as being the richest League on Terra Nova, the merchants of the UMF know that to defend their prosperity they must have strong armed forces, and spend lavishly for the best soldiers and equipment. To maintain their edge commercially the UMF is not against leveraging its considerable skill in electronic warfare to gain business advantages.

♦ **The Best Money Can Buy:** The Force Commanding Officer gains the Init:1 trait, or adds 1 to an existing Init:X trait. Models with the UA limit of CMD cost -1TV.

♦ **Prospectors:** Any walker model may add the Climber trait for +1TV.

♦ **Local Production:** Primary units may not include Cheetah, Cheetah Paratroopers, or Black Cat models. Tiger, Assault Tigers, and Destroyer Tiger gain the Unit Availability of FS. Weasels gain the Unit Availability of SK.

♦ **Hackers:** A model in this Force using an ECM Sensor Jamming action or reaction improves its Electronic Warfare (EW) skill rating by 1.

NLC - Northern Lights Confederacy (North Sub-List):
The home of the Revisionist church, the most powerful religious organization on Terra Nova, many of the members of the Norlight armed forces see their role as a calling instead of just a job or a mission. Foremost among these are the Chaplains and Warrior Monks who leverage the power of Gears and formidable martial skills with their chosen weapon, the fighting staff. Their skill and courage is a powerful inspiration to all soldiers.

♦ **Fighting Staff Upgrade:** A Fighting Staff is a vibro blade upgrade that gives the models vibro blade weapon the Reach 2" and Brawler:1 traits.

♦ **Prestige Weapon:** Add a Fighting Staff weapon for 0TV to each Executive Officer and Second in Command model, or to any other Commander for +1TV.

♦ **Inspirational:** Commanders that damage an enemy model with a Fighting Staff melee attack may give a Skill point to any other friendly model within 6".

♦ **Warrior Monks:** Upgrade any model with a Unit Availability of GP, SK, or FS to have fighting staffs for +1TV. A Duelist may purchase the Fighting Staff Upgrade regardless of Unit Availability.

Code Name:	Hunter
Manufacturer:	Northco
Unit Type:	Trooper Gear
Height:	4.3 meters
Weight:	6,627 kg

The Hunter Gear was the first exclusively military walker machine on Terra Nova, the forerunner of all subsequent Northern League designs, and remains among the most produced Gears still in active service. Refitted several times to keep it competitive, its greatest strength has always been the simplicity and ruggedness of the chassis.

n o r t h c o

Hunter with Headhunter upgrade.

Code Name:	Hunter XMG
Manufacturer:	Northco
Unit Type:	Strike Gear
Height:	4.3 meters
Weight:	7,122 kg

Success is a good place to start when building the future's most successful Gear. It is for this reason that the Hunter XMG was developed. The XMG represents a leap in capabilities with improvements in fire control and maneuverability. The high fuel consumption rates of the XMG don't worry the commanders, only the supply officers.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Hunter	6	GP(0+), FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LPZ, LVB (Arm)	Arms	Gear 1.5"
Hunter Gunner	7	GP, SK, FS	W:5" G:6"	6	4 / 2	1	4+	4+	6+	MAC (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Hunter UC	6	GP, SK	W:5" G:6"	6	4 / 2	1	4+	4+	6+	MFC (Arm), LRP, APGL, LPZ, LVB (Arm)	Arms	Gear 1.5"
Assault Hunter	7	GP, FS	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LSC (Arm), APGL, LVB (Arm)	Arms	Gear 1.5"
Destroyer Hunter	8	FS	W:5" G:6"	6	4 / 2	1	4+	4+	6+	MBZ (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Headhunter (Hunter upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	Comms:1	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Hunter XMG Gunner	11	SK	W:6" G:7"	6	4 / 2	1	3+	3+	5+	MAC (Arm), MRP, MCW (Arm, Reach:1")	Arms, Brawler:1, Shield:1	Gear 1.5"
Hunter XMG Grenadier	11	SK	W:6" G:7"	6	4 / 2	1	3+	3+	5+	LGL (Arm), MRP, MCW (Arm, Reach:1")	Arms, Brawler:1, Shield:1	Gear 1.5"
Melee Specialist (Hunter XMG upgrade)	+1	-	-	-	-	-	-	-	-	-MCW, +MVB (Arm, Reach:1")	-	

NORTH MODELS LIST

Code Name:	Jaguar
Manufacturer:	Northco
Unit Type:	Strike Gear
Height:	4.6 meters
Weight:	7,123 kg

The most advanced Gear in the Northern armed forces, the Jaguar was developed by Northco in the early 1900s as a possible successor of the Hunter. Only the high credit cost of the machine prevented this from happening. The Jaguar features an exceptional balance of speed, firepower, and agility.

northco

Sniper Jaguar with Thunder Jaguar upgrade.

Code Name:	Tiger
Manufacturer:	Northco
Unit Type:	Heavy Trooper
Height:	4.6 meters
Weight:	7,320 kg

An advanced design with more armor and better fire control than the Hunter, the Tiger was developed by Northco with the support of the UMF as a response to the AST developing the Jager. Used by the armies of the Northern hemisphere as a shock trooper and line breaker the design neither uses nor requires the many technological advances that have occurred after their entry into military service.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Jaguar	10	SK (0+), FS, RC, PT	W:6" G:7"	6	3 / 3	1	3+	3+	5+	MAC (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Airdrop	Gear 1.5"
Destroyer Jaguar	12	SK, FS, PT	W:6" G:7"	6	3 / 3	1	3+	3+	5+	MBZ (Arm), LRP, APGL, LVB (Arm)	Agile, Arms , Airdrop	Gear 1.5"
Flash Jaguar	11	SK, PT	W:6" G:7"	6	3 / 3	1	3+	3+	5+	LLC (Arm), LRP, APGL, LVB (Arm)	Agile, Arms , Airdrop	Gear 1.5"
Sniper Jaguar	11	SK, FS, PT	W:6" G:7"	6	3 / 3	1	3+	3+	5+	HRF (Arm), LRP, APGL, LVB (Arm)	Agile, Arms , Airdrop	Gear 1.5"
Assault Jaguar	11	SK, PT	W:6" G:7"	6	3 / 3	1	3+	3+	5+	LSC Arm), LRP, APGL, LVB (Arm)	Agile, Arms , Airdrop	Gear 1.5"
Arrow Jaguar	12	SK, PT	W:6" G:7"	6	3 / 3	1	3+	3+	5+	MAC (Arm), LATM, APGL, LVB (Arm)	Agile, Arms , Airdrop	Gear 1.5"
Fire Jaguar	11	SK, PT	W:6" G:7"	6	3 / 3	1	3+	3+	5+	MAC (Arm), MRP (Link), LVB (Arm)	Agile, Arms , Airdrop	Gear 1.5"
Thunder Jaguar (Jaguar upgrade)	+1	+(CMD)	-	-	-	-	-	-	4+	-	SatUp:6+ (Aux)	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Tiger	10	GP, SK	W:5" G:6"	7	3 / 3	1	3+	4+	6+	MAC (Arm), MRP, APGL, LCW (Arm)	Arms	Gear 1.5"
Assault Tiger	11	GP, SK	W:5" G:6"	7	3 / 3	1	3+	4+	6+	LSC (Arm), MRP, APGL, LCW (Arm)	Arms	Gear 1.5"
Destroyer Tiger	11	SK	W:5" G:6"	7	3 / 3	1	3+	4+	6+	MBZ (Arm), MRP, APGL, LCW (Arm)	Arms	Gear 1.5"
Sabertooth (Tiger upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	+Comms:1, SatUp:6+ (Aux)	Gear 1.5"

HEAVY GEAR BLITZ!
Living Rulebook Ver. 2.0

Code Name:	Cheetah
Manufacturer:	Shaian Mechanics
Unit Type:	Recon Gear
Height:	4.1 meters
Weight:	5,230 kg

SHAIAN

Highly specialized and packed with the best electronics available, the Cheetah is the CNCS's gear of choice for reconnaissance and electronic warfare. Popular with pilots, the Cheetah's agility allows it to avoid most attacks. Commanders use the Metal Cat variant for patrolling, and the Strike variant for extra firepower.

White Cat Cheetah
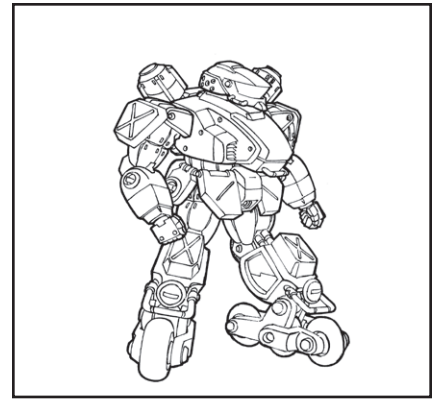
Code Name:	Leopard
Manufacturer:	Shaian Mechanics
Unit Type:	Mountaineering Gear
Height:	4.2 meters
Weight:	5,425 kg

Originally conceived as a rally/arena gear, the Leopard has found its home within the ranks of the CNCS. The Leopard's light-weight and airdropable design along with the later addition of climbing equipment has created a great mountaineering Gear able to traverse any terrain with ease. Deployable by land or air, the Leopard can deal with any threat.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Cheetah	9	RC (0+), SK	W:7" G:9"	4	3 / 3	1	5+	2+	4+	LPG (Arm), RP (PEN:6), LVB (Arm)	Agile, Arms, Comms:1, ECM:2, TD:1, Sensors:24" (Aux)	Gear 1.5"
Strike Cheetah	11	SK	W:7" G:9"	5	3 / 3	1	4+	2+	4+	LBZ (Arm), LPG (Arm), RP (PEN:6), LVB (Arm)	Agile, Arms, Comms:1, ECM:1, Sensors: 24" (Aux)	Gear 1.5"
White Cat Cheetah	10	RC	W:7" G:9"	4	3 / 3	1	5+	2+	4+	LAC (Arm), RP (PEN:6), LVB (Arm)	Agile, Arms, Comms:1, ECM:2, ECCM, Sensors:30" (Aux), SatUp:5+ (Aux)	Gear 1.5"
Metal Cat Cheetah	8	RC, SK	W:7" G:9"	5	3 / 3	1	4+	2+	6+	LBZ (Arm), LPG (Arm), RP (PEN:6), LVB (Arm)	Agile, Arms, Comms:1	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Leopard	9	MN (0+), PT	W:6" G:7"	6	3 / 3	1	4+	3+	6+	MAC (Arm), LFC (Arm), LRP, MHG, MCW (Arm)	Airdrop, Arms, Agile, Climber	Gear 1.5"
Leopard Flash	10	MN, PT	W:6" G:7"	6	3 / 3	1	4+	3+	6+	LRL (Arm), LRP, MHG, MCW (Arm)	Airdrop, Arms, Agile, Climber	Gear 1.5"
Leopard Grenadier	10	MN, PT	W:6" G:7"	6	3 / 3	1	4+	3+	6+	MAC (Arm), LGL (Arm), LRP, MHG, MCW (Arm)	Airdrop, Arms, Agile, Climber	Gear 1.5"
Leopard Wildfire	9	MN, PT	W:6" G:7"	6	3 / 3	1	4+	3+	6+	MAC (Arm), LFL (Arm), LRP, MHG, MCW (Arm)	Airdrop, Arms, Agile, Climber	Gear 1.5"

Code Name:	Ferret
Manufacturer:	Keimuri Gear
Unit Type:	Recon Gear
Height:	3.2 meters
Weight:	4,210 kg

The Ferret serves the Northern armies as an effective recon gear. Its low cost matched with a good track record has allowed this aging design to endure. Ferret pilots tend to avoid high-intensity combat and concentrate on recon duties, operating the gear in its SMS mode, racing across the landscape as it scans for trouble.

Code Name:	Weasel
Manufacturer:	Keimuri Gear
Unit Type:	EW Gear
Height:	3.4 meters
Weight:	6,457 kg

This Electronic Warfare specialist Gear is an upgrade of the venerable Ferret design. It retains the basic torso of the Ferret, but employs a more standard leg and drive assembly. The Weasel's electronic systems are the most powerful of any Northern Gear design. Pilots are encouraged to avoid combat and support from the rear.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Ferret	5	RC	W:5" G:9"	4	3 / 3	1	5+	3+	4+	LPG (Arm), RP (PEN:6), LVB (Arm)	Arms, Brawler:-1, Comms:1, Sensors:24" (Aux), TD:1	Gear 1"
Sniper Ferret	5	RC	W:5" G:9"	4	3 / 3	1	5+	3+	4+	LRF (Arm), RP (PEN:6), LVB (Arm)	Arms, Brawler:-1, Comms:1, Sensors:24" (Aux), TD:1	Gear 1"
Ferret Mk. 2 Gunner	6	RC	W:5" G:9"	4	3 / 3	1	5+	3+	4+	LAC (Arm), RP (PEN:6), LVB (Arm)	Arms, Brawler:-1, Comms:1, Sensors:24" (Aux), TD:1	Gear 1"
Wild Ferret	7	RC	W:5" G:9"	4	3 / 3	1	5+	3+	4+	LPG (Arm), LVB (Arm)	Arms, Brawler:-1, Comms;1, ECM:1, ECCM, SatUp:5+ (Aux), Sensors 24" (Aux), Vuln:H	Gear 1"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Weasel	12	RC	W:5" G:8"	4	3 / 3	1	5+	4+	3+	LPG (Arm), LVB (Arm)	Arms, Comms:2, ECM:2, ECCM (G), SatUp:4+, Sensors: 24", Vet	Gear 1"

SHAIAN

HYPERION WERKS

northco

Code Name:	Black Cat
Manufacturer:	Shaian/Hyperion/Racetech
Unit Type:	Stealth Gear
Height:	4.1 meters
Weight:	4,930 kg

The Black Cat is built from the ground up for stealth, making it an excellent commando and covert operations machine. The existence of the Black Cat is such a well-guarded secret that most intelligence officers from rival powers consider its existence to be a myth. Black Cats are usually deployed in a supporting role to Panthers.

Code Name:	Panther
Manufacturer:	Northco
Unit Type:	Commando Gear
Height:	4.6 meters
Weight:	7,123 kg

The Panther stealth gear is only available in very small numbers. Its advanced systems include a Racetech rubberized absorbent coating, an electric battery/turbine silent-running power, and a silenced 40mm Heavy Rifle. The Panther brings death to enemies of the CNCS, striking in utter silence.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Black Cat	14	SF (0+)	W:7" G:9"	4	3 / 3	1	4+	2+	4+	PG (Arm, Silent), RP (PEN:6), LVB (Arm)	Agile, Airdrop, Arms, Stealth (Aux), Vet, ECM:2, TD:1, Sensors:24"	Gear 1.5"
Black Cat Sniper	15	SF	W:7" G:9"	4	3 / 3	1	4+	2+	4+	HRF (Arm, Stabilizer, Silent), RP (PEN:6), LVB (Arm)	Agile, Airdrop, Arms, Stealth (Aux), Vet, Sensors:24"	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Panther	15	SF (0+)	W:6" G:7"	6	3 / 3	1	3+	3+	5+	MAC (Arm, Precise, Silent), LRP, LVB (Arm)	Airdrop, Agile, Arms, Stealth (Aux), Vet, TD:1, Sensors:18"	Gear 1.5"
Panther Sniper	16	SF	W:6" G:7"	6	3 / 3	1	3+	3+	5+	HRF (Arm, Silent), LRP, LVB (Arm)	Airdrop, Agile, Arms, Stealth (Aux), Vet, Sensors:18"	Gear 1.5"

Code Name:	Wildcat
Manufacturer:	Keimuri Gear / Neil Motorworks
Unit Type:	Strike Gear
Height:	4.3 meters
Weight:	6,580 kg

Originally a companion gear to the Hunter, it quickly fell out of favour as pilots preferred the Hunters better armor and fire control systems. Keimuri Gears would find a new market in the WFP where the cheaper and more rugged design was appreciated. Today the Wildcat can often be seen defending Badlands communities against Rovers.

Code Name:	Bobcat
Manufacturer:	Northco
Unit Type:	Recon Gear
Height:	4.3 meters
Weight:	5,689 kg

An early recon gear, the Bobcat's unique SMS design requires the Gear to kneel down to engage its wheels. This configuration improves handling but also prevents its legs from being armored properly. Bobcats are often paired with Wildcats in the WFP and despite their perceived obsolescence they perform admirably.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Wildcat	7	RC, SK	W:6" G:8"	5	3 / 3	1	5+	4+	6+	LAC (Arm), LRP, MVB (Arm)	Agile, Arms, Brawler:1, Comms:1	Gear 1.5"
Riotmaster Wildcat	7	RC, SK	W:6" G:8"	5	3 / 3	1	5+	4+	6+	LFC (Arm), LRP, MVB (Arm)	Agile, Arms, Brawler:1, Comms:1	Gear 1.5"
Gunner Wildcat	8	SK	W:6" G:8"	5	3 / 3	1	5+	4+	6+	MAC (Arm), LRP, MVB (Arm)	Agile, Arms, Brawler:1, Comms:1	Gear 1.5"
Assault Wildcat	8	SK	W:6" G:8"	5	3 / 3	1	5+	4+	6+	LSC (Arm), MVB (Arm)	Agile, Arms, Brawler:1, Comms:1	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Bobcat	6	RC	W:5" G:9"	5	3 / 3	1	5+	3+	4+	PG (Arm), RP (PEN:6), LVB (Arm)	Arms, Brawler:-1, Comms:1, Sensors:18", TD:1	Gear 1.5"

northco

SHAIAN

Code Name:	Hunter Paratrooper
Manufacturer:	Northco
Unit Type:	Paratooper Gear
Height:	4.3 meters
Weight:	6,520 kg

Originally Northern Guard high command ordered that a Hunter variant be developed exclusively for paratrooper duties since the base chassis was readily available and easy to modify. As it is still basically a Hunter, the paratrooper variant is cheap enough to field in quantities sufficient to be an effective threat.

Code Name:	Cheetah Paratrooper
Manufacturer:	Shaian Mechanics
Unit Type:	Paratrooper Gear
Height:	4.1 meters
Weight:	5,010 kg

Given the vast distances to cover and the importance of a speedy reaction force, it was inevitable that a specialized Cheetah Paratrooper version would see the light of day. Despite its petite size, this cat packs a loadout heavy enough to take down much heavier targets and has the speed to escape retaliation.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Para Hunter	7	PT (0+)	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LGL (Arm), APGL, LSG (Arm)	Airdrop, Arms	Gear 1.5"
Para Strike Hunter	8	PT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LBZ (Arm), APGL, LSG (Arm)	Airdrop, Arms	Gear 1.5"
Headhunter (Para Hunter upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	+Comms:1	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Para Cheetah	10	PT	W:7" G:9"	4	3 / 3	1	5+	2+	4+	PG (Arm), LSG (Arm)	Agile, Airdrop, Arms, Comms:1, ECM:2, TD:1, Sensors:18" (Aux)	Gear 1.5"
Strike Para Cheetah	12	PT	W:7" G:9"	5	3 / 3	1	4+	2+	4+	LBZ (Arm), LSG (Arm)	Agile, Airdrop, Arms, Comms:1, ECM:1, Sensors: 18" (Aux)	Gear 1.5"
Grenadier Para Cheetah	12	PT	W:7" G:9"	5	3 / 3	1	4+	2+	4+	LAC (Arm), LGL (Arm), LSG (Arm)	Agile, Airdrop, Arms, Comms:1, ECM:1, Sensors: 18" (Aux)	Gear 1.5"

NORTH MODELS LIST

Code Name:	Koala
Manufacturer:	Northco/Riley Weapons Systems
Unit Type:	Paratrooper Gear
Height:	4.8 meters
Weight:	8,020 kg

The Koala started as a design to upgrade the aging Bear support gear. The Koala, or "Drop Bear" as pilots like to call it, provides paratrooper squads with access to heavier firepower allowing them to undertake a wider range of missions.

Code Name:	Dingo
Manufacturer:	Western Armories
Unit Type:	Paratrooper Gear
Height:	5.1 meters
Weight:	8,390 kg

Not wanting to incur the cost of buying more Paratrooper Hunters when they had a surplus of Mad Dogs, the WFP commissioned the Dingo. The Dingo packs an impressive amount of firepower for its size. That said, deployment of this gear outside of the WFP is almost non-existent - something the WFP is actually quite proud of.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Koala	11	PT	W:4" G:6"	7	3 / 3	1	4+	5+	6+	HAC (Arm), MFC (Arm), MRP (Link), HMG, MSG (Arm)	Airdrop, Arms, Brawler:1	Gear 2"
Sniper Koala	11	PT	W:4" G:6"	7	3 / 3	1	4+	5+	6+	HAC (Arm, Precise), MRP (Link), MSG (Arm)	Airdrop, Arms, Brawler:1	Gear 2"
Grenadier Koala	11	PT	W:4" G:6"	7	3 / 3	1	4+	5+	6+	HAC (Arm), MGL (Arm), MRP (Link), MSG (Arm)	Airdrop, Arms, Brawler:1	Gear 2"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Dingo	11	PT	W:4" G:6"	7	3 / 3	1	4+	5+	6+	HAC (Arm), MGL (Arm), HRP, HMG (Link), MSG (Arm)	Airdrop, Arms, Brawler:1	Gear 2"
Chaingun Dingo	11	PT	W:4" G:6"	7	3 / 3	1	4+	5+	6+	HRC (Arm), HRP, HMG (Link), MSG (Arm)	Airdrop, Arms, Brawler:1	Gear 2"
Destroyer Dingo	12	PT	W:4" G:6"	7	3 / 3	1	4+	5+	6+	HBZ (Arm), HRP, HMG (Link), MSG (Arm)	Airdrop, Arms, Brawler:1	Gear 2"
Tank Hunter Dingo	12	PT	W:4" G:6"	7	3 / 3	1	4+	5+	6+	LTG (Arm, Stabilizer), HRP, HMG (Link), MSG (Arm)	Airdrop, Arms, Brawler:1	Gear 2"

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SHAIAN

Code Name:	Grizzly
Manufacturer:	Northco / Shaian
Unit Type:	Fire Support Gear
Height:	5.1 meters
Weight:	9,210 kg

The Grizzly has been the most common Northern fire-support Gear since the War of the Alliance. A big, brutal, and obnoxious creature like its namesake, the Grizzly is capable of both long range fire support and heavy assault. It can also be a devastating anti-Gear weapon if screened by lighter units.

Code Name:	Rabid Grizzly
Manufacturer:	Northco / Shaian
Unit Type:	Assault Gear
Height:	5.1 meters
Weight:	9,450 kg

One of the most common Grizzly variants available to date. The already formidable gear is further bolstered with a high explosive grenade launcher and additional armor plating. As a close assault gear the Rabid Grizzly is highly effective and very popular amongst front line troops for its firepower and protection.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Grizzly	14	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HAC (Arm), MRP (Link), MGM, PG (Arm), HMG, LVB (Arm)	Arms, Autopilot	Gear 2"
Rabid Grizzly	14	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	MGL (Arm), MRP (Link), MFM, PG (Arm), HMG, LVB (Arm)	Arms, Autopilot, Field Armor	Gear 2"
Grizzly Destroyer	14	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HBZ (Arm), MRP (Link), MGM, PG (Arm), HMG, LVB (Arm)	Arms, Autopilot	Gear 2"
Crossbow Grizzly	15	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HAC (Arm), MATM, PG (Arm), HMG, LVB (Arm)	Arms, Autopilot	Gear 2"
Thunder Grizzly (Grizzly upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	SatUp:6+ (Aux)	

NORTH MODELS LIST

northco

SHAIAN

Code Name:	Kodiak
Manufacturer:	Northco / Shaian
Unit Type:	Heavy Assault Gear
Height:	5.2 meters
Weight:	10,485 kg

The Kodiak was developed during the War of the Alliance as a counter to CEF light hovertanks. It sports considerably tougher armor and more powerful direct-fire weapons than the Grizzly it is based on. It is a badge of honor for any CNCS Gear pilot to be assigned to a Kodiak.

Code Name:	Razorback
Manufacturer:	Northco
Unit Type:	Assault Gear
Height:	4.7 meters
Weight:	8,134 kg

The Razorback was built for short-range anti-tank work. Rugged construction and the massive firepower of its Snub Cannon can make short work of any tank that ventures into range. Despite being almost as old as the Hunter, the Razorback is still used in UMF and WFP regiments for anti-armor missions.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Kodiak	19	SK, FS	W:4" G:5"	9	4 / 2	2	3+	5+	6+	MPA (Arm), HRP, LATM, HMG, APGL, MVB (arm)	Arms, Vet	Gear 2"
Chaingun Kodiak	19	SK, FS	W:4" G:5"	9	4 / 2	2	3+	5+	6+	HRC (Arm), HRP, LATM, HMG, APGL, MVB (Arm)	Arms, Vet	Gear 2"
Destroyer Kodiak	20	SK, FS	W:4" G:5"	9	4 / 2	2	3+	5+	6+	HBZ (Arm), HRP, LATM, HMG, APGL, MVB (Arm)	Arms, Vet	Gear 2"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Razorback	11	SK, FS	W:4" G:5"	7	4 / 2	1	4+	4+	6+	LSC (Arm), MRP, PG (Arm), LMG, APGL, LCW (Arm)	Arms	Gear 1.5"
Chaingun Razorback	12	SK, FS	W:4" G:5"	7	4 / 2	1	4+	4+	6+	HRC (Arm), LAR, PG (Arm), LMG, APGL, LCW (Arm)	Arms	Gear 1.5"

Code Name:	Bear
Manufacturer:	Northco
Unit Type:	Fire Support Gear
Height:	4.8 meters
Weight:	8,456 kg

The Bear was the CNCS's first fire support gear designed for long range engagements. Its guided mortar had a long reach and deadly punch and the twin medium rocket packs mounted on its shoulders also allowed it to be used in an assault role. The Bear was so successful that it went on to inspire the design of the heavier Grizzly.

northco

WESTERN ARMORIES
BUILDING BETTER ARMIES

Den Mother Command Gear.

Code Name:	Mad Dog R
Manufacturer:	Western Armories
Unit Type:	Heavy Trooper Gear
Height:	4.8 meters
Weight:	8,690 kg

The Mad Dog R uses a similar drive system to the Bear. While still inferior in some ways to the Hunter, the Mad Dog R is a common trooper gear in the WFP where cost is a major concern. Many famous pilots have ridden a Mad Dog to arena championships simply because opponents underestimated it.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Bear	10	FS	W:5" G:6"	8	3 / 3	1	4+	5+	6+	HAC (Arm), MRP (Link), LMG, LGM, LVB (Arm)	Arms	Gear 2"
Mauler Bear	10	FS	W:5" G:6"	8	3 / 3	1	4+	5+	6+	MGL (Arm), MRP (Link), LMG (Link), APGL (Auto), LVB (Arm)	Arms	Gear 2"
Mad Dog R	10	FS	W:5" G:6"	7	3 / 3	1	4+	5+	6+	HAC (Arm), HRP, LMG (Link), LVB (Arm)	Arms	Gear 2"
Den Mother	11	FS (CMD)	W:5" G:6"	8	3 / 3	1	4+	5+	5+	HAC (Arm), MRP (Link), LMG, LGM, LVB (Arm)	Arms, SatUp:6+ (Aux)	Gear 2"

NORTH MODELS LIST

northco

Code Name:	Lion
Manufacturer:	Northco
Unit Type:	Heavy Strike Gear
Height:	4.8 meters
Weight:	8,500 kg

A heavy strike Gear designed by Northco, the Lion is a cross between a Jaguar and a Kodiak and is superior to both. It is fast for a machine of its size and the use of the latest in gyro design have led to unprecedented agility for a large Gear. Access to the Lion has been somewhat limited, Northco hopes to meet the growing demand soon.

Code Name:	Scimitar
Manufacturer:	Northco
Unit Type:	Gear Strider
Height:	9.2 meters
Weight:	49,450 kg

Sponsored by the Revisionist Church, the Scimitar is the CNCS's first Gear Strider. Designed with the mountainous terrain of the North in mind it is equipped with climbing gear that also functions in close combat. Powerful short range weaponry and heavy armor allow it to close to short range, making it a fearsome Strider.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Lion	12	SK, MN	W:5" G:6"	7	4 / 2	1	4+	4+	6+	HAC (Arm), MAR, APGL, HCW (Arm)	Arms, Climber, Brawler:1	Gear 1.5"
Lion Lightning	13	SK, MN	W:5" G:6"	7	4 / 2	1	4+	4+	6+	MPA (Arm), MAR, APGL, HCW (Arm)	Arms, Climber, Brawler:1	Gear 1.5"
Lion Initiate	12	SK, MN	W:5" G:6"	7	4 / 2	1	4+	4+	6+	HRC (Arm), MAR, APGL, HCW (Arm)	Arms, Climber, Brawler:1	Gear 1.5"
Strike Lion	12	SK, MN	W:5" G:6"	7	4 / 2	1	4+	4+	6+	MBZ (Arm), MAR, APGL, HCW (Arm)	Arms, Climber, Brawler:1	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Scimitar	26	SK, FS	W:5" G:6"	10	5 / 3	2	4+	5+	5+	SC (Arm, PEN:11, AP:5), LATM (T), MAC (T, AA), APGL, MSG (Arm, Link), HVB (Arm, Reach:2")	Arms, Brawler:1, Climber	Strider 3"
Scimitar Feral	24	SK, FS	W:5" G:6"	10	5 / 3	2	4+	5+	5+	HGL (Arm, PEN:10, AE:4), LATM (T), MAC (T, AA), APGL, MSG (Arm, Link), HVB (Arm, Reach:2")	Arms, Brawler:1, Climber	Strider 3"
Scimitar Assault	28	SK, FS	W:5" G:6"	10	5 / 3	2	4+	5+	5+	SC (Arm, PEN:11, AP:5), MATM (T), MAC (T, AA), APGL, MSG (Arm, Link), HVB (Arm, Reach:2")	Arms, Brawler:1, Climber	Strider 3"
Scimitar Lightning	27	SK, FS	W:5" G:6"	10	5 / 3	2	4+	5+	5+	HPL (Arm), LATM (T), MAC (T, AA), APGL, MSG (Arm, Link), HVB (Arm, Reach:2")	Arms, Brawler:1, Climber	Strider 3"
Rotary Laser (Scimitar Upgrade)	+1	-	-	-	-	-	-	-	-	-ATM, +MRL (FT, Link)	-	
Command (Scimitar upgrade)	+2	+(CMD)	-	-	-	-	-	-	-	-	ECCM, SatUp:6+ (Aux)	

HARTMORE MOTORS

WESTERN ARMORIES
W
BUILDING BETTER ARMIES

Code Name:	Mammoth
Manufacturer:	Hartmore Motor Company
Unit Type:	Assault Strider
Height:	7.2 meters
Weight:	36,550 kg

The basic Strider design used by the CNCS forces, the Mammoth has been in service for almost 100 cycles. All Mammoth variants are armed with a battery of heavy weapons and if the situation calls for ground control the auto targeting machine guns can also be replaced with area saturation rockets.

Code Name:	Lynx
Manufacturer:	Western Armories
Unit Type:	Infantry Support Gear
Height:	4.1 meters
Weight:	4,510 kg

Though officially designated as a Gear, many would consider the Lynx to be more akin to a transformable power armor system. Originally for urban patrol duties, the Lynx began to see increased use by the Northern Guard acting in the role of an infantry support gear.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Mammoth	28	ST	W:4" G:5"	11	6 / 2	2	4+	6+	5+	HSC (Arm, Precise), MATM (Arm), MRC (FT), MMG (FT+F, Split:2, Auto, Aux)	Autopilot, Lumbering, TD:0 (Aux)	Strider 2.5"
Assault Mammoth	25	ST	W:4" G:5"	11	6 / 2	2	4+	6+	5+	2xHSC (Arm, Precise), HRC (FT), MMG (FT+F, Split:2, Auto, Aux)	Autopilot, Lumbering	Strider 2.5"
Brawler Mammoth	24	ST	W:4" G:5"	11	6 / 2	2	4+	6+	5+	2x HGL (Arm, Precise), HRC (FT), MMG (FT+F, Split:2, Auto, Aux)	Autopilot, Lumbering	Strider 2.5"
Gunner Mammoth	24	ST	W:4" G:5"	11	6 / 2	2	4+	6+	5+	MAC (Arm, Link), HFC (Arm, Link, Split:2), HRC (FT), MMG (FT+F, Split:2, Auto, Aux)	Autopilot, Lumbering	Strider 2.5"
Command Mammoth	26	ST (CMD)	W:4" G:5"	11	6 / 2	2	4+	6+	4+	HSC (Arm, Precise), MRC (FT), MMG (FT+F, Split:2, Auto, Aux), HCW (Arm)	Arms, Autopilot, AMS, Brawler:2, Comms:1, ECCM, Init:1, SatUp:5+, Lumbering	Strider 2.5"
Anti-Infantry (Mammoth upgrade)	+0	-	-	-	-	-	-	-	-	-MMG, +MAPR	-	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Lynx	3	IN (0+), ST, HT	W:6" G:8"	4	3 / 3	1	5+	4+	-	HIS (Arm, Burst:1), LHG, LCW (Arm)	Arms, Agile	Gear 1"
Armored (Lynx upgrade)	+1	-	-	5	-	-	-	-	-	+LPZ	-	

n o r t h c o

Code Name:	Thunderhammer
Manufacturer:	Northco / Various
Unit Type:	Strider
Height:	7.8 meters
Weight:	53,550 kg

A four-legged field artillery strider used by Northern forces for close support, its long legs and large feet allow it to traverse the mountainous regions that are totally impassable by conventional vehicles. Thunderhammers support other Northern forces with their tremendous raw firepower.

Code Name:	Klemm
Manufacturer:	Norlight Industries
Unit Type:	Light Tank
Height:	2.5 meters
Weight:	25,650 kg

The Klemm is a light, fast tank whose bank of six anti-tank missiles allows it to directly engage heavier enemy armor or provide fire support for spotter units equipped with target designators. The chassis is very modular for a tank, and has been used as a basis for many variants.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Thunderhammer	28	ST	W:4"	11	4 / 4	2	4+	6+	5+	HAG (T), MRC (FT+F), MRP (FT), APGL	Lumbering, Stable	Strider 3"
Thunderhammer Lightning	30	ST	W:4"	11	4 / 4	2	4+	6+	5+	HRG (T), MRC (FT+F), MRP (FT), APGL	Lumbering, Stable	Strider 3"
Thunderhammer Storm	28	ST	W:4"	11	4 / 4	2	4+	6+	5+	HGM (T, Link), MRC (FT+F), MRP (FT), APGL	Lumbering, Stable	Strider 3"
Thunderhammer Flak	20	ST	W:4"	11	4 / 4	2	4+	6+	5+	HAC (FT, AA, Link), MRC (FT+F), MRP (FT), APGL	Lumbering, Stable	Strider 3"
Thunderhammer Support	30	ST	W:4"	11	4 / 4	2	4+	6+	5+	HATM (T), MRC (FT+F), MRP (FT), APGL	AMS, Lumbering, Stable	Strider 3"
Bastion (Thunderhammer upgrade)	+1	IN (0-1)	-	-	-	-	-	-	-	-	+APC:2	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Klemm	18	LT (0+)	G:6"	10	4 / 4	2	'4+	6+	6+	LAC (FT), MATM (T, Aux), MMG, APGL	Offroad:1, Smoke:3 (Aux)	Vehicle 1"
Bandit Hunter Klemm	16	LT (0+)	G:6"	10	5 / 3	2	'4+	6+	6+	HRF (T), MRP (T), MMG, APGL	Offroad:1, Smoke:3 (Aux)	Vehicle 1"

⬥INDUSTRIES⬥

Code Name:	Tyburr
Manufacturer:	Norlight Industries
Unit Type:	Light Self-Propelled Gun
Height:	2.7 meters
Weight:	28,900 kg

The Tyburr's Tank Gun is capable of precisely delivering the armor piercing warhead where it need to go. Currently the Tyburr serves in the Northern Guard's artillery regiments and support companies and is tasked to defend defensive positions on the outskirts of the various CNCS city-states.

Code Name:	Jaxon
Manufacturer:	Northern Motors
Unit Type:	Light Support Tank
Height:	3.4 meters
Weight:	26,870 kg

The Jaxon rocket artillery carrier delivers a firestorm of death over an expanded area. Due to its role as a long ranged support platform, the Jaxon is more lightly armoured than its progenitor. Its fire control system has also been simplified as the wide area saturation effect precludes the need for accuracy.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Tyburr	17	LT	G:6"	10	5 / 3	2	4+	6+	6+	LTG (T), MMG, APGL	Offroad:1, Support, Smoke:3 (Aux)	Vehicle 1"
Jaxon	16	LT	G:6"	9	3 / 5	2	5+	6+	6+	2x HAR (T), MMG, APGL	Offroad:1, Support, Smoke:3 (Aux)	Vehicle 1.5"
Stormhammer	16	LT	G:6"	9	3 / 5	2	5+	6+	6+	HFM (T), MMG, APGL	Offroad:1, Support, Smoke:3 (Aux)	Vehicle 1.5"

Code Name:	Stormhammer
Manufacturer:	Norlight Industries
Unit Type:	Light Support Tank
Height:	2.5 meters
Weight:	24,530 kg

The Stormhammer shares many similarities with the Jaxon in terms of durability and accuracy. Unlike the Jaxon however, it is a long-range siege platform. Armed with a single heavy field mortar, the high intensity blast generated by this weapon is effective at reducing enemy fortifications.

BROK ENTERPRISES

Code Name:	Aller
Manufacturer:	Brok Enterprises
Unit Type:	Heavy Tank
Height:	3.8 meters
Weight:	67,880 kg

The Aller is an advanced main battle tank design, intended to excel at combat with other armored units. All variants of the Aller carry heavy weaponry and are used to dominate open battlefields. The Naval Support Aller adds a battery of Heavy Anti-Tank missiles and the Hardy Aller with its Heavy Tank Gun threatens a variety of targets.

Code Name:	Verder
Manufacturer:	Brok Enterprises
Unit Type:	Heavy Self-Propelled Gun
Height:	3.8 meters
Weight:	69,200 kg

The Verder is a heavy self-propelled gun based on the hull and drive train of the Aller main battle tank. The upper hull of the MBT accommodates the characteristic 200 mm artillery gun and its associated machinery. The Verder is the pride of several Northern artillery units, and the terror of its foes.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Aller	32	HT	G:4"	12	5 / 3	3	4+	6+	6+	HRG (T, Precise), LPL (FT, AA), HAC (FT), MMG (T, Auto, Aux)	Offroad:1, Smoke:3 (Aux)	Vehicle 1.5"
Naval Support Aller	36	HT	G:4"	12	5 / 3	3	4+	6+	6+	HRG (T, Precise), HATM (T, Aux), LPL (FT, AA), HAC (FT), MMG (T, Auto, Aux)	Offroad:1, Support, Field Armor	Vehicle 1.5"
Hardy Aller	32	HT	G:4"	12	5 / 3	3	4+	6+	6+	HTG (T), HRC (FT, AA), HAC (FT), MMG (T, Auto, Aux)	Offroad:1, Smoke:3 (Aux)	Vehicle 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Verder	26	HT	G:4"	11	4 / 4	2	4+	6+	6+	HAG (AE:5), MLC (AA)	Offroad:1, Support	Vehicle 2"

PAXTON ARMS
THE PEACE RIVER CORPORATION

SHAIAN

Code Name:	Dragonfly
Manufacturer:	Paxton
Unit Type:	VTOL
Length:	12.6 meters
Weight:	8,500 kg

Widely used throughout the CNCS, the Dragonfly's design actually originated in Peace River. Built to withstand the very worst of Badlands weather, multiple redundant systems keep the hopper in the air making it an excellent choice for combat sorties. The Dragonfly is armed with an autocannon and has anti tank missiles for anti-armor missions.

Code Name:	Badger
Manufacturer:	Shaian Mechanics
Unit Type:	APC Vehicle
Height:	2.4 meters
Weight:	12,627 kg

The Badger Armored Personnel Carrier is ubiquitous in the armies of the Confederated Northern City-states. Good speed, armor, and reliable armament have made it a staple of all Northern infantry regiments.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Dragonfly VTOL (North)	16	VL (0+)	H:12"	6	4 / 4	2	4+	3+	6+	MAC (FT+F, AA), LATM (Aux), LSAM (Aux)	Agile, TD:1	Vehicle 3"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Scorpion VTOL	26	VL (0+)	H:10"	9	3 / 5	2	4+	4+	5+	MAC (FT+F, AA), 2x MATM (Aux), MAR (Link)	Agile, TD:1	Vehicle 4"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Badger	6	CV, IN, GP	G:7"	6	4 / 4	1	5+	6+	6+	LAC (FT, Link)	APC:2	Vehicle 1"
Cavalry Badger	8	CV, FS	G:7"	6	4 / 4	1	5+	6+	6+	MRP (T, Link)	APC:2	Vehicle 1"
Rabid Badger	8	CV	G:7"	6	4 / 4	1	5+	6+	6+	LATM (T)	APC:2	Vehicle 1"
Medical Badger	3	IN	G:7"	6	4 / 4	1	5+	6+	6+	-	APC:1, Medic	Vehicle 1"

Code Name:	Scorpion
Manufacturer:	Northco-Applefish
Unit Type:	VTOL
Length:	12.5 meters
Weight:	10,000 kg

Gear pilots that survive an encounter with a Scorpion gunship often have traumatic responses to the characteristic sounds of its counter-rotating blades. The only weak spot on the Scorpion is the blades though even the propulsion system is highly resistant to damage and Scorpions have been recorded returning to base with over 40% damage to lift surfaces.

NORTH MODELS LIST

Code Name:	Stinger
Manufacturer:	Davender Industries
Unit Type:	Missile Platform Vehicle
Height:	2.9 meters
Weight:	5,120 kg

The Stinger is a weaponized retrofit of the Camel transport truck. The six-wheeled truck's sturdy frame and heavy-duty suspension make an ideal platform for a large air burst missile launcher.

Infantry

Wallaby ATV

Field Gun

Code Name:	Antelope
Manufacturer:	Various
Unit Type:	Jeep Vehicle
Height:	2.1 meters
Weight:	1,025 kg

There is a wide range of infantry vehicles that see use across the battlefields of Terra Nova. The Antelope and Wallaby are some of the more common varieties found within the borders of the CNCS and their associated territories. These vehicles are not fancy or durable but they do get the job done, and in the infantry that's really all that counts.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Stinger	4	IN	G:7"	4	2 / 4	1	5+	6+	6+	LABM (T), LMG	Support	Vehicle 1"
Antelope	3	CV (0+), IN (0+)	G:9"	4	2 / 4	1	5+	4+	5+	MMG	Comms:1	Vehicle 1"
Wallaby	2	IN (0+)	G:11"	2	3 / 0	1	5+	4+	6+	MIW	Agile	Infantry 0.5"
Field Gun	4	IN	G:2"	4	3 / 0	1	5+	6+	-	LFG (Stabilizer)	Support, Towed	Vehicle 1"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Grenadier Infantry Squad	2	IN (0+), GP, FS	I:3"	2	2 / 2	1	4+	4+	6+	HIW (AE:2")		Infantry 0.5"
Anti-tank Infantry Squad	4	IN, FS	I:3"	2	2 / 2	1	4+	4+	6+	LIW, MAVM		Infantry 0.5"
Mortar Infantry Squad	4	IN, FS	I:3"	2	2 / 2	1	4+	4+	6+	LIW, HIM		Infantry 0.5"
Sniper Infantry Team	3	IN, GP	I:3"	2	2 / 0	1	4+	4+	6+	LIW, MIS (AP:1, Precise, Silent, Stabilizer)	Stealth	Infantry 0.5"
Recon Infantry Squad	3	IN, GP	I:3"	2	2 / 2	1	4+	4+	4+	LIW	TD:1	Infantry 0.5"
Paratroopers (Infantry Squad & Team upgrade)	+1	-	-	-	-	-	-	-	-	-	+Airdrop	-

northco

SHAIAN

Code Name:	Bricklayer
Manufacturer:	Northco
Unit Type:	Engineering Gear
Height:	5.0 meters
Weight:	6,246 kg

The Bricklayer engineering gear is based off the popular Hunter chassis. It has a roll bar canopy, no head assembly, and a reduced sensor system. The pilot sits slightly higher than in the Hunter, and is protected only by a sturdy steel roll cage. When needed, Bricklayers can be used as a light trooper Gear in combat engineering squads.

Code Name:	Engineering Grizzly
Manufacturer:	Northco / Shaian Mechanics
Unit Type:	Engineering Gear
Height:	5.1 meters
Weight:	8,940 kg

The Engineering Grizzly is a field engineering vehicle based on the basic frame and chassis of the Grizzly fire support vehicle. While it suffers from a similar set of issues as the Bricklayer, it is a sturdy recovery vehicle that can be armed for military operations.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Bricklayer	5	EG (0+), IN (0-1)	W:5" G:6"	4	3 / 3	1	5+	4+	6+	LAC (Arm), LCW (Reach: 1"), LHG (Arm), LSE (Arm)	Arms, Recovery, Smoke, Vuln:F	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Engineering Grizzly	8	EG (0+), IN (0-1)	W:4" G:6"	6	3 / 3	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1"), MHG (Arm), MSE (Arm)	Arms, Brawler:2, Recovery, Vuln:F	Gear 2"

HEAVY GEAR BLITZ!
Living Rulebook Ver. 2.0

SWORDS OF PRIDE

THE ALLIED SOUTHERN TERRITORIES [AST]

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

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

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

THE SOUTHERN REPUBLIC

The most populous League on Terra Nova, the Southern Republic is the true master of the Allied Southern Territories. The Republic was built through violent conquest, with a handful of city-states on the border of Lake Esperance (Terra Nova's largest body of water) taking control of their neighbors. Most Republicans celebrate their superior culture, which embraces diversity and personal freedom. From the shores of Ashanti, where clothing is not just optional but unusual, to the sophisticated arts and entertainment of Port Oasis, to the simple rural farmers that feed the Republic's 100 million mouths, a multitude of diverse peoples live in harmony.

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

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

THE MEKONG DOMINION

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

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

THE EASTERN SUN EMIRATES

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

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

THE HUMANIST ALLIANCE

Occupying the wide expanses of the Tobian Plains, the Humanist Alliance is the oldest and most technologically advanced league on the planet. For centuries, the league was ruled by a three-tiered caste system with the preceptor caste, or scientist caste, overseeing the league's government.

In the postwar cycles, the Humanist Alliance secretly opened negotiations with the marooned CEF forces. In exchange for technology, the Humanist Alliance would provide material resources to Port Arthur and their Badland's allies, which later became NuCoal. By TN1934 the full effect of the Humanist Alliance subversion had been discovered by the Southern Republic, and in retaliation Prime Minister DeRouen ordered the release of the Twin Falcon Contingent, a biological weapon designed to kill the preceptor caste. In TN1936 the virus had erupted in Thebes and quickly spread throughout the Alliance and beyond. By the time the virus was under control, the Humanist Alliance saw its preceptor caste virtually annihilated by the Theban Blight. As a humanitarian gesture, the Southern Republic attempted the complete annexation of the Humanist Alliance, sparking the exodus of the HAPF, who actively fought against the Southern Republic and MILICIA forces during the Interpolar War. In the years following the war what remained of Humanist Alliance was annexed by the Southern Republic.

MILITARY HISTORY OF THE SOUTH

STABILITY AND CHAOS

Yuri Gropius

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

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

ALLIANCE OF THE SEPARATE AND UNEQUAL

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

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

THE MILICIA

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

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

THE ST. VINCENT'S WAR

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

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

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

THE BARRINGTON CAMPAIGN

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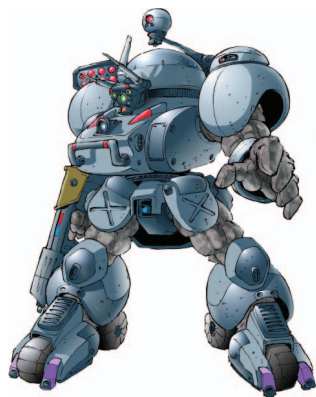
THE VEHICLE MODERNIZATION PROGRAM

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

THE WAR OF THE ALLIANCE

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

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

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

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

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

THE INTERPOLAR WAR

In the esteemed past of the AST the needs of the people often balanced the needs of the state through the ever present political power play between the office of the Lord Protector and the Curia. By the time of the Interpolar War however, that balance had tipped considerably in the favour of the then Lord Protector Jacques Molay. A politically aggressive man Molay had amassed enough power and influence in as much that he often bypassed the Curia without even a second thought. As with any civilization led by a tyrant, the AST slowly began to eye what their neighbors had with hungry eyes.

While the AST's coveting of the CNCS's Badlands holdings did not start the war it was a major contributing factor to its occurrence. Often the brazenness and audacity of their incursions brought the blood of their Northern neighbors to boil. This was especially so whenever they encroached upon the Revisionists holy city of Massada.

While there was no concrete evidence to ever link the AST to the assassination of Thor Hutchison it none the less led to an all out open war between both Polar powers. As MILICIA and Northern Guard regiments danced their deadly ballet of war, they often encroached upon other sovereign powers in the Badlands. Often these third parties would be drawn into the fray in a desperate attempt to protect their own lands from the bickering giants. Eventually this led to Terra Novan's as a whole rising up in protest to call an end to the war. Peace would come however, but at a price. The destruction of Peace River forced Molay to set aside his "Swords of Pride" and for the first time in his career, listen to what his people wanted.

THE WAR FOR TERRA NOVA

For the AST the war against the invading forces of the CEF began much earlier. As a prelude to invasion the Southern Republic city of Marabou was destroyed by orbital bombardment. The attack dealt a major blow to morale as the loss of both the civilian population and a key defensive position had been total and absolute. This effectively opened up the Esperance front in which 4 CEF Korps descended upon the city of Port Oasis. Despite this however a tenacious defence saw as much of a full third on the landing forces destroyed in their drop pods.

Learning from their failures of the past, the CEF had been making planet fall near or directly on densely populated zones. On the Mekong front, Loyang came under a withering assault. Despite the unconventional CEF tactics Peacekeeper regiments held their ground and protected the city by using their familiarity with the dense jungle terrain to their advantage. Despite this victory however the armies of the South had to taste bitter defeat when they city of Yung An and by extension control of the Gamma Maglev in the region fell to the combined might of 3 CEF Korps .

In the Pacifica front 4 CEF Korps were deployed between the cities of Thebes and Strathclyde. Not willing to risk being caught from the rear the Korps were split to capture both cities simultaneously. While Thebes was heavily defended by a score of HAPF regiments and the 10th MILICIA Infantry legion the defense of Strathclyde was left to the various Emirate retinues and 3 MILICIA legions. The Emirate retinues led by Nigel Shirow waged a masterful guerrilla war against the Earthly invaders and once again the CEF is discovering just how venomous the warriors of the South are.

SOUTH

Order of the Eagle   Eagle with Laurels

Legion d'Honneur   Crimson Sun

Blood Crest   Ruby Tear

SRA Pelts

Order of Charon
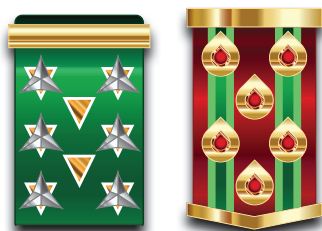
MILICIA   SRA

MEDALS OF VALOR

The SRA, MILCIA, and MDPK all use medals of valor in their forces as a means to promote ideals of heroism and sacrifice. In the SRA, the most prestigious medal is the Order of the Eagle with Laurels. This award is rarely given, and when it is dispensed, it is usually posthumously. The Order of the Eagle without the laurel device is more common and given regularly for acts of valor. The equivalent to the Order of the Eagle with Laurels for the MILICIA is the Legion d'Honneur, while the Crimson Sun is given as a standard recognition of valor, but many soldiers in the MILICIA note that the Crimson Sun has less to do with valor and more to do with political connections. The Mekong Dominion Peacekeepers generally disdain worldly comforts and practice Zentai Buddhism, but they do have one award that is allowed to them for valor: the Mark of Station. The Mark of Station is a individually crafted daisho (paired swords) given to the constable in recognition of martial prowess. While the constable is allowed to wear their katana and wakazashi in public, most constables only wear them during times of war. Gear pilots who have been given the honor also receive a vibro katana for their Gear.

WOUND BADGES

War inevitably leads to combat injuries and the SRA and MILICIA recognize the sacrifices of their soldiers with wound badges. The SRA gives out the Blood Crest, a shield-shaped medal with the Southern Republic's Falcon. The award is unofficially called the "grunt's crest" due to the disproportionate number of infantrymen that receive the award. In the MILICIA, the Ruby Tear is the standard award, but most soldiers choose not to display it, as it only serves as a reminder of their injuries. An unofficial variation of this award called the "crocodile tear" is given to Southern officers transferred into the MILICIA in recognition of their wounded pride and the death of their careers.

KILL MARKERS

A long standing tradition among pilots for thousands of years, kill markers represent the unofficial method of tabulating the number enemies destroyed by the pilot. During times of war, most southern forces encourage the use of kill markers to breed competition among pilots. In the Southern Republic Army, the practice is officially frowned upon, but the practice is unofficially encouraged. SRA kill markers are called pelts and feature a small disk with a mammal emblazoned on it. As the pilot earns more kills, the plain animal is upgraded to a spotted one at five and stripes at twenty. Within the MILICIA, joining the ranks of the Order of Charon is considered the most important recognition to the pilots. Upon the pilot's first kill, the regiment's Order issues a black colored skull. In both militaries, the first kill is invariably followed by a raucous celebratory party. In the Peacekeepers kill markers are not worn on the uniform, but are painted onto their vehicles or Gears. Peacekeepers maintain kill markers as tallies in remembrance of the lives they have taken in conducting their duties. The Humanist Alliance only records kills for official record purposes and as a determiner for performance evaluations. Within the ESE, kill markers vary as wildly as the different types of retinues. High performing pilots are usually given cash rewards rather than medals.

CAMPAIGN RIBBONS

Campaign and service ribbons mark the cycles spent in the military and the different zones or battles the soldier has been involved in during the course of his or her career. Every league and the MILICIA make use of some sort of means to note this on their uniforms. For most soldiers, the service and campaign ribbons indicate the level of competence at a quick glance.

BLACK ARMBAND

The Legion Noire in the SRA occasionally recruits individuals, or in some cases whole units, to act as auxiliaries for its missions. The chosen are always elite and receive additional training by the Legion Noire before entering the Allied Auxiliaries. These members are allowed to wear a special black armband to denote their affiliation with the elite special forces unit.

ALLIED SOUTHERN TERRITORIES MILICIA RANKING STRUCTURE

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

SOUTH

SOUTHERN DOCTRINE

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

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

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

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

SOUTH

SOUTH FORCES:

A **Generic South Force** may be constructed using only the South Models List. This is the default option and should be used when learning the game rules. All the models in the South Models List can be used in any of the sub-lists below. These Sub-Lists allow players to add additional specialized upgrades to their models as they collect their Force.

SUB-LISTS:

MILICIA - MILitary Intervention Counter Insurgency Army (South Sub-List):

If the SRA is the elite of the South militaries then the MILICIA is the opposite. Except for some elite units their forces are conscripts and criminals, dregs of other armed forces whose commanders looked for ways to conveniently reassign them. Despite this, they are fierce fighters who know that the only ones they can count on is each other. Often at the forefront of combat operations in the South the MILICIA has a reputation as a dangerous opponent.

♦ **Combined Arms Specialists:** If the Force has at least three different types of model on the battlefield at the start of a round the Commanding Officer gains +1 Command Point.

♦ **Conscripts (Upgrade):** Add the Conscript trait to all non-commander and non-duelist models in the Force. Reduce the Threat point Value of all models with the conscript trait by -1TV per action.

♦ **Stripped Down (Upgrade):** Any model with a Unit Availability of GP or RC may upgraded with the Stripped Down trait for 0TV. Any model with this trait adds 2" to its Movement Rating but has -1 Hull Rating and +1 Structure rating. Example a Stripped Down Jager would have H/S:3/3 instead of 4/2.

♦ **Second Line:** This army may not use the Elite force option.

SRA - Southern Republican Army (South Sub-List Force):

The SRA is a multifaceted professional army of the highest caliber and knows itself to be superior in all ways, culturally and militarily. Hierarchy is very important to the SRA and success on the battlefield leads to many more opportunities, both social, and economic. To be a member of the SRA is to know that you are the best, the envy and bogeyman of of other forces everywhere.

♦ **Well Supported:** Each Primary Unit in this Force may have two Support units. The number of actions in the Support units may not exceed the standard number of actions for a Support unit. *Example: A Primary unit of 5 actions may have up to two Support units of up to 3 actions total.*

♦ **Leaders:** All Southern commanders gain the Init:1 trait or improve their Initiative trait rating by 1. All commanders gain the Reach:1" trait on their VB melee weapon if they have one.

♦ **Specialized Training:** Any combat group that contains only one model type (Gear, Infantry, Vehicle, etc) gains 1 additional Command Point for the unit Commander.

MK - Mekong Dominion (South Sub-List + Allies: North/Peace River/NuCoal):

Powerful economically, the Mekong are known to prefer targeted actions or subterfuge instead of face-to-face confrontations. Corporate influence is total and the harsh working conditions lead to many worker revolts. The elite Military Police are often seconded to mercenary and regular army units to provide additional brawn and motivation. Once their missions are complete, the officers reinforce their corporate backers' interests with gusto.

♦ **Family Connections:** The Commanding Officers (CO) unit must be upgraded to a Veteran unit and all models must purchase the Veteran Upgrade if they do not already have it.

♦ **Allies: Choose North, Peace River, or NuCoal.** The army may include Support units with a Unit Availability of GP, SK, FS, and RC chosen from that Faction Model List.

♦ **Police State:** One General Purpose (GP) unit composed of models with the Limited:MP trait may be upgraded to veteran for 1TV per model, in addition to the normal single Veteran unit choice.

♦ **Armories:** Reduce the cost of grenades and shaped explosives by 1TV.

ESE - Eastern Sun Emirates (South Sub-List + Allies:North/South/NuCoal):

Perpetually in turmoil, the various Emirates maintain armed forces more to continue the bid for overall power than to protect against outside invaders. War in the Emirates is an extension of politics and allies one week will turn on each other the next. With their need for replacements far outstripping their local supply the Emirs must make deals and purchases from any arms manufacturer who will see them. Failure in the Emirates is met with harsh repercussions but success leads to a life of luxury and renown.

♦ **Political Appointees:** Add an Executive Officer (XO) or a Second in Command (2iC) to each unit for 1TV (See 18.0).

♦ **Allies: Choose North, Peace River, or NuCoal.** The army may include Support Units with a Unit Availability of GP, SK, FS, and RC chosen from that Faction Model List.

♦ **Basilisk Upgrade:** Any model from the South Model List with a Unit Availability of GP, SK, or FS may be upgraded with the Basilisk trait for +0TV. Models with the Basilisk trait have +1" Movement Rating, and have the Sensors:18" trait when braced.

HAPF - Humanist Alliance Protection Force (Historical):

In the aftermath of a violent coup by the Southern Republic, a portion of The Humanist Alliance's population and most of its military emigrated to join the New Coalition (NuCoal). The Humanists abandoned production facilities and cities of what could have been a utopian society. The Southern Republic is now busy populating the abandoned Humanist facilities but is vainly searching for the greatest prizes that the research center of White Mountain was fabled to hold. Where these treasures have been moved to is now a mystery..

♦ A HAPF army can be played as a standard Southern force with an emphasis on Strider and Hovertank units. For the current HAPF list please see the listing with the NuCoal forces.

TERRITORIAL ARMS

DYNAMIC SYSTEMS

Code Name:	Jager
Manufacturer:	Territorial Arms
Unit Type:	Trooper Gear
Height:	4.3 meters
Weight:	6,637 kg

The oldest and most basic of the Gears fielded by Southern forces, the Jager started its existence as a shameless copy of the North's Hunter. Indeed, Republican commandos stole a Hunter prototype and engineers created a near-exact copy for operations at the end of the Southern War which created the Allied Southern Territories.

The Sidewinder and its variants may be represented by a Copperhead model, shown above.

Code Name:	Sidewinder
Manufacturer:	Territorial Arms / Dynamic Systems
Unit Type:	Heavy Trooper Gear
Height:	4.4 meters
Weight:	6,950 kg

The Sidewinder was designed when the survival of carefully trained Gear pilots was deemed a priority to an understaffed Republican military force. The torso and head armor was thicker around the cockpit, forming a heavily protected "box" that surrounded the pilot, making this Gear popular with pilots.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Jager	6	GP (0+), SK, FS, ST, HT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LRP, APGL, LHG, LVB (Arm)	Arms	Gear 1.5"
Striking Jager	7	GP, SK, FS	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LBZ (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Jager Gunner	7	GP, SK, FS	W:5" G:6"	6	4 / 2	1	4+	4+	6+	MAC (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Brawler Jager	7	GP, SK	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LGL (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Blitz Jager	8	SK	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LATM (LA:2), LVB (Arm)	Arms	Gear 1.5"
Flamm Jager	7	GP, SK	W:5" G:6"	6	4 / 2	1	4+	4+	6+	MFL (Arm), LAPR (Fire:1), LVB (Arm)	Arms, Resist Fire	Gear 1.5"
Command (Jager upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	+Comms:1	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Sidewinder	10	GP, SK	W:5" G:6"	7	3 / 3	1	3+	4+	6+	MAC (Arm), MRP, APGL, LCW (Arm)	Arms	Gear 1.5"
Sidewinder Sniper	10	GP, SK	W:5" G:6"	7	3 / 3	1	3+	4+	6+	MRF (Arm), LPG (Arm), LGM, APGL, LCW (Arm)	Arms	Gear 1.5"
Sidewinder Striker	11	SK	W:5" G:6"	7	3 / 3	1	3+	4+	6+	MBZ (Arm), LPG (Arm), LGM, APGL, LCW (Arm)	Arms	Gear 1.5"
Sidewinder Riotmaster	10	GP	W:5" G:6"	7	3 / 3	1	3+	4+	6+	MFC (Arm), MRP, APGL, LCW (Arm)	Arms	Gear 1.5"
Command (Sidewinder upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	+Comms:1. SatUp:6+ (Aux)	

SOUTH MODELS LIST

TERRITORIAL ARMS

M HEAVY INDUSTRIES

DYNAMIC SYSTEMS

Black Mamba with Razorfang upgrade.

Code Name:	Black Mamba
Manufacturer:	Territorial Arms
Unit Type:	Strike Gear
Height:	4.6 meters
Weight:	6,500 kg

The current cutting edge in Southern Gear design, the Black Mamba is a relatively recent Gear that has had a serious impact on the Terra Novan military scene. The Mamba is the result of the modernization program that swept the Southern military just before the War of the Alliance.

Code Name:	Diamondback
Manufacturer:	Mandeers Heavy Industry / Dynamic Systems
Unit Type:	Strike Gear
Height:	4.6 meters
Weight:	6,575 kg

The latest design to be produced by Mandeers Heavy Industry and engineering experts out of Dynamic Systems, the Diamondback Gear is a culmination of two decades of development. The result is a heavy trooper Gear that can outlast any other gear in its class without compromising on weapons.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Black Mamba	11	SK (0+), FS, RC (CMD), PT (CMD)	W:6" G:7"	7	3 / 3	1	3+	3+	5+	MAC (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Airdrop	Gear 1.5"
Strike Black Mamba	11	SK, FS	W:6" G:7"	7	3 / 3	1	3+	3+	5+	LBZ (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Airdrop	Gear 1.5"
Brawler Black Mamba	11	SK	W:6" G:7"	7	3 / 3	1	3+	3+	5+	MGL (Arm), LAPR, APGL, LVB (Arm)	Agile, Arms, Airdrop	Gear 1.5"
Longfang Black Mamba	12	SK	W:6" G:7"	7	3 / 3	1	3+	3+	5+	MAC (Arm), MRP (Link), LVB (Arm)	Agile, Arms, Airdrop	Gear 1.5"
Blazing Black Mamba	12	SK	W:6" G:7"	7	3 / 3	1	3+	3+	5+	MRL (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Airdrop	Gear 1.5"
Blitz Black Mamba	12	SK, FS	W:6" G:7"	7	3 / 3	1	3+	3+	5+	MAC (Arm), LATM (LA:2), APGL, LVB (Arm)	Agile, Arms, Airdrop	Gear 1.5"
Razorfang (Black Mamba upgrade)	+1	+(CMD)	-	-	-	-	-	-	4+	-	SatUp:6+ (Aux)	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Diamondback	9	SK	W:5" G:7"	6	4 / 2	1	4+	4+	6+	MAC (Arm), MAPR, APGL, LVB (Arm)	Arms, Brawler:1, Field Armor, Airdrop	Gear 1.5"
Strike Diamondback	10	SK	W:5" G:7"	6	4 / 2	1	4+	4+	6+	MBZ (Arm), MAPR, APGL, LVB (Arm)	Arms, Brawler:1, Field Armor, Airdrop	Gear 1.5"
Gunner Diamondback	10	SK	W:5" G:7"	6	4 / 2	1	4+	4+	6+	HAC (Arm), MAPR, APGL, LVB (Arm)	Arms, Brawler:1, Field Armor, Airdrop	Gear 1.5"
Support (Diamondback upgrade)	+1	-	-	-	-	-	-	-	-	-MAPR, +MAR	-	

TERRITORIAL ARMS

HEAVY INDUSTRIES
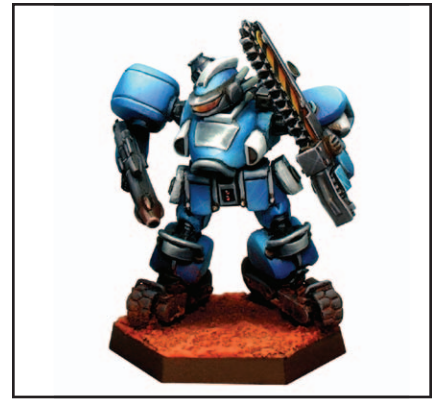
Code Name:	Asp
Manufacturer:	Territorial Arms
Unit Type:	Light Trooper Gear
Height:	4.4 meters
Weight:	5,440 kg

The Asp was specifically developed to be a low-cost garrison Gear and in this role it excels. As a result, the Asp is well protected against infantry heavy weapons and even versus some Gear-mounted weaponry when not flanked. The phrase "Smells like an Asp" is pilot slang for a Gear that has outlived most of its pilots.

Code Name:	Salamander
Manufacturer:	Mandeers Heavy Industry
Unit Type:	Light Trooper Gear
Height:	4.4 meters
Weight:	5,095 kg

As an urban police Gear, the Salamader is extensively used in city-states across the South. For its military duties Salamanders usually come armed with a standard autocannon with an underslung secondary weapon. A popular rally gear the Salamander has a reputation for speed with firepower.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Asp	3	GP (0+), IN	W:4" G:5"	6	2 / 4	1	5+	5+	6+	HMG (Arm), LHG	Arms, Conscript. Limited: MI, IN	Gear 1.5"
Gunner Asp	4	GP (0+), IN	W:4" G:5"	6	2 / 4	1	5+	5+	6+	LAC (Arm), LHG	Arms, Conscript. Limited: MI	Gear 1.5"
Brawler Asp	4	GP (0+), IN	W:4" G:5"	6	2 / 4	1	5+	5+	6+	HMG (Arm), MPZ	Arms, Conscript. Limited: MI	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Salamander	5	GP (0+), IN	W:6" G:8"	5	3 / 3	1	5+	4+	6+	MAC (Arm), LFL (Arm), MCW (Reach: 1")	Arms, Agile, Limited: MI, IN	Gear 1.5"
Salamander Riotmaster	6	GP	W:6" G:8"	5	3 / 3	1	5+	4+	6+	MAC (Arm), LFC (Arm), MCW (Reach: 1")	Arms, Agile, Limited: MI	Gear 1.5"
Salamander Brawler	6	GP	W:6" G:8"	5	3 / 3	1	5+	4+	6+	MAC (Arm), LGL (Arm), MCW (Reach: 1")	Arms, Agile, Limited: MI	Gear 1.5"
Salamander Hunter	7	GP	W:6" G:8"	5	3 / 3	1	5+	4+	6+	HRF (Arm), MCW (Reach: 1")	Arms, Agile, Limited: MI	Gear 1.5"

SOUTH MODELS LIST

Code Name:	Street Viper
Manufacturer:	Mandeers Heavy Industry / Dynamic Systems
Unit Type:	Light Tropper Gear
Height:	4.4 meters
Weight:	5,100 kg

This low-cost Gear has options for police equipment and the cockpit was redesigned by Dynamic Systems to be ergonomic, making the Gear extremely comfortable for extended operations. The Street Viper is found in city militias and is popular with police forces as a traffic interception unit.

Code Name:	Badlands Python
Manufacturer:	Mandeers Heavy Industry
Unit Type:	Fire Support Gear
Height:	4.8 meters
Weight:	8,345 kg

The South's "biggest black market export", a good number of the Pythons replaced by Spitting Cobras simply went missing. Though an older model, the Python is still one of the more powerful Gears available on the Black market and is frequently seen in rover bands as a heavy support element.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Street Viper	5	GP	W:6" G:8"	5	3 / 3	1	5+	4+	6+	LRF (Arm), LPZ, LVB (Arm)	Arms, Brawler:1, Agile, Limited: MI	Gear 1.5"
Anti-Air Street Viper	6	GP	W:6" G:8"	5	3 / 3	1	5+	4+	6+	MAC (Arm, AA), LVB (Arm)	Arms, Brawler:1, Agile, Limited: MI	Gear 1.5"
Riotmaster Street Viper	6	GP	W:6" G:8"	5	3 / 3	1	5+	4+	6+	MFC (Arm), MPZ, LVB (Arm)	Arms, Brawler:1, Agile, Limited: MI	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Badlands Python	10	GP	W:4" G:5"	8	3 / 3	1	4+	5+	6+	HAC (Arm), MRP, MFM, LVB (Arm)	Arms, Limited: MI	Gear 2"

HEAVY INDUSTRIES

DYNAMIC SYSTEMS
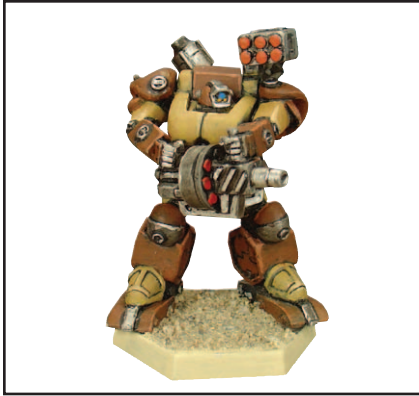
Code Name:	Desert Viper
Manufacturer:	Mandeers Heavy Industry
Unit Type:	Trooper Gear
Height:	4.7 meters
Weight:	7,120 kg

The Desert Viper was built as a no-nonsense machine, using a general configuration similar to that of the Northern Razorback. This aging Gear finds a niche wherever a cheap and easily replaceable rough terrain Gear is needed. Easily modified, the Viper Chassis has been a test bed vehicle for the south since its inception.

Code Name:	Black Adder
Manufacturer:	Dynamic Systems
Unit Type:	Assault Gear
Height:	4.5 meters
Weight:	7,600 kg

Designed with pilot safety at the forefront, the Black Adder is one of the most highly cherished support Gears in the South. Rugged construction coupled with a devastating weapon options allow the Black Adder to it threaten any enemy heavy elements.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Desert Viper	9	SK , FS	W:5"	7	5 / 1	1	4+	4+	6+	MGL (Arm), MRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Pit Viper	10	SK , FS	W:5"	7	5 / 1	1	4+	4+	6+	MSC (Arm), MRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Swamp (Viper upgrade)	+1	-	-	-	-	-	-	-	-	-	+Amphib	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Black Adder	10	SK , FS	W:4" G:6"	6	5 / 1	1	4+	4+	6+	LSC (Arm), MRP, APGL, MVB (Arm)	Arms, Field Armor	Gear 1.5"
Long Fang Black Adder	10	SK , FS	W:4" G:6"	6	5 / 1	1	4+	4+	6+	LAC (Arm), MRP (Link), APGL, MVB (Arm)	Arms, Field Armor	Gear 1.5"

SOUTH MODELS LIST
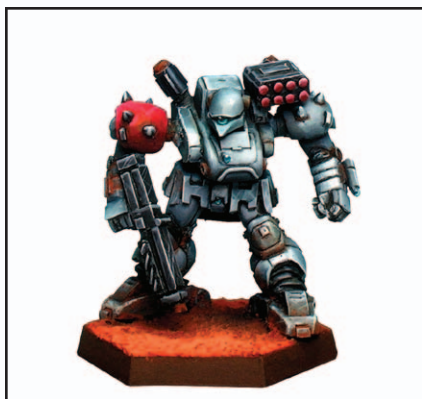
Code Name:	Iguana
Manufacturer:	Territorial Arms / Skavara Heavy Industries
Unit Type:	Recon Gear
Height:	4.1 meters
Weight:	5,100 kg

Since its introduction, the Iguana has proven itself to be an extremely successful design. The Iguana saw extensive action in the War of the Alliance, where it was deployed as as a recon and light trooper and as a commando. The flexibility of this Gear's design was so apparent that it has even served as a command platform.

The Iguana and its variants may be represented by an Anolis model, shown above.

Code Name:	Silverscale
Manufacturer:	Territorial Arms
Unit Type:	Recon Gear
Height:	4.2 meters
Weight:	4,890 kg

Based on the now-redundant Basilisk trooper gear, the Silverscale comes equipped with a communications and electronic warfare suite and a target designator to assist in the deployment of guided munitions. Territorial Arms claims the Silverscale is the finest heavy recon Gear on Terra Nova today.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Iguana	9	RC (0+)	W:6" G:8"	5	3/ 3	1	4+	3+	3+	LPG (Arm), LRP, LVB (Arm)	Arms, Agile, Comms:2 (Aux), ECM:1, Sensors:18" (Aux), TD:1	Gear 1.5"
Iguana Gunner	10	RC	W:6" G:8"	5	3/ 3	1	4+	3+	3+	LAC (Arm), LRP, LVB (Arm)	Arms, Agile, Comms:2 (Aux), ECM:1, Sensors:18" (Aux), TD:1	Gear 1.5"
Hunting Iguana	8	RC	W:6" G:8"	5	3/ 3	1	4+	3+	3+	LRF (Arm), LRP, LVB (Arm)	Arms, Agile, Comms:2 (Aux), ECM:1, Sensors: 24" (Aux)	Gear 1.5"
Striking Iguana	11	RC	W:6" G:8"	5	3 / 3	1	4+	3+	3+	LBZ (Arm), LRP, LVB (Arm)	Arms, Agile, Comms:2 (Aux), ECM:1, TD:1	Gear 1.5"
Chatterbox Iguana	10	RC	W:6" G:8"	5	3 / 3	1	4+	3+	3+	PG (Arm), LVB (Arm)	Arms, Agile, Comms:2 (Aux), ECM:1, SatUp:5+ (Aux), Sensors:18" (Aux), TD:2	Gear 1.5"
Black Box Iguana	11	RC (CMD)	W:6" G:8"	5	3 / 3	1	4+	3+	3+	LAC (Arm), LPZ, LVB (Arm)	Arms, Agile, Init:1, Comms:2 (Aux), ECCM, ECM:2, Sensors:18" (Aux), TD:1	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Silverscale	10	RC	W:5" G:7"	5	3 / 3	1	4+	4+	4+	LAC (Arm), LRP, APGL, LVB (Arm)	Arms, Comms:1, ECM:2, TD:2, Sensors:18" (Aux), Sensor Boom (Aux)	Gear 1.5"

TERRITORIAL ARMS

Code Name:	Jager Paratrooper
Manufacturer:	Territorial Arms
Unit Type:	Airdrop Gear
Height:	4.3 meters
Weight:	6,700 kg

Normally air deployment precludes the availability of heavier weapons but the inexpensive Jager Paratrooper can be equipped with a selection of effective weapons without adversely affecting its aerodynamics. This extra punch has allowed the Gear to help turn the tide in many engagements.

Code Name:	Iguana Paratrooper
Manufacturer:	Territorial Arms
Unit Type:	Airdrop Recon Gear
Height:	4.1 meters
Weight:	5,310 kg

The Iguana Paratrooper has been in service since TN 1894 and has proven its worth in the toughest commando and extraction missions, demonstrating that even a small machine can do the most dangerous jobs. Armed with the standard autocannon/grenade launcher, the Iguana is ready for to attack or observe for supporting units.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Para Jager	7	PT (0+)	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LAC (Arm), LGL (Arm), LSG (Arm)	Arms, Airdrop	Gear 1.5"
Para Striking Jager	8	PT	W:5" G:6"	6	4 / 2	1	4+	4+	6+	LBZ (Arm), LSG (Arm)	Arms, Airdrop	Gear 1.5"
Command (Para Jager upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	+Comms:1	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Para Iguana	10	PT (0+)	W:6" G:8"	5	3 / 3	1	4+	3+	4+	LAC (Arm), LGL (Arm), LSG (Arm)	Agile, Airdrop, Arms, Comms:2 (Aux), ECM:1, TD:1	Gear, 1.5"
Para Gunner Iguana	10	PT	W:6" G:8"	5	3 / 3	1	4+	3+	4+	MAC (Arm), LSG (Arm)	Agile, Airdrop, Arms, Comms:2 (Aux), ECM:1, TD:1	Gear, 1.5"
Para Striking Iguana	11	PT	W:6" G:8"	5	3 / 3	1	4+	3+	4+	LBZ (Arm), LSG (Arm)	Agile, Airdrop, Arms, Comms:2 (Aux), ECM:1, TD:1	Gear, 1.5"

SOUTH MODELS LIST

Code Name:	Spitting Cobra
Manufacturer:	Territorial Arms
Unit Type:	Fire Support Gear
Height:	5.0 meters
Weight:	8,990 kg

Armed to the teeth and sporting armor to match, the Spitting Cobra is the AST's main fire support Gear. Highly modular, the Spitting Cobra can be fitted with a variety of loadouts, each capable of filling a variety of roles. Its ferocious reputation means that many Northern Gear pilots treat the sighting of Cobras as a prelude to an assault.

Code Name:	Python
Manufacturer:	Mandeers Heavy Industry
Unit Type:	Fire Support Gear
Height:	4.8 meters
Weight:	8,356 kg

Unlike its black market cousin, the stock Python used by the Armies of the AST comes with a loadout almost identical to the Spitting Cobra. Considering the design's age this is an impressive feat indeed and a testament to its quality.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Spitting Cobra	13	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HAC (Arm), MRP, MAR, LGM, MMG, LVB (Arm)	Arms, Autopilot	Gear 2"
Striking Cobra	13	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	MBZ (Arm), MRP, MMG, LVB (Arm)	Arms, Autopilot	Gear 2"
Junglemower Cobra	14	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HRC (Arm), MAR, LGM, MMG, LVB (Arm)	Arms, Autopilot	Gear 2"
Support Cobra	14	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HAC (Arm), MRP, LFG, LVB (Arm)	Arms, Autopilot	Gear 2"
Junglemower Support Cobra	14	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HRC (Arm), LFG, LVB (Arm)	Arms, Autopilot	Gear 2"
Artillery Cobra (Unreleased)	14	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HAC (Arm), MFM, LVB (Arm)	Arms, Autopilot, CBS	Gear 2"
Slashing Cobra	15	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HAC (Arm), MATM, LGM, MMG, LVB (Arm)	Arms, Autopilot	Gear 2"
Flamm Cobra	15	FS, SK	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HFL (Arm), MAPR (Fire:2), HAR (Fire:2), LGM, MMG, LVB (Arm)	Arms, Autopilot, Resist:F	Gear 2"
Razorfang (Cobra upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	SatUp:6+ (Aux)	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Python	12	FS	W:4" G:5"	8	3 / 3	1	4+	5+	6+	HAC (Arm), MAR, MRP, LGM, LVB (Arm)	Arms, Autopilot	Gear 2"

Code Name:	King Cobra
Manufacturer:	Territorial Arms Skunk Works
Unit Type:	Heavy Assault Gear
Height:	5.2 meters
Weight:	10,120 kg

The King Cobra is often considered one of the most powerful Gears ever commissioned and has repeatedly proven itself to be one of the most devastating weapons in the Southern arsenal. Heavy armor and a powerful and flexible armament allow it to function equally well as an assault or fire support unit.

SKUNKWERKS

Code Name:	Chameleon
Manufacturer:	Territorial Arms Skunk Works
Unit Type:	Stealth Gear
Height:	3.9 meters
Weight:	5,010 kg

Due to the nature of the missions that the Chameleon typically undertakes, the overwhelming majority of its service history remains highly classified. Armed with only a packgun or light autocannon, the Chameleon's highly specialized electronics, stealth system and comms array give it absolute mastery over the electronic battlefield.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
King Cobra	18	SK, FS	W:4" G:5"	9	4 / 2	2	3+	5+	6+	MPA (Arm), MRP, LAR, HMG, LGM, APGL, MVB (Arm)	Arms, Brawler:1, Vet	Gear 2"
King Cobra Gunner	18	SK, FS	W:4" G:5"	9	4 / 2	2	3+	5+	6+	HRC (Arm), MRP, LAR, HMG, LGM, APGL, MVB (Arm)	Arms, Brawler:1, Vet	Gear 2"
King Cobra Hooded	18	SK, FS	W:4" G:5"	9	4 / 2	2	3+	5+	6+	MLC (Arm), MRP, LAR, HMG, LGM, APGL, MVB (Arm)	Arms, Brawler:1, Vet	Gear 2"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Chameleon	13	SF (0+)	W:6" G:8"	5	3 / 3	1	3+	3+	3+	PG (Arm, Silent), RP (PEN:6), LVB (Arm)	Agile, Arms, Comms:2 (Aux), ECM:1, TD:2, Sensors:18" (Aux), Stealth, Vet	Gear 1.5"
Chameleon Hunter	13	SF	W:6" G:8"	5	3 / 3	1	3+	3+	3+	LAC (Arm, Silent), RP (PEN:6), LVB (Arm)	Agile, Arms, Comms:2 (Aux), ECM:1, TD:2, Sensors:18" (Aux), Stealth, Vet	Gear 1.5"

SKUNKWERKS

Code Name:	Snakeye Black Mamba
Manufacturer:	Territorial Arms Skunk Works
Unit Type:	Stealth Gear
Height:	4.6 meters
Weight:	6,170 kg

Developed alongside the Chameleon during the TN1920s, the Snake Eye Black Mamba fills the role of a high-performance stealth commando Gear. Featuring a host of advanced components to allow it to better accomplish its prescribed duties the Snakeye's main armament is the terrifyingly accurate TU-16 laser rifle.

Code Name:	Green Mamba
Manufacturer:	Territorial Arms Skunk Works
Unit Type:	Stealth Gear
Height:	4.6 meters
Weight:	5,960 kg

The Green Mamba is a potent stealth and commando Gear that strikes a happy medium between performance and cost by foregoing the use of energy based weaponry in favour of more conventional systems such as autocannons and bazooka's.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Snakeye (Black Mamba)	16	SF (0+)	W:6" G:7"	7	3 / 3	1	3+	3+	5+	LLC (Arm, Silent), LVB (Arm)	Agile, Airdrop, Arms, Stealth (Aux), Vet	Gear 1.5"
Snakeye Firestorm	16	SF	W:6" G:7"	7	3 / 3	1	3+	3+	5+	MRL (Arm), LVB (Arm)	Agile, Airdrop, Arms, Stealth (Aux), Vet	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Green Mamba	15	SF (0+)	W:6" G:7"	7	3 / 3	1	3+	3+	5+	MAC (Arm), LRP, LVB (Arm)	Agile, Airdrop, Arms, Stealth (Aux), Vet	Gear 1.5"
Green Mamba Gunner	16	SF	W:6" G:7"	7	3 / 3	1	3+	3+	5+	HAC (Arm), LRP, LVB (Arm)	Agile, Airdrop, Arms, Stealth (Aux), Vet	Gear 1.5"
Green Mamba Strike	15	SF	W:6" G:7"	7	3 / 3	1	3+	3+	5+	LBZ (Arm), LRP, LVB (Arm)	Agile, Airdrop, Arms, Stealth (Aux), Vet	Gear 1.5"

DYNAMIC SYSTEMS

TERRITORIAL ARMS

Code Name:	Fer De Lance
Manufacturer:	SRWI / Dynamic Systems
Unit Type:	Close Assault Gear
Height:	4.8 meters
Weight:	7,220 kg

Based on the Sidewinder chassis, Fer de Lance made a number of internal changes by borrowing the actuator and combat computer from the Diamondback. Sporting a wide array of lethal precision weapons, the current model of the Fer de Lance is an elegant fighting machine.

Code Name:	Gila
Manufacturer:	Territorial Arms
Unit Type:	Close Assault Gear
Height:	3.9 meters
Weight:	6,125 kg

Developed as an upgraded variant of the highly successful Iguana, the Gila design focused on the light trooper capabilities of the Iguana and how it could be upgraded to be used in an assault role. The Gila comes armed with a heavy autocannon and an internal underslung frag cannon.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Fer De Lance	12	SK (0+)	W:5" G:6"	7	4 / 2	1	3+	4+	5+	MRF (Arm), LATM, APGL, LVB (Arm) (Reach: 1")	Arms, Brawler:1, Vet	Gear 1.5"
Fer De Lance Slashing	14	SK	W:5" G:6"	7	4 / 2	1	3+	4+	5+	MRF (Arm), MATM (LA:2), APGL, LVB (Arm) (Reach: 1")	Arms, Brawler:1, Vet	Gear 1.5"
Fer De Lance Force	12	SK	W:5" G:6"	7	4 / 2	1	3+	4+	5+	LPL (Arm), APGL, LVB (Arm) (Reach: 1")	Arms, Brawler:1, Vet	Gear 1.5"
Command Fer De Lance	12	SK (CMD)	W:5" G:6"	7	4 / 2	1	3+	4+	4+	MRF (Arm), LGM, APGL, LVB (Arm) (Reach: 1")	Arms, Brawler:1, Comms:1, ECCM, SatUp: 6+ (Aux), Vet	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Gila	12	SK (0+)	W:6" G:7"	6	3 / 3	1	4+	3+	5+	HAC (Arm), LFC (Arm), LRP, LVB (Arm, Reach: 1")	Agile, Arms, Brawler:1, Field Armor, Vet	Gear 1.5"
Gila Hunter	12	SK	W:6" G:7"	6	3 / 3	1	4+	3+	5+	HRF (Arm), LRP, LVB (Arm, Reach: 1")	Agile, Arms, Brawler:1, Field Armor, Vet	Gear 1.5"

SOUTH MODELS LIST

Code Name:	Black Mamba MP
Manufacturer:	Territorial Arms
Unit Type:	Military Police Gear
Height:	4.6 meters
Weight:	7,430 kg

Military Police Gears are typically geared towards dealing with human targets, lightly armored vehicles, and Gears. Their primary weapon of choice tends to be a frag cannon capable of being loaded with non-lethal projectiles or deadly explosive flechette rounds. In addition to Gear-Scale shotguns, MPs often carry panzerfausts to deal with heavier targets.

TERRITORIAL ARMS

Iguana MP

Code Name:	Cobra MP
Manufacturer:	Territorial Arms
Unit Type:	Military Police Gear
Height:	5.0 meters
Weight:	8,750 kg

MP gears are most commonly found in the Mekong Dominion or in areas where MILICIA regiments are active. For the Mekonese these Gears fit in thematically with the Peacekeeper mythos that they have fashioned for themselves. MP Gears are fielded both for riot control and anti-rover duties and excel at both.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Black Mamba MP	10	GP (0+)	W:6" G:7"	7	3 / 3	1	3+	3+	5+	HFC (Arm), MPZ, APGL, MCW (Arm)	Airdrop, Arms, Brawler:1, Shield:2, Limited: MP	Gear 1.5"
Iguana MP	8	GP (0+)	W:6" G:8"	5	3 / 3	1	4+	3+	4+	HFC (Arm), APGL, LCW (Arm)	Airdrop, Arms, Brawler:1, Shield:2, Limited: MP	Gear 1.5"
Cobra MP	10	GP (0+)	W:4" G:5"	8	4 / 2	1	4+	5+	6+	LAC (Arm), HPZ, MAPR, LMG, MCW (Arm)	Airdrop, Arms, Brawler:1, Shield:2, Limited: MP	Gear 2"
Commander (MP Cobra or MP Black Mamba upgrade)	+1	+(CMD)	-	-	-	-	-	-	-	-	+Comms:1, ECCM	

Code Name:	Drake
Manufacturer:	Avesta Group
Unit Type:	Gear Strider
Height:	9.7 meters
Weight:	57,500 kg

Carrying a virtual arsenal, this behemoth is capable of destroying any target. Like many of the AST's designs, the Drake is considered to be a marvel of technology and design. Used for support or assault, this Strider's offensive capabilities are only matched by its frightening array of defensive measures.

Code Name:	Hydra
Manufacturer:	Republic Heavy Industries
Unit Type:	Wetlands Fire Support Strider
Height:	7.2 meters
Weight:	46,250 kg

The Hydra is a specialized Strider capable of operating in the swampy regions prevalent in the South. Deployed by the Humanist Alliance, Eastern Sun Emirates, and in the jungles of the Mekong Dominion, Hydras often tasked with ambush attacks. A Hydra, rising without warning from the swamp is the last sight many pilots see.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Drake	26	SK, FS, ST	W:4" G:5"	10	5 / 3	2	4+	5+	5+	BZ (Arm, AP:5, PEN:10), HRP (Link), MABM, HFL (Arm), HFC (FT, Auto), HSG (Arm, Reach 1")	Arms, Brawler:2, Resist:F, Shield:1	Strider 3"
Hooded Drake	27	SK, FS, ST	W:4" G:5"	10	5 / 3	2	4+	5+	5+	MLC (Arm, Link), HRP (Link), MABM, HFL (Arm), HFC (FT, Auto), HSG (Arm, Reach: 1")	Arms, Brawler:2, Resist:F, Shield:1	Strider 3"
Blazing Drake	28	SK, FS, ST	W:4" G:5"	10	5 / 3	2	4+	5+	5+	HRL (Arm, Link), HAPR (Fire:3, Link), HGL (Arm), HFL (Arm), HFC (FT, Auto), HSG (Arm, Reach: 1")	Arms, Brawler:2, Resist:F, Shield:1	Strider 3"
Command Drake	26	SK (CMD), FS (CMD), ST (CMD)	W:4" G:5"	10	5 / 3	2	4+	5+	4+	HRC (Arm), HRP (Link), MABM, HFL (Arm), HFC (FT, Auto), HSG (Arm, Reach: 1")	AMS, Arms, Brawler:2, ECCM, Resist:F, SatUp:6+ (Aux), Shield:1	Strider 3"
Anti-Gear (Drake upgrade)	+2	-	-	-	-	-	-	-	-	-MABM, +MRP (Link)	-	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Hydra	25	ST (0+)	W:4" G:6"	10	5 / 3	2	4+	5+	5+	HGL (T), MGM (T), LFM (T), HAC (FT+F), HMG (FT+F, Link)	Amphib, ECM:1, Low Profile, Sensor Booms (Aux)	Strider 2"

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SOUTH

Code Name:	Naga
Manufacturer:	Republican Heavy Industries
Unit Type:	Assault Strider
Height:	7.2 meters
Weight:	15,340 kg

The Naga is currently the premier Strider of the Southern military and is a common sight guarding nearly every military installation. Serving with distinction since its introduction, it proved its worth during the War of the Alliance, where its powerful guided missiles were used with great effect against the hovertanks of the CEF.

REPUBLICAN HEAVY INDUSTRIES

Code Name:	Long Fang Naga in Ground Mode
Manufacturer:	Republican Heavy Industries
Unit Type:	Fire Support Strider
Height:	5.8 meters
Weight:	15,340 kg

The Naga's armor is relatively light and, like most Striders, it is highly vulnerable to attack at close range. The Naga is so ubiquitous that a wide of variants are available to suit any mission. The Naga is so versatile that it even the Black Talons have taken to utilizing it in their offworld battles as the Dark Naga variant.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Naga	28	ST (0+)	W:5" G:7"	9	4 / 4	2	4+	5+	5+	2x MATM, MRC (FT+F)	Low Profile, Sensor Boom (Aux), TD:0 (Aux)	Strider 2"
Long Fang Naga	24	ST	W:5" G:7"	9	4 / 4	2	4+	5+	5+	2x LFG (Stabilizer), MRC (FT+F)	Low Profile, Sensor Boom (Aux), TD:0 (Aux)	Strider 2"
Sniper Naga	24	ST	W:5" G:7"	9	4 / 4	2	4+	5+	5+	2x MLC, LPL (FT+F)	Low Profile, Sensor Boom (Aux), TD:0 (Aux)	Strider 2"
Double Nash Naga	26	ST	W:5" G:7"	9	4 / 4	2	4+	5+	5+	2x LATM, MRC (FT+F)	Low Profile, Sensor Boom (Aux), TD:0 (Aux)	Strider 2"
Tusked Naga	24	ST	W:5" G:7"	9	4 / 4	2	4+	5+	5+	HATM, MRC (FT+F)	Low Profile, Sensor Boom (Aux), TD:0 (Aux)	Strider 2"
Brawler Naga	22	ST	W:5" G:7"	9	4 / 4	2	4+	5+	5+	2x HGL, MFL (FT+F)	Low Profile, Sensor Boom (Aux), TD:0 (Aux)	Strider 2"
Command Naga	24	ST (CMD)	W:5" G:7"	9	4 / 4	2	4+	5+	4+	MATM, MRC (FT+F)	Init:1, ECCM (Aux), ECM:1, Low Profile, Sensor Boom (Aux), SatUp:5+ (Aux), TD:0 (Aux)	Strider 2"

Code Name:	Sagittarius
Manufacturer:	Allied Defense Works
Unit Type:	Fire Support Strider
Height:	8.9 meters
Weight:	24,790 kg

The Sagittarius is a heavily armored mobile artillery platform that is capable of providing Gear formations with close support. The Sagittarius comes in a variety of loadouts including anti-personnel, anti-armor, anti-gear, and artillery. Some variants eschew rocket or missile weapons altogether and instead operate as advanced weapon platforms.

Code Name:	Fire Dragon
Manufacturer:	HA Armor Werks
Unit Type:	Fire Support Strider
Height:	4.8 meters
Weight:	38,900 kg

The Dragon represents one of the most successful strider designs on Terra Nova. It is heavily armored and packs a fearsome array of weapons that is more than capable of reducing its targets to scrap. Developed by the Humanist Alliance, the success of the design saw it quickly adopted by all the armies of the AST.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Sagittarius	21	ST (0+)	W:4"	11	5 / 3	2	4+	6+	5+	HABM , LAC (FT), HMG (FT)	Amphib, ECM:1	Strider 3"
Venomous Sagittarius	20	ST	W:4"	11	5 / 3	2	4+	6+	5+	HAPR (Link), LAC (FT), HMG (FT)	Amphib, ECM:1	Strider 3"
Long Fang Sagittarius	22	ST	W:4"	11	5 / 3	2	4+	6+	5+	HAR, LAC (FT), HMG (FT)	Amphib, ECM:1	Strider 3"
Spark Sagittarius	26	ST	W:4"	11	5 / 3	2	4+	6+	5+	MPA (Link), MRP (Link), LAC (FT), HMG (FT)	Amphib, ECM:1	Strider 3"
Force Sagittarius	24	ST	W:4"	11	5 / 3	2	4+	6+	5+	MPL (Link), LAC (FT), HMG (FT)	Amphib, ECM:1	Strider 3"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Fire Dragon	26	ST (0+)	W:4" G:6"	10	5 / 3	2	3+	6+	5+	HRP (T, Precise, Range:6-18/48"), MFL, LRC (FT, Auto)	AMS (Aux), Lumbering, Stable	Strider 1.5"
Water Dragon	27	ST	W:4" G:6"	10	5 / 3	2	3+	6+	5+	MFM (T, Link), LSC, LRC (FT, Auto)	Amphib, Lumbering, Stable	Strider 1.5"
Force Dragon	28	ST	W:4" G:6"	10	5 / 3	2	3+	6+	5+	MPL (FT, Split:2) LPL, LRC (FT, Auto)	Lumbering, Stable	Strider 1.5"

Code Name:	Hun
Manufacturer:	Various
Unit Type:	Light Tank
Height:	2.6 meters
Weight:	24,500 kg

The main light battle tank employed by the South, the Hun is a dependable and effective design. Chosen in part due to its versatility, the Hun has been a part of the AST's arsenal for over a century. Its flexible design allows it to be adapted to a variety of roles ranging from a frontline fighting unit to a heavy APC.

Ballista

Code Name:	Ostrogoth
Manufacturer:	Various
Unit Type:	Self-Propelled Artillery
Height:	3.2 meters
Weight:	24,600 kg

The Hun can also be fielded as an artillery unit with the Ballista variant serving as a close support option for Gear squads and the Ostrogoth for a long-ranged bombardment capability. Tank units comprising exclusively of Hun tank variants are popular for garrison duty as their maintenance costs are much lower than a unit of Gears.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Hun	16	LT (0+)	G:6"	10	5 / 3	2	4+	6+	6+	HRF (T), LLC (FT, AA), MRP (T, Range: 6-18/48")	Amphib, Offroad:1, Smoke:2	Vehicle 1"
Recon Hun (+3 Recon Drones)	16	LT , CV	G:6"	10	4 / 4	2	4+	6+	4+	HRF (T), LLC (FT, AA)	Amphibious, Drone Bay:3 Recon, ECCM, Offroad:1, Smoke:2	Vehicle 1"
Ballista Hun	12	LT	G:6"	9	4 / 4	2	4+	6+	6+	MAR (T)	Amphibious, Offroad:1, Smoke:2	Vehicle 1"
Hittite	16	IN	G:6"	10	5 / 3	2	4+	6+	6+	HFL (T), HMG (L, Link), HMG (R, Link)	Amphibious, APC:2, Offroad:1, Smoke:2	Vehicle 1"
Ostrogoth	18	LT	G:4"	9	4 / 4	2	4+	6+	6+	MAG (T, stabilizer)	Amphibious, Offroad:1, Smoke:2	Vehicle 1"

Recon Hun

Hittite

Code Name:	Hetairoi
Manufacturer:	Various in Humanist Alliance
Unit Type:	Hovertank
Height:	3.4 meters
Weight:	35,170 kg

Another Humanist design to be adopted by the AST, the Hetairoi represents the pinnacle of Terra Novan efforts at building their own combat hover vehicle. As a combat platform the Hetairoi offers an unparalleled degree of maneuverability, agility, and firepower.

Code Name:	Hetairoi Spark
Manufacturer:	Various in Humanist Alliance
Unit Type:	Advanced Weapons Hovertank
Height:	3.4 meters
Weight:	35,280 kg

The Spark variant compares favorably to the CEF Prowler and Predator tanks and shares a common role of hunter-killer unit. Hetairoi have seen constant combat in the current invasion and have been instrumental in countering hostile CEF forces.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Hetairoi	24	HV (0+)	H:9"	10	4 / 4	2	4+	4+	5+	HRC (T), MRP (T), LLC (FT)	Airdrop, Jump Jets:2" (Aux)	Vehicle 2"
Hetairoi Spark	26	HV	H:9"	10	4 / 4	2	4+	4+	5+	MPA (T), MRP (T), LLC (FT)	Airdrop, Jump Jets:2" (Aux)	Vehicle 2"
Longfang Hetairoi	26	HV	H:9"	10	4 / 4	2	4+	4+	5+	MFG (T), MRP (T), LLC (FT)	Airdrop, Jump Jets:2" (Aux)	Vehicle 2"
Hetairoi Force	26	HV	H:9"	10	4 / 4	2	4+	4+	5+	MPL (T), MRP (T), LLC (FT)	Airdrop, Jump Jets:2" (Aux)	Vehicle 2"
Command (Hetairoi upgrade)	+2	+(CMD)	-	-	-	-	-	-	4+	-	+SatUp:6+ (Aux), ECCM	

SOUTH MODELS LIST

Code Name:	Visigoth
Manufacturer:	Republican Tank Arsenal
Unit Type:	Main Battle Tank
Height:	3.4 meters
Weight:	58,300 kg

For over a century and a half, the South's main battle tank has been the reliable, powerful Visigoth. A 140mm tank gun is the centerpiece of the Visigoth's armament, with a range of smaller weapons to provide close defense and anti-aircraft support.

Blitz Visigoth

Code Name:	Visigoth Khan
Manufacturer:	Republican Tank Arsenal
Unit Type:	Command Battle Tank
Height:	3.4 meters
Weight:	59,300 kg

The Visigoth Khan command tank has additional targeting and electronic warfare equipment making it an even deadlier opponent. Blitz Visigoths with their twin linked snub cannons make fast work of enemy tanks and fortifications and the Artemis anti-aircraft variant defends against aerial attacks.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Visigoth	34	HT	G:4"	12	6 / 2	3	4+	6+	6+	HTG (T), HAC (T), LLC (FT, AA), 2xMRP (FT, Aux)	Offroad:1, Smoke:3	Vehicle 1"
Blitz Visigoth	30	HT	G:4"	12	6 / 2	3	4+	6+	6+	HSC (T, Link), HAC (T), LLC (FT, AA), 2xMRP (FT, Aux), APGL (Auto)	Offroad:1, Smoke:3	Vehicle 1"
Visigoth Khan	36	HT (CMD)	G:4"	12	6 / 2	3	4+	6+	5+	HTG (T, Precise), HAC (T), LLC (FT, AA), 2xMRP (FT, Aux)	ECCM (Aux), ECM:1, Offroad:1, Smoke:3	Vehicle 1"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Artemis	26	HT	G:4"	11	4 / 4	3	4+	6+	6+	2xHAC (AA, FT, Link)	Offroad:1, Support, Smoke:3	Vehicle, 1.5"
Force Artemis	28	HT	G:4"	11	4 / 4	3	4+	6+	6+	2xLPL (AA, FT, Link)	Offroad:1, Support, Smoke:3	Vehicle, 1.5"

Artemis

SOUTH

Code Name:	Varis
Manufacturer:	Tsi Heavy Industries
Unit Type:	VTOL
Length:	8 meters
Weight:	8,200 kg

The Varis is the AST's ubiquitous VTOL Hopper. The hopper uses series of directed jet thrust nozzles to allow for VTOL maneuvers. The smaller intakes allow the Varis to operate in terrain where larger debris might get sucked up into the engines.

BROK ENTERPRISES

Code Name:	Caiman
Manufacturer:	Brok Enterprises
Unit Type:	Armored Personnel Carrier
Height:	2.7 meters
Weight:	14,210 kg

The Caiman is a low, sturdy, tracked vehicle equipped with a turret-mounted autocannon and good overall armor protection. The Caiman was designed for reliability and durability. It sports thicker armor and better armament than other light Armored Personnel Carriers and is cheap enough to be fielded in large numbers.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Varis VTOL (South)	16	VL (0+)	H:14"	5	4 / 4	2	4+	3+	5+	LLC (FT+F, AA), LAM (Aux)	Agile, TD:1	Vehicle 3"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Titan VTOL	22	VL (0+), IN	H:9"	8	3 / 5	2	4+	4+	5+	LRC (FT+F, AA), 2x MATM (Aux), MAR (Link)	Agile, TD:1, APC:1	Vehicle 3"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Caiman	5	CV (0+), IN	G:7"	6	4 / 2	1	5+	6+	6+	MAC (FT), LMG (T)	Amphib, APC:1	Vehicle 1"
Crocodile	6	CV (0+), IN	G:7"	6	4 / 2	1	5+	6+	6+	MAR (T)	Amphib, APC:1	Vehicle 1"
Medical Caiman	3	IN (0-1)	G:7"	6	4 / 2	1	5+	6+	6+	-	Amphib, APC:1, Medic	Vehicle 1"
Command (Caiman or Crocodile upgrade)	+2	`+(CMD)	-	-	-	-	-	-	5+	-	+ECCM, ECM:1, SatUp:6+ (Aux)	Vehicle 1"

Code Name:	Titan
Manufacturer:	Marshall Avionics
Unit Type:	VTOL
Length:	15.6 meters
Weight:	17,000 kg

Classified as an attack helicopter, the Titan is often used to airlift elite infantry strike teams into position to capture objectives. Once its cargo is safely delivered, the Titan will either duel with rival air elements or interdict enemy ground forces to give the assault teams time to secure or destroy the objective. Titans in the air always signals a ground offensive to other leagues.

Code Name:	Elan
Manufacturer:	Various
Unit Type:	Infantry Transport
Height:	2.1 meters
Weight:	1,630 kg

There is a wide range of infantry vehicles that see use across the battlefields of Terra Nova. The Elan is a common example of the type of light vehicle found within the borders of the South. These vehicles are neither heavily armored nor are they durable but they do get the job done.

Infantry

Field Gun

Code Name:	Jackrabbit
Manufacturer:	Various
Unit Type:	Motorized Infantry Bike
Height:	1 meter
Weight:	275 kg

Southern infantry also have the Jackrabbit motorbike, with or without sidecar, as an ATV option to move them across the battlefields of Terra Nova.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Barnaby Gear Transport	8	GP, SK, FS, RC	G:7"	8	3 / 5	3	5+	5+	6+	-	HGC: 5, Support	Vehicle 3"
Elan	3	CV (0+), IN	G:9"	4	2 / 4	1	5+	4+	5+	MMG	TD:0	Vehicle 0.5"
Jackrabbit	2	IN (0+)	G:11"	2	3 / 0	1	5+	4+	6+	MIW	Agile	Infantry 0.5"
Field Gun	4	IN	G:2"	4	3 / 0	1	5+	6+	-	LFG (Stabilizer)	Towed, Support	Infantry 0.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Machine Gun Infantry Squad	2	IN (0+)	I:3"	2	2 / 2	1	4+	4+	6+	LMG, LIW		Infantry 0.5"
Anti-Tank Infantry Squad	4	IN	I:3"	2	2 / 2	1	4+	4+	6+	LIW, MAVM		Infantry 0.5"
Sniper Infantry Team	3	IN	I:3"	2	2 / 0	1	4+	4+	6+	LIW, MIS (AP:1, Precise, Silent, Stabilizer)	Stealth	Infantry 0.5"
Observation Infantry Team	3	IN	I:3"	2	2 / 0	1	4+	4+	4+	LIW	Comms:1	Infantry 0.5"
Mortar Infantry Squad	4	IN	I:3"	2	2 / 2	1	4+	4+	6+	LIW, MIM		Infantry 0.5"
Paratroop (Infantry Squad and Infantry Team upgrade)	+1	-	-	-	-	-	-	-	-	-	+Airdrop	

TERRITORIAL ARMS

Code Name:	Stonemason
Manufacturer:	Territorial Arms
Unit Type:	Engineering Gear
Height:	4.3 meters
Weight:	7,160 kg

Though the Stonemason shares the same basic frame as the Jager, considerable modifications have been made to improve its capabilities in the engineering role. A set of tool arms on the Gear's back are equipped with a simple set of grasping claws that are often used in melee combat to great effect.

Lizard Rider Infantry

Code Name:	Engineering Cobra
Manufacturer:	Territorial Arms
Unit Type:	Engineering Gear
Height:	5.0 meters
Weight:	8,760 kg

The Engineering Cobra has already proven its worth as a military engineering and maintenance unit. A large and powerful frame allows it to lift and bear extremely heavy loads. Pilots often use the Gear to batter enemy Gears in melee if they close to short range.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Stonemason	5	EG (0+), IN	W:5" G:6"	4	3 / 3	1	5+	5+	6+	LAC (Arm), MCW (Reach: 1"), LHG (Arm), LSE (Arm)	Arms, Brawler:1, Recovery, Vuln:F	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Engineering Cobra	8	EG , IN	W:4" G:6"	6	3 / 3	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1"), MHG (Arm), MSE (Arm)	Arms, Brawler:2, Recovery, Vuln:F	Gear 2"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Lizard Rider Infantry	4	IN (0+)	I:7"	3	2 / 2	1	4+	4+	6+	LIW, MIS	Agile	Infantry 1"
Lizard Rider Anti-Tank Infantry	5	IN	I:7"	3	2 / 2	1	4+	4+	6+	LIW, LAVM	Agile	Infantry 1"
Lizard Rider Infantry Observer Team	4	IN	I:7"	3	2 / 0	1	4+	4+	5+	LIW	Agile, Comms:1	Infantry 1"

SHIELDS OF FREEDOM

PEACE RIVER

Nowhere else on Terra Nova will you find a city-state quite like Peace River, a symbol of pride for the whole of the Badlands. The city was built into the side of a large mesa and protected by 350 meter tall defense shutters that can close in a matter of minutes to repelling even the worst Badlands Tempests and, incidentally, bombardment from anything short of an orbital nuclear strike. To further this image of strength and power, the city was topped by a mighty airfield whose runways form a peace sign. Towering over the airfield and the rest of the city were the executive offices, the original oasis tower purchased by the city's founder, Ebert Paxton. The whole city was a massive symbol of Paxton's military, monetary and emotional power.

The city itself was run as a branch of Paxton Arms and the CEO of Paxton Arms was also the ruler of the city. Residents were divided into one of three castes - Executive, Management and Worker - based on their role in the company. This system has been widely criticized, and while reforms are being made to bring things closer to the original vision of Ebert Paxton, riots over worker's rights were a regular occurrence. The Peace Officers Corps (POC) and Paxton Security (PaxSec) have been known to use extreme methods to control riots, motivated at least partly by fears of terrorists using these riots as cover for more malicious, destructive activity against Peace River or Paxton Arms. In stark contrast, the military arm of Paxton, the Peace River Defense Force, stood as the guardians of freedom for all those within Paxton's voluntarily-established Protectorate.

THE HISTORY OF THE PEACE RIVER DEFENSE FORCE

The Paxton Mining conglomerate was founded by a young Mekongese man by the name of Ebert Paxton. Unable to compete in the ruthless Mekong marketplace, Paxton moved to the Badlands to discover new opportunities. In TN 1595, after his surveys discovered iron and bauxite ore in the mesas east of the Pacifica mountain range, Paxton used his life savings to purchase an oasis tower near on of these mesas and reamed it Peace River. The proximity of this oasis tower to the Alpha maglev line and the ore made Paxton Mining profitable relatively quickly

In the early TN 1700s Paxton Mining began a process of diversification, beginning with the manufacture of mining equipment and light desert vehicles. While this was not very successful at first, the focus on diversification continued, and in the wake of the St. Vincent's War proved to be a huge boon for the company. When the war ended in TN 1729, Paxton was in a unique position to supply goods and services to the Polar Leagues who had lost a great deal of their manufacturing capabilities. Both sides were afraid the other would rebuild first and were intent on purchasing weaponry with which to defend themselves. Paxton complied and while it was criticized heavily for focusing on arms production in the wake of a war that had devastated all of Terra Nova, Paxton products were of high quality and became planet-wide standards as of TN 1750, when Paxton Mining officially became Paxton Arms.

While Paxton Arms was the de facto arms supplier for the planet, their entry into Gear production was delayed enormously. Primary historical sources from the era suggest that while the Hunter and Jäger were featured prominently in the St Vincent's War, Paxton's Research and Development division had a very difficult time reproducing the Optical Neural Net technology required for the vehicle to operate. Furthermore, Paxton documents indicate that both the CNCS and the AST pressured Paxton Arms to delay production, either due to fears the always-neutral company would sell to militias and criminals, or simply to cement their own hold on Gear manufacturing. By the time the first Warrior rolled off the production line in 1802, Territorial Arms and Northco had all but cornered the Gear market.

WAR APPROACHES

By TN 1850, communities surrounding Peace River had become integral to the survival of the city and of Paxton Arms. As Rover raids and hostilities between the polar factions increased, it was clear to Paxton Arms that their supply and workforce needed protection. The Paxton Protectorate came into being that very cycle and communities, caravans and other necessary interests were soon being defended by Peace Officers in Paxton Gears. This was not only to secure and protect the land and people Paxton depended on, but to serve as a working advertisement for the Gears Paxton produced. Unfortunately, not all Badlanders were pleased with this. Those outside the protected area often complained of being left out, while others within the protected zone felt stifled by protection they did not ask for. Paxton Arms responded by stating simply that it was to protect supplies and those who produced said supplies, but the statement did little to assuage these complaints.

As the turn of the Century grew closer and the Judas Syndrome became widespread, Paxton's position as protector of nearby communities and as arms supplier to superpowers who were preparing to go to war in the very area Paxton Arms protected began to clash. While low level conflict between the Poles was subtly encouraged as it improved sales, all-out warfare would be disastrous for all involved. Not only would the company suffer, but many residents had families outside the city or even outside the Protectorate and even if the city could house them all, it could not withstand any real warfare. The defensive capabilities of the city itself were rapidly improved and by 1913, Paxton was ready to send envoys to both Polar Superpowers to try and negotiate a diplomatic solution. However, before Paxton could put this plan into action, Earth's Colonial Expeditionary Force (CEF) had begun their assault.
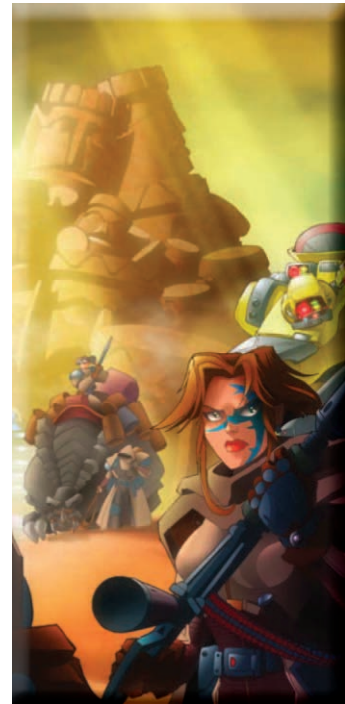
WAR OF THE ALLIANCE

When the intentions of the CEF became apparent, Paxton Arms and Peace River almost immediately declared themselves neutral. The majority of the Terra Novan Governments expressed their outrage at such an act, calling the Company and even the inhabitants of the city traitors. Unbeknownst to the rest of Terra Nova and especially the invading CEF, Paxton was not neutral, but simply buying time. Secretly funneling arms to Badlands resistance fighters, Paxton built up a network of cells of people willing to fight to protect their homelands.

After three cycles of war, Paxton had built up a large enough network and enough weapons and Gears to outfit a full-fledged fighting force. Dubbed the Peace River Army, this motley collection of civilian Badlanders, Rovers, freedom fighters, mercenaries and even children entered the war in TN 1916, creating a third front for the already-embattled CEF. While they did not have the strength of any Polar army, the PRA managed to disrupt the CEF's operations using guerilla tactics and local knowledge, thus allowing the Polar Nations to regroup for a joint offensive. The Peace River Army's contribution to the war is often cited as the point of no return for the CEF, leading to their defeat in TN 1918. Thus began a new era for Paxton.

A NEW DIRECTION

Gerald Simosa was elected as CEO of Paxton Arms in late TN 1918, as the war was dying down and terms of surrender were being hashed out. As a manager during the war, he was a major player in both setting up and outfitting the PRA, and he held a great respect for the average citizen and Badlander. Simosa felt very badly about Paxton Arms' role on Terra Nova and he started working towards social changes within Peace River immediately upon assuming the position of CEO. Under Simosa, the Paxton Protectorate was expanded and those PRA soldiers who wished to stay were forged into the core of the Peace River Defense Force (PRDF).
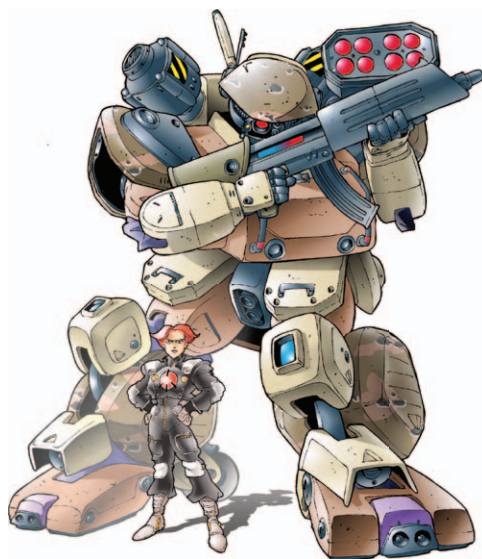
The PRDF was charged with the protection of all those within the expanded boundaries of the Protectorate, as well as helping rebuild communities hurt by the war. While Peace River and Paxton Arms made no claims regarding the land, resources or people within the Protectorate, Paxton Arms openly stated that all Badlanders deserve to live freely, safe from Rovers or polar imperialism. Many of the complaints regarding the old Protectorate remained true for the new Protectorate, and the enlarged area proved very difficult to patrol effectively. That said, the PRDF's roster of volunteers from throughout the Protectorate helped assuage the concerns of many Badlanders, who remained grateful for any help they received and remembered Paxton Arms' actions during the War. This has not silenced their detractors, however, and the Protectorate and Paxton Arms' policies remain a topic of fierce debate even in the most civil circles. Not all of Paxton Arms' enemies are willing to be civil. The Peace River branch of the Badlands Revolutionary Front (BRF) is a group of terrorists who believe that Paxton's caste system is absolutely wrong and that Paxton oppresses and exploits the worker caste. Simosa's efforts to correct these injustices are mere platitudes in the eyes of the Paxton BRF, and they make their discontent known through a campaign of bombing, assassination, and urban terrorism.

THE PROTECTORATE DEFENSE PLAN

While Paxton had always manufactured many products with peaceful applications, the conflict between their development into a miniature League and their primary business as independent arms supplier proved increasingly troubling in the wake of the War. A large part of the Badlands had become vital to Paxton's business, and their customers were bent on carving off vast chunks of it for their own use.

In TN 1925, Paxton started implementing the Protectorate Defense Plan. The plan was ostensibly a way to increase the effectiveness and capabilities of the PRDF to better combat polar forces, but there continues to be much speculation of a hidden agenda. Badlanders living in or near the Protectorate have always been suspicious of anything that gives Paxton more control over their lives. The Protectorate Defense Plan called for drastic changes to the PRDF, and under its broad umbrella, the PRDF's ranks grew and new equipment and technologies were developed. The Defense Plan also took steps to protect Paxton's Achilles heel, its complete reliance on the city-state of Peace River, by spreading manufacturing, research and development, and command/executive assets throughout the Protectorate.

PROJECT TALON

The significance of the CEF's superior technology was not lost on Paxton Arms. Even before they abandoned their neutrality, Paxton operatives across the planet were working to acquire samples of CEF technology. By the end of the War of the Alliance, Paxton's ongoing secret effort to retrieve, reverse-engineer, and duplicate the capabilities of CEF technology had acquired a name: Project Talon. Much of the technology developed by Project Talon was ultimately put into production in vehicles developed for the PDP. But Project Talon and Paxton Arms Skunkworks have developed two full vehicles themselves, the Black Wind stealth hopper and the Shinobi stealth Gear, as well as numerous prototypes. To preserve secrecy, official documents refer to Project Talon only as "The Elite Program."

THE INTERPOLAR WAR

In TN 1936 open war on Terra Nova became a reality. Always ready to seize an opportunity the leadership of Peace River embarked on a bold plan to make the most out of a bad situation. Aware that selling arms to either party would place Peace River in harm's way, Paxton Arms was careful to only supply their wares via proxy. Any accusations of impartiality were easily deflected by claiming munitions used were either "old" stock, from third party resellers or originated from stolen shipments. As the war raged on, the board realized that a spent CNCS or AST would lead to global instability, a rise in violent crimes and ultimately an adverse impact on their core business. Worse still if either party were to emerge victorious then the political climate would become very tenuous at best. Seeing the growing unrest in both the CNCS and AST that demanded an end to the war the CEO decided it was time to switch gears. Positioning themselves as a "shield of freedom" and by sponsoring a peace summit to end the war, Paxton Arms hoped to become a major supplier of reconstruction materials for the two battered nations. Unfortunately disaster would strike just as this cunning plan could bear fruit as a CEF sponsored terror attack destroyed much of the city.

RECONSTRUCTION

The destruction of Peace River in TN1939 was a terrible blow to Paxton Arms. While the antimatter attack killed most of the civilian population of the city. Peace River's vast manufacturing capabilities were safely located underground and survived along with much of the work force. Peace River Defense Force personnel, equipment, and bases located safely outside of the blast area were among the first to respond to the disaster.

Reconstruction was started in earnest with aid from both the North and South. To this day many observers marvel at how quickly the New Peace River oasis tower was constructed and opened for habitation in TN1942.

THE WAR FOR TERRA NOVA

During the second CEF invasion, the underground factories would become critical to Peace River's war effort, allowing them to continuously supply their divisions and Black Talon teams.

While the Badlands were spared the worst of the fighting, PRDF regiments found themselves fending off constant raids from CEF Kommando squads targeting the Alpha Maglev. Though their defense was highly successful this brought the entire region into scrutiny from CEF high command. As a result two entire Korp's were dispatched to pacify the area. Planet fall occurred several hundred miles south-east of ruins of Peace River and CEF spearheads split up to capture the cities of Masada, Marigold and New Baja.

The skies above the Karak Wastes bore witness to intensive aerial dogfights as CEF Stratofighters squared off against Peace River Blackwind and Dragonfly hoppers. The battle would be perilous for both sides as vicious winds smashed combatants into the ground as they tried to engage. Eventually the ingrained experience of Badlands pilots would beat out GREL hypno-training allowing Peace River to rule the skies.

Now the PRDF is ready to collect on their Blood Debt, and claim their vengeance on the CEF.

PEACE RIVER FORCES

PEACE RIVER FORCES:

A **Generic Peace River Force** may be constructed using only the Peace River Models List. This is the default option and should be used when learning the game rules.

All the models in the Peace River Models List can be used in any of the sub-lists below. These Sub-Lists allow players to add additional specialized upgrades to their models as they collect their Force.

SUB LISTS:

PEACE RIVER

PRDF - Peace River Defense Force (Peace River Sub-List):
To be a soldier in the PRDF is to know a deep-abiding hatred of the government of Earth. Agents responsible for the destruction of the first Peace River city-state now know that they have awakened the sleeping beast and the soldiers of the PRDF and their advanced Gear designs willingly lead the charge against the invading forces. With the full might of the giant armaments corporation of Paxton Arms behind them the PRDF is a powerful force to face on the battlefield.

- ♦ **Well Supported:** Each Primary Unit in this Force may have two Support units. The number of actions in the Support units may not exceed the standard number of actions for a Support unit: Example: A Primary unit of 5 actions may have up to two Support units of up to 3 actions total.

POC - Peace Officer Corps (Peace River Sub-List + Allies:North/South):
The POC keeps order and security for all Paxton installations. When in dire need the POC can call out local militias and defense levies to defend strategic locations. All workers know that they may be called up on to defend the valuable factories and assembly plants that are the economic lifeblood of Peace River.

- ♦ **Special Issue:** Any unit Commander (even Allied units) may have 0-1 Greyhound.

- ♦ **Allies: Choose North or South.** The Force may include Support units with a Unit Availability of GP, SK, and FS Support units chosen from the chosen Factions Model List.

- ♦ **Police State:** One Peace River GP, SK, or FS unit may be upgraded to Military Police for +0TV. Models lose all RP weapons and gain the Shield:1 trait.

- ♦ **Armories:** Reduce the cost of Grenades and Shaped Explosive generic upgrades by 1TV.

HGSF - Home Guard Security Forces (Peace River Sub-List):
Constantly under threat due to the sensitivity of the arms manufacturing, the HGSF is ever vigilant for attacks seeking to cripple the factories of the giant corporation, Paxton Arms. Unlike many garrison forces, the HGSF is a highly motivated group of professionals who know that a good defense is only as good as its weakest link.

- ♦ **High Tech:** Each unit must include at least two actions of models with at least one Advanced or Missile category weapon.

- ♦ **Secure Zone:** Gain 5% of the Force Threat point Value as free points that may only be used towards purchasing Generic Support Options (See 16.1).

- ♦ **Second Line:** This Force may not use the Elite force option.

CTF - Combined Task Force (Peace River Sub-List):
Operating in the shadows the CTF fights a constant war to ensure that threats are neutralized before many ordinary military commanders even know they are at risk. Given huge autonomy in their actions, the CFT recruits only the best and is beholden to the Chairperson only. Constantly training, the CTF is the creme de la creme of Peace River.

- ♦ **Best of the Best:** Add 1 additional Command Point to the Commanding Officer.

- ♦ **Elite Force:** The CTF must use the Elite army option. The CTF may not select units with a Unit Availability of GP.

- ♦ **Air Mobile:** All models in the Force are upgraded with the Airdrop trait for +0TV.

PSBM - Protectorate Sponsored Badlands Militia (Peace River Sub-List + Allies: North/South):
Always looking to expand their influence in the Badlands area, Peace River has taken to offering military equipment to Badlands milicias. These militias rarely meet the standards of military decorum that the PRDF requires but their pilots often grow up in the pilot seat of a Labor Gear and have a natural ability that is hard to teach to the average pilot.

- ♦ **Family Ties:** Choose one Generic Veteran Upgrade (See A2.2). Any Commander in the Force may Purchase the Veterans trait for +1TV without counting towards the 0-1 limit of veteran units. Veteran Commanders may purchase the chosen Generic Veteran Upgrade for +1TV.

- ♦ **Allies: Choose North or South.** The army may include Support units with a Unit Availability of GP, SK, FS, and RC chosen from that Faction's Model List.

- ♦ **Stripped Down (Upgrade):** Any model with a Unit Availability of GP or RC may upgraded with the Stripped Down trait for 0TV. Any model with this trait adds 2" to its Movement Rating but has -1 Hull Rating and +1 Structure rating. *Example: a Stripped Warrior would have H/S:3/3 instead of 4/2.*
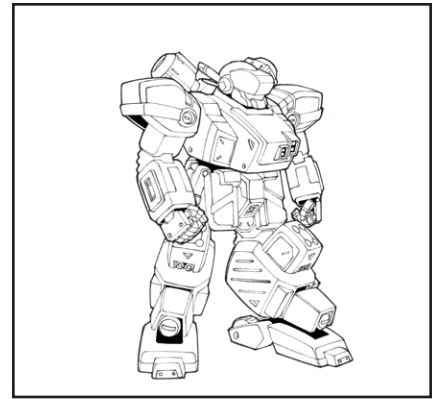
Code Name:	Warrior
Manufacturer:	Paxton
Unit Type:	Trooper Gear
Height:	4.3 meters
Weight:	6,642 kg

The Warrior is Peace River's main trooper Gear; it is deployed throughout the Badlands and is often used to deal with Rover threats. Though similar to the Hunter or Jager in many ways, the Warrior includes a standard ECM suite sufficient to disrupt Rover communications as a prelude to an assault.

Code Name:	Jackal
Manufacturer:	Paxton
Unit Type:	Trooper Gear
Height:	4.2 meters
Weight:	5,930 kg

Possessing no outstanding features in comparison to the Warrior, Warrior IV, or Skirmisher, the Jackal is a reliable and, most importantly, cheap design. The Jackal has proved to be an economic boon for Paxton Arms, allowing them to maintain their market share during the reconstruction period.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Warrior	7	GP (0+), SK, FS, ST, HT	W:4" G:6"	6	4/2	1	4+	4+	5+	LAC (Arm), LRP, APGL, LVB (Arm)	Arms, ECM:1	Gear 1.5"
Sweeper Warrior	7	GP, SK	W:4" G:6"	6	4/2	1	4+	4+	5+	MFC (Arm), LRP, APGL, LVB (Arm)	Arms, ECM:1	Gear 1.5"
Vanguard Warrior	8	GP, SK, FS	W:4" G:6"	6	4/2	1	4+	4+	5+	MAC (Arm), LRP, APGL, LVB (Arm)	Arms, ECM:1	Gear 1.5"
Scourge Warrior	8	GP, SK, FS	W:4" G:6"	6	4/2	1	4+	4+	5+	LBZ (Arm, Split:2), LRP, APGL, LVB (Arm)	Arms, ECM:1	Gear 1.5"
Chieftain (Warrior Upgrade)	+1	+(CMD)	-	-	-	-	-	-	4+	-	+Comms:1	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Jackal (Unreleased)	6	GP	W:5" G:7"	5	3/3	1	4+	4+	6+	LAC (Arm), LRP, LMG, LVB (Arm)	Arms, Airdrop	Gear 1.5"
Vanguard Jackal	7	GP	W:5" G:7"	5	3/3	1	4+	4+	6+	MAC (Arm), LRP, LMG, LVB (Arm)	Arms, Airdrop	Gear 1.5"
Kestros Jackal	6	GP	W:5" G:7"	5	3/3	1	4+	4+	6+	LAC (Arm), LGL, LMG, LVB (Arm)	Arms, Airdrop	Gear 1.5"
Fusillade Jackal	8	GP	W:5" G:7"	5	3/3	1	4+	4+	6+	LRL (Arm), LMG, MVB (Arm, Reach 1")	Arms, Airdrop	Gear 1.5"
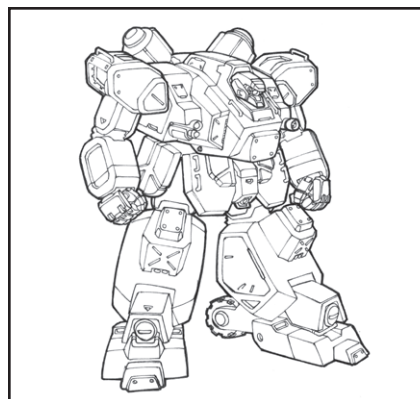
Code Name:	Warrior IV
Manufacturer:	Paxton
Unit Type:	Assault Gear
Height:	4.4 meters
Weight:	6,761 kg

The Warrior IV has seen wide-scale deployment throughout the Badlands. Tasked primarily with defending the Alpha Maglev line, they have mounted an effective campaign against CEF saboteurs. The heavier rocket payload makes it an effective deterrent against the invaders armor columns even in its standard configuration.

Code Name:	Spartan
Manufacturer:	Paxton
Unit Type:	Heavy Trooper
Height:	4.7 meters
Weight:	7,330 kg

Like the Jackal, the Spartan is part of the Paxton Arms "A Gear for everyone" initiative. In order to maintain a market presence after 1939, Paxton Arms revealed a range of budget Gears which would be more affordable than their existing line of high-end military Gears. The Spartan fills the role of an affordable heavy trooper.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Warrior IV	12	SK (0+), FS	W:5" G:7"	7	3 / 3	1	3+	3+	5+	LAC (Arm), MRP, APGL, LVB (Arm)	Arms, ECM:1, Airdrop, Sensors:18" (Aux)	Gear 1.5"
Vanguard Warrior IV	13	SK	W:5" G:7"	7	3 / 3	1	3+	3+	5+	MAC (Arm), MRP, APGL, LVB (Arm)	Arms, ECM:1, Airdrop, Sensors:18" (Aux)	Gear 1.5"
Sweeper Warrior IV	12	SK	W:5" G:7"	7	3 / 3	1	3+	3+	5+	MFC (Arm), MRP, APGL, LVB (Arm)	Arms, ECM:1, Airdrop, Sensors:18" (Aux)	Gear 1.5"
Scourge Warrior IV	13	SK	W:5" G:7"	7	3 / 3	1	3+	3+	5+	LBZ (Arm, Split:2), MRP, APGL, LVB (Arm)	Arms, ECM:1, Airdrop, Sensors:18" (Aux)	Gear 1.5"
Chieftain (Warrior IV upgrade)	+1	+(CMD)	-	-	-	-	-	-	4+		SatUp:6+ (Aux)	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Spartan (Unreleased)	10	SK , SF	W:4" G:6"	7	4 / 2	1	4+	4+	5+	HAC (Arm), MFC (Arm), LCW (Arm)	Airdrop, Arms, ECM:1, Sensors:18" (Aux)	Gear 2"
Incendiary Spartan	10	SK , SF	W:4" G:6"	7	4 / 2	1	4+	4+	5+	MFL (Arm), LGM, LHG (Arm), LCW (Arm)	Airdrop, Arms, ECM:1, Sensors:18" (Aux)	Gear 2"
Assassin Spartan	10	SF	W:4" G:6"	7	4 / 2	1	4+	4+	5+	HRF (Arm), MFC (Arm), LCW (Arm)	Airdrop, Arms, ECM:1, Sensors:18" (Aux)	Gear 2"
Kestros Spartan	10	SK , FS	W:4" G:6"	7	4 / 2	1	4+	4+	5+	MGL (Arm), MFC (Arm), LCW (Arm)	Airdrop, Arms, ECM:1, Sensors:18" (Aux)	Gear 2"

Code Name:	Gladiator
Manufacturer:	Paxton
Unit Type:	Close Assault Gear
Height:	4.5 meters
Weight:	6,853 kg

The Gladiator has excelled in Special Ops or SWAT operations. Designed with "breach & clear" operations in mind, the Gear is devastating at close ranges, able to cleave its way through targets with its vibro axe. At range the Gladiator is no slouch either and comes with a range of hard-hitting variant weapons.

PAXTON ARMS
THE PEACE RIVER CORPORATION

Code Name:	Pitbull
Manufacturer:	Paxton
Unit Type:	Assault Gear
Height:	4.3 meters
Weight:	5,908 kg

Sporting a great service record and an even better price, the Pitbull can be found in Police forces throughout Terra Nova. Many Badlanders that fought in the War of the Alliance remember being saved from advancing GRELs by the timely arrival of a unit of Pit Bulls.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Gladiator	12	RC	W:6" G:7"	6	3 / 3	1	4+	3+	6+	MAC (Arm, Link, Range:3-9"/18"), APGL, LSG (Arm)	Agile, Arms, Brawler:1, Shield:1	Gear 1.5"
Scourge Gladiator	12	RC	W:6" G:7"	6	3 / 3	1	4+	3+	6+	LBZ (Arm, Split:2), APGL, LSG (Arm)	Agile, Arms, Brawler:1, Shield:1	Gear 1.5"
Shamshir Gladiator	13	RC	W:6" G:7"	6	3 / 3	1	4+	3+	6+	MBZ (Arm), APGL, LSG (Arm)	Agile, Arms, Brawler:1, Shield:1	Gear 1.5"
Vanguard Gladiator	13	RC	W:6" G:7"	6	3 / 3	1	4+	3+	6+	HAC, APGL, LSG (Arm)	Agile, Arms, Brawler:1, Shield:1	Gear 1.5"
Melee Specialist (Gladiator upgrade)	+1	-	-	-	-	-	-	-	-	+MVB (Arm, Reach:1")	-	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Pitbull	6	GP (0+), RC, ST, HT	W:6" G:8"	5	3 / 3	1	4+	3+	4+	LAC (Arm), LMG, APGL, LVB (Arm)	Agile, Arms	Gear 1.5"
Scourge Pitbull	7	GP, RC	W:6" G:8"	5	3 / 3	1	4+	3+	4+	LBZ (Arm, Split:2), LMG, APGL, LVB (Arm)	Agile, Arms	Gear 1.5"
Sweeper Pitbull	6	GP, RC	W:6" G:8"	5	3 / 3	1	4+	3+	4+	LFC (Arm), LMG, APGL, LVB (Arm)	Agile, Arms	Gear 1.5"

PEACE RIVER

PAXTON ARMS

Code Name:	Mustang
Manufacturer:	Paxton
Unit Type:	Fire Support Gear
Height:	5.1 meters
Weight:	8,910 kg

The POC has little use or need for the heavy firepower of Paxton Arm's military range of Gears. However they do need Gears that are capable of traversing the region quickly and storming a Rover base. Fast and brutish, the design could not be less subtle if it tried.

Code Name:	Greyhound
Manufacturer:	Paxton
Unit Type:	Recon/Command Gear
Height:	4.1 meters
Weight:	5,525 kg

Communications, command and control have always been central tenets to the structure of Peace River's armed forces. The Greyhound incorporates advanced computational systems allowing field commanders to conduct battlefield operations with unimpeded comms. The Greyhound is mostly found in POC regiments.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Mustang	10	GP, RC	W:4" G:6"	8	3 / 3	1	4+	5+	6+	MAC (Arm), MAPR (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms	Gear 2"
Vanguard Mustang	11	GP, RC	W:4" G:6"	8	3 / 3	1	4+	5+	6+	HAC (Arm), MAPR (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms	Gear 2"
Demolisher Mustang	10	GP, RC	W:4" G:6"	8	3 / 3	1	4+	5+	6+	LSC (Arm), MAPR (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms	Gear 2"
Shamshir Mustang	11	GP, RC	W:4" G:6"	8	3 / 3	1	4+	5+	6+	MBZ (Arm), MAPR (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms	Gear 2"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Greyhound	10	SK, RC	W:7" G:9"	4	3 / 3	1	4+	3+	4+	LRF (Arm), LVB (Arm)	Airdrop, Agile, Arms, Comms:2, ECM:2 (Aux), SatUp:5+, Sensors:18" (Aux)	Gear 1.5"
Chieftain (Greyhound upgrade)	+2	+(CMD)	-	-	-	-	-	-	3+	-	+Init:1, ECCM	Gear 1.5"

Code Name:	Skirmisher
Manufacturer:	Paxton
Unit Type:	Recon Gear
Height:	4.2 meters
Weight:	5,780 kg

The Skirmisher is a long-range patrol and harassment Gear, the result of the Protectorate Defense Plan to field exclusively Paxton-produced models. An ambitious design, sporting heavier armor than a Cheetah and nearly capable of matching it for speed. Standard airdrop capability and a variety of equipment options further its role.

Code Name:	Vanguard Skirmisher +Tag upgrade
Manufacturer:	Paxton
Unit Type:	Command Gear
Height:	4.2 meters
Weight:	5,780 kg

The Skirmisher's flexible design allows it to be outfitted for either recon or combat roles, duties that it carries out quite admirably. When not interdicting communications, coordinating the battlefield via satellite uplink or breaking through enemy ECM, the Skirmisher is often found taking the fight to the enemy.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Skirmisher	8	RC	W:7" G:8"	5	3 / 3	1	4+	3+	4+	LRF (Arm), RP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Comms:1, ECM:2, Sensors:24" (Aux)	Gear 1.5"
Vanguard Skirmisher	8	RC	W:7" G:8"	5	3 / 3	1	4+	3+	4+	LAC (Arm), RP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Comms:1 ECM:2, Sensors:24" (Aux)	Gear 1.5"
Sweeper Skirmisher	8	RC	W:7" G:8"	5	3 / 3	1	4+	3+	4+	LFC (Arm), RP (PEN:6), MHG, LVB (Arm)	Airdrop, Agile, Arms, Comms:1, ECM:2, Sensors:24" (Aux)	Gear 1.5"
Scourge Skirmisher	9	RC	W:7" G:8"	5	3 / 3	1	4+	3+	4+	LBZ (Arm, Split:2), RP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Comms:1, ECM:2, Sensors:24" (Aux)	Gear 1.5"
Chieftain (Skirmisher upgrade)	+1	+RC(CMD), +FS(CMD)	-	-	-	-	-	3+	-	-	+ECCM	
Tag (Skirmisher upgrade)	+1	+(CMD)	-	-	-	-	-	-	4+	-	+ECCM, SatUp:5+ (Aux), TD:1	
Special Forces (Skirmisher upgrade)	+1	SF	-	-	-	-	-	-	-	-	+Stealth	
Assassin Skirmisher	10	SF	W:7" G:8"	5	3 / 3	1	4+	3+	4+	MRF (Arm, Silent), RP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Comms:1, ECM:2, Sensors:24" (Aux), Stealth	Gear 1.5"

PEACE RIVER MODELS LIST

PEACE RIVER

Code Name:	Shinobi
Manufacturer:	Paxton
Unit Type:	Stealth Gear
Height:	4 meters
Weight:	5,100 kg

A stealth Gear based of the ever-popular Skirmisher the Shinobi retains all of its progenitor's strong points. Foremost amongst these benefits is a high-end targeting matrix that allows the application highly accurate weapons fire regardless of weapon type. This gives the Shinobi a powerful attack profile for a lighter Gear.
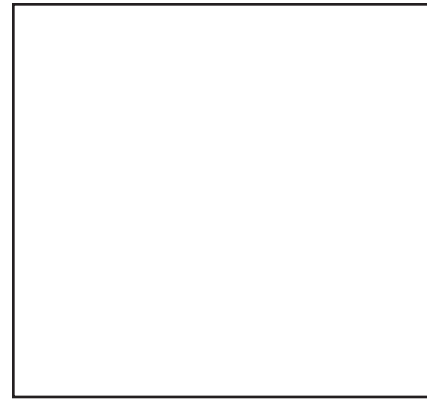
PAXTON ARMS
THE PEACE RIVER CORPORATION

Code Name:	
Manufacturer:	
Unit Type:	
Height:	
Weight:	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Shinobi	14	SF	W:7" G:8"	5	3 / 3	1	3+	3+	3+	LAC (Arm, Precise, Silent), RP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Brawler:1, Comms:1, ECM:2, Sensors:18" (Aux), Stealth (Aux), Vet	Gear 1.5"
Vanguard Shinobi	15	SF	W:7" G:8"	5	3 / 3	1	3+	3+	3+	MAC (Arm, Precise, Silent), RP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Brawler:1, Comms:1, ECM:2, Sensors:18" (Aux), Stealth (Aux), Vet	Gear 1.5"
Lookout Shinobi	16	SF	W:7" G:8"	5	3 / 3	1	3+	3+	3+	LRF (Arm, Silent), LRP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Brawler:1, Comms:1, ECM:3, Sensors:18" (Aux), Stealth (Aux), Vet	Gear 1.5"
Sweeper Shinobi	14	SF	W:7" G:8"	5	3 / 3	1	3+	3+	3+	MFC (Arm), RP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Brawler:1, Comms:1, ECM:2, Sensors:18" (Aux), Stealth (Aux), Vet	Gear 1.5"
Scourge Shinobi	15	SF	W:7" G:8"	5	3 / 3	1	3+	3+	3+	LBZ (Arm, Split:2), RP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Brawler:1, Comms:1, ECM:2, Sensors:18" (Aux), Stealth (Aux), Vet	Gear 1.5"
Assassin Shinobi	16	SF	W:7" G:8"	5	3 / 3	1	3+	3+	3+	HRF (Arm, Silent, Stabilizer), RP (PEN:6), LVB (Arm)	Airdrop, Agile, Arms, Brawler:1, ECM:3, Sensors:18" (Aux), Stealth (Aux), Vet	Gear 1.5"
Chieftain (Shinobi upgrade)	+1	+(CMD)	-	-	-	-	-	-	-	-	+ECCM, SatUp:4+ (Aux)	

Code Name:	Crusader IV
Manufacturer:	Paxton
Unit Type:	Fire Support Gear
Height:	5 meters
Weight:	8,760 kg

Cheap to maintain and arm, the Crusader also has a particular flaw. All models in this series up to the current iteration possessed a critical vulnerability to particle cannons. The Mark 5, the last in the series, resolved this problem at the cost of reducing its firepower. This is mitigated by a powerful melee weapon.

Code Name:	Argos
Manufacturer:	Paxton
Unit Type:	Heavy Assault Gear
Height:	5.8 meters
Weight:	10,300 kg

The successor to aging Crusader, the Argos was born out of necessity. Desperately needing to put doubts to rest, Skunkwork engineers attempted to re-assert Paxton Arm's presence in the global market place. Despite its massive bulk, the Argos is very easy to operate and carries a fearsome payload of weapons.

PEACE RIVER

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Crusader IV	13	FS	W:4" G:5"	8	4 / 2	1	4+	5+	5+	HAC (Arm), MRP (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms, Autopilot, Brawler:1, Vuln:H	Gear 2"
Demolisher Crusader IV	13	FS	W:4" G:5"	8	4 / 2	1	4+	5+	5+	MSC (Arm), MRP (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms, Autopilot, Brawler:1, Vuln:H	Gear 2"
Scourge Crusader IV	13	FS	W:4" G:5"	8	4 / 2	1	4+	5+	5+	MBZ (Arm), MRP (Link), LFM, APGL, MVB (Arm, Reach: 1")	Arms, Autopilot, Brawler:1, Vuln:H	Gear 2"
Crusader V (Crusader IV upgrade)	+1	-	-	-	-	-	-	-	-	-MRP (Link), -LFM, +MRP, +MFM	-Vuln:H	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Argos	18	SK, FS	W:4" G:5"	9	5 / 1	2	3+	5+	5+	HRC (Arm), MAR, APGL, MVB (Arm, Reach: 1")	Arms, Brawler:1, Vet	Gear 2"
Demolisher Argos	19	SK, FS	W:4" G:5"	9	5 / 1	2	3+	5+	5+	MSC (Arm), LABM, APGL, MSE, MVB (Arm, Reach: 1")	Arms, Brawler:1, Vet	Gear 2"
Shamshir Argos	19	FS	W:4" G:5"	9	5 / 1	2	3+	5+	5+	HBZ (Arm), LATM, APGL, MVB (Arm, Reach: 1")	Arms, Brawler:1, Vet	Gear 2"
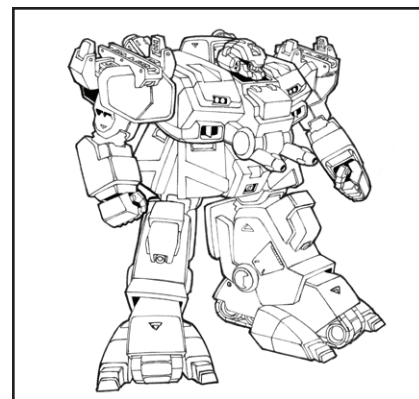
Code Name:	Cataphract
Manufacturer:	Paxton
Unit Type:	Gear Strider
Height:	7.9 meters
Weight:	45,430 kg

The original Gear-Strider, the Cataphract filled a need for a multi-role assault vehicle capable of dealing with CEF hovertanks. Unlike the Kodiak or King Cobra, the Cataphract is better suited to fulfil a wide array of battlefield roles. It is equally adept at giving supporting fire, armor busting, or simply smashing opponents with its heavy vibrosword.

Code Name:	Uhlan
Manufacturer:	Paxton
Unit Type:	Gear Strider
Height:	8.4 meters
Weight:	51,220 kg

The Uhlan has been called the walking "pill-box", bristling with Anti-Gear weaponry. A single Uhlan is capable of laying down a withering stream of fire that can tear any Gear to pieces. Defensively it couples very heavy armor with an efficient anti-missile system, allowing it to withstand even the fiercest enemy assaults.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Cataphract	26	SK, FS, ST	W:4" G:5"	10	5/3	2	4+	5+	5+	MRG (Arm), MFM, MMG (T, Link), HVB (Arm, Reach: 2")	Arms, Brawler:2, ECM:1,	Strider 2.5"
Scourge Cataphract	25	FS, ST	W:4" G:5"	10	5/3	2	4+	5+	5+	HBZ (Arm), LATM, MMG (T, Link), HVB (Arm, Reach: 2")	Arms, Brawler:2, ECM:1,	Strider 2.5"
Tank hunter Cataphract	27	FS, ST	W:4" G:5"	10	5/3	2	4+	5+	5+	MTG (Arm), MATM, MMG (T, Link), HVB (Arm, Reach: 2")	Arms, Brawler:2, ECM:1,	Strider 2.5"
Lord (Cataphract upgrade)	+2	+(CMD)	-	-	-	-	-	-	4+	-	+Init:1, ECCM	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Uhlan (unreleased)	28	ST	W:4" G:5"	11	5/3	2	3+	5+	5+	HAC (Arm, Burst: 2), MAC (FT+F, Auto, Link), HRP (Link), HHG, APGL (Auto), HSG (ARM)	Arms, AMS, Brawler:1,	Strider 3"
Kestros Uhlan	28	ST	W:4" G:5"	11	5/3	2	3+	5+	5+	HGL (Arm, IF), MAC (FT+F, Auto, Link), HRP (Link), HHG, APGL (Auto), HSG (ARM)	Arms, AMS, Brawler:1,	Strider 3"
Fusillade Uhlan	30	ST	W:4" G:5"	11	5/3	2	3+	5+	5+	HPL (Arm), MAC (FT+F, Auto, Link), HAPR (Fire:3, Link), HHG, APGL (Auto), HSG (ARM)	Arms, AMS, Brawler:1,	Strider 3"
Lord (Ulhan upgrade)	+2	+(CMD)	-	-	-	-	-	-	4+		+Init:1, ECCM, ECM:1	

PAXTON ARMS

Code Name:	Coyote
Manufacturer:	Paxton
Unit Type:	Light Strider
Height:	6.0 meters
Weight:	29,500 kg

The Coyote is a daring exploration of the middle ground between Striders and Tanks. Not as efficient as either a light tank or a small Strider in their preferred roles, the Coyote is more flexible than either. Due to its deployable walker mode, the Coyote can easily move through terrain that would bog down a standard tank.

Code Name:	Alpha Dog Coyote in Ground Mode
Manufacturer:	Paxton
Unit Type:	Light Strider
Height:	4.5 meters
Weight:	29,500 kg

Across open ground the Coyote is a fast and smooth ride. Where the Coyote may be found lacking however is in its arsenal. Instead of a more traditional tank gun the Coyote mounts the same medium railgun wielded by the Cataphract. Wise Coyote commanders choose their battles carefully.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Coyote	24	ST	W:4" G:6"	9	4 / 4	2	4+	5+	5+	MRG, MRC (AA), APGL, LCW	ECM:1, Low Profile, Sensors:18", Mount, Stable	Strider 2"
Vanguard Coyote	21	ST	W:4" G:6"	9	4 / 4	2	4+	5+	5+	HRC, MRC (AA), APGL, LCW	ECM:1, Low Profile, Sensors:18", Mount, Stable	Strider 2"
Pilum Coyote	24	ST	W:4" G:6"	9	4 / 4	2	4+	5+	5+	MATM (T), MRC (AA), APGL, LCW	ECM:1, Low Profile, Sensors:18", Mount, Stable	Strider 2"
Fusillade Coyote	22	ST	W:4" G:6"	9	4 / 4	2	4+	5+	5+	MLC, MRC (AA), LCW	ECM:1, Low Profile, Sensors:18", Mount, Stable	Strider 2"
Alpha Dog (Coyote upgrade)	+3	+(CMD)	-	-	-	-	-	-	4+	-	+Init:1, ECCM, ECM:2, SatUp:4+ (Aux)	

PEACE RIVER MODELS LIST

Code Name:	Red Bull Mk2
Manufacturer:	Paxton
Unit Type:	Artillery Strider
Height:	6.6 meters
Weight:	47,500 kg

The Red Bull MkII was Terra Nova's first Tankstrider. The MkII's performance has proven the concept's viability by presenting a platform with heavy tank-like armor and Strideresque flexibility. These lumbering titans come providing the armies of Peace River with much needed artillery, missile, and direct heavy support.

PAXTON ARMS
THE PEACE RIVER CORPORATION

Xyston Red Bull Mk2

Code Name:	Dragonfly
Manufacturer:	Paxton
Unit Type:	VTOL
Length:	12.6 meters
Weight:	8,500 kg

The Dragonfly is a ubiquitous piece of machinery designed to withstand the very worst of Badlands weather. This popular Peace River offering can be found in use throughout Terra Nova's various leagues. Multiple redundant systems keep the hopper in the air making it an excellent choice for combat sorties.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Red Bull Mk2	28	ST (0+)	W:4" G:5"	12	4 / 4	2	4+	6+	5+	MFG (T, Link), MRC (FT, AA), APGL (Auto), MCW, LRC (FT+F)	AMS, Lumbering, Sensors: 18" (Aux), Stable	Strider 2"
Sarisa Red Bull Mk2	30	ST (0+)	W:4" G:5"	12	4 / 4	2	4+	6+	5+	HATM (T), MRC (FT, AA), APGL (Auto), MCW, LRC (FT+F)	AMS, Lumbering, Sensors: 18" (Aux), Stable	Strider 2"
Xyston Red Bull Mk2	28	ST (0+)	W:4" G:5"	12	4 / 4	2	4+	6+	5+	HFG (T), MRC (FT, AA), APGL (Auto), MCW, LRC (FT+F)	AMS, Lumbering, Sensors: 18" (Aux), Stable	Strider 2"
Arbalest (Red Bull Mk2 upgrade)	+2	-	-	-	-	-	-	-	-	-MRC (FT, AA), +HAPR (T, AA, Link)		

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Dragonfly VTOL (Peace River)	17	VL (0+)	H:12"	6	4 / 4	2	4+	3+	5+	MAC (FT+F, AA), LATM (Aux), LSAM (Aux)	Agile, ECM:1, TD:1	Vehicle 3"

PAXTON ARMS

Code Name:	Hoplite
Manufacturer:	Paxton
Unit Type:	Armored Personnel Carrier
Height:	3 meters
Weight:	20,560 kg

The Hoplite APC is the workhorse of Peace River's military regiments, carrying two squads of infantry. Other variants are used in support roles mounting heavy weapons in place of the transport capacity weapons. Some critics have jokingly referred to its silhouette as brick-like to which Peace River Citizens respond with "It's built like one too!".

Code Name:	Mastiff
Manufacturer:	Paxton
Unit Type:	Armored Personnel Carrier
Height:	2.3 meters
Weight:	10,240 kg

The Peace Officer Corps fields a number of modified armored personnel carriers for crowd control and emergency situations. These transports are often deployed versus rovers in SWAT style operations.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Hoplite	7	CV (0+), IN	G:7"	7	4 / 4	1	4+	6+	5+	LAC (FT)	APC:2	Vehicle 1"
Hippeis Hoplite	8	CV	G:7"	7	4 / 4	1	4+	6+	5+	MFM	APC:2	Vehicle 1"
Arbalest Hoplite	8	CV	G:7"	7	4 / 4	1	4+	6+	5+	MRP	APC:2	Vehicle 1"
Xyston Hoplite	9	CV	G:7"	7	4 / 4	1	4+	6+	5+	LFG	APC:1	Vehicle 1"
Herd Lord (Hoplite upgrade)	+1	+(CMD)	-	-	-	-	-	-	4+	-	+Init:1, SatUp:5+ (Aux), Smoke:2	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Mastiff	4	CV (0+), IN (0-3)	G:7"	5	3 / 3	1	5+	6+	5+	LRF (FT), APGL	APC:1	Vehicle 0.5"
Pacifier Mastiff (Unreleased)	5	CV	G:7"	5	3 / 3	1	5+	6+	5+	MFL (T), APGL		Vehicle 0.5"
Medic Mastiff	2	IN (0-1)	G:7"	5	3 / 3	1	5+	6+	5+	-	APC:1, Medic	Vehicle 0.5"
Hippeis Mastiff	5	CV (0+)	G:7"	5	3 / 3	1	5+	6+	5+	LFM (T), APGL	APC:1	Vehicle 0.5"

PEACE RIVER MODELS LIST

Code Name:	Spitz
Manufacturer:	Paxton
Unit Type:	Motorized Infantry Bike
Height:	1 meter
Weight:	500 kg

Spitz monocycle has recently been developed to bolster Peace River's professional infantry ranks. The unique mono-wheel design has endeared it to the typical Badlander as its single wheel allows for its rider to perform impressive maneuvers and non-linear attack runs.

Infantry

Code Name:	Mameluk
Manufacturer:	Paxton
Unit Type:	Infantry Fighting Vehicle
Height:	2.3 meters
Weight:	3,230 kg

The Mameluk Infantry Fighting Vehicle was developed as a fast light tank. Armed with either a light autocannon or rocket pod, the Mameluk is able to closely support infantry squads with Gear-grade weaponry at a fraction of the price of a Gear and with a lower profile.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Antelope	3	CV (0+), IN (0+)	G:9"	4	2 / 4	1	5+	4+	5+	MMG	Comms:1	Vehicle 0.5"
Elan	3	CV (0+), IN (0+)	G:9"	4	2 / 4	1	5+	4+	5+	MMG	TD:0	Vehicle 0.5"
Spitz Monowheel	3	IN (0+)	G:11"	3	3 / 0	1	5+	3+	6+	MIW	Agile	Infantry 0.5"
Mameluk (Unreleased)	5	CV (0+), IN	G:8"	5	4 / 2	1	4+	5+	6+	LAC (FT, AA), HMG (FT)	Airdrop	Vehicle 0.5"
Arbalest Mameluk	5	CV (0+), IN	G:8"	5	4 / 2	1	4+	5+	6+	LRP (T), HMG (FT)	Airdrop	Vehicle 0.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Riflemen Infantry Squad	3	IN	I:3"	2	2 / 2	1	4+	4+	5+	LIS (AI), LIW, HIS (Stabilizer)		Infantry 0.5"
Anti-Tank Infantry Squad	3	IN	I:3"	2	2 / 2	1	4+	4+	5+	LIS (AI), LAVM		Infantry 0.5"
Sniper Team	3	IN	I:3"	2	2 / 0	1	4+	4+	5+	LIS (AI), HIS (AP:1, Precise, Silent, Stabilizer)	Stealth	Infantry 0.5"
Mortar Infantry Squad	3	IN	I:3"	2	2 / 2	1	4+	4+	5+	LIS (AI), LIM		Infantry 0.5"
Observer Team	3	IN	I:3"	2	2 / 0	1	4+	4+	5+	LIS (AI)	Comms:1, TD:1	Infantry 0.5"
Paratroopers (Infantry Squad or Team upgrade)	+1	-	-	-	-	-	-	-	-	-	+Airdrop	

Code Name:	Valence
Manufacturer:	Paxton
Unit Type:	Engineering Gear
Height:	4.4 meters
Weight:	6,235 kg

Peace River's Engineer Corps is mainly comprised of three Gears. Foremost among these is the Valence. Though unremarkable as a combat vehicle, the Valence is very good at being cheap. A popular choice throughout Terra Nova, the Valance has a reputation for being one of the most comfortable vehicles of its class, allowing engineers to stay cool under fire – literally.

PAXTON ARMS
THE PEACE RIVER CORPORATION

northco

SHAIAN

TERRITORIAL ARMS

Engineering Cobra

Code Name:	Engineering Grizzly
Manufacturer:	Northco / Shaian Mechanics
Unit Type:	Engineering Gear
Height:	5.1 meters
Weight:	8,940 kg

For heavy lifting, Peace River has adopted both the engineering Grizzly and Cobra. Most of these Gears were originally combat units used prior to the Protectorate Defense Plan. Once they became too badly damaged for continued use in military actions they were decommissioned or repurposed for logistics duties.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Valence	3	EG (0+), IN	W:4"	3	2 / 4	1	5+	5+	6+	LAC (Arm), APGL, LHG (Arm), LSE (Arm), LVB (Arm)	Arms, Recovery, Sensors: 6", Vuln:F	Gear 1.5"
Demolisher Valence	4	EG, IN	W:4"	3	2 / 4	1	5+	5+	6+	LSC (Arm), APGL, LHG (Arm), LSE (Arm), LVB (Arm)	Arms, Recovery, Sensors: 6", Vuln:F	Gear 1.5"
Sweeper Valence	3	EG, IN	W:4"	3	2 / 4	1	5+	5+	6+	LFC (Arm), APGL, HHG (Arm), LSE (Arm), LVB (Arm)	Arms, Recovery, Sensors: 6", Vuln:F	Gear 1.5"
Foreman Valence	4	EG (CMD)	W:4"	3	2 / 4	1	5+	5+	5+	LAC, (Arm), APGL, LHG (Arm), LSE (Arm), HCW (Arm, Reach: 1")	Arms, Recovery, Sensors: 6", Vuln:F	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Engineering Grizzly	8	EG	W:4" G:6"	6	3 / 3	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1"), MHG (Arm), MSE (Arm)	Arms, Brawler:2, Recovery, Vuln:F	Gear 2"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Engineering Cobra	8	EG	W:4" G:6"	6	3 / 3	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1"), MHG (Arm), MSE (Arm)	Arms, Brawler:2, Recovery, Vuln:F	Gear 2"

UNIFIED IN ARMS

THE NEW COALITION

The New Coalition (NuCoal) was born in TN 1932 as a trade alliance between several city states in the Westridge Range and Barrington Basin areas of Terra Nova. With the Interpolar War it became a security and protection alliance out of necessity and fear of the two raging super powers. Its seven sword logo represents the seven city states that make up the league. The large central sword for Port Arthur and its military might and the 6 smaller swords for Fort Neil, Prince Gable, Lance Point, Temple Heights, Erech & Ninerveh, and Khayr Ad-Din.

THE WAR OF THE ALLIANCE

While most modern Badlanders have lived in the region for generations, many of their ancestors left the polar leagues for one reason or another. Antipathy to the polar factions has carried through the generations, and has only been reinforced by the numerous wars and skirmishes fought in the region. Honeyed words and empty promises mean little to the typical Badlander, and one of the greatest challenges when establishing NuCoal was overcoming resentment of the CEF's harsh occupation during the War of the Alliance. Few Badlanders were eager to be leashed to another master so soon after regaining their independence.

While Port Arthur is the senior partner in the NuCoal alliance, the stranded population of former CEF soldiers and officers did not always enjoy the prestige they currently command. In TN1913, elements of the 8th CEF Fleet landed in the north of the Barrington Basin in what is now Port Arthur. This large beachhead became the largest CEF encampment on Terra Nova, and was designed to be the staging point of a drive deep into the Mekong Dominion. If successful, this plan would seize strategic oil fields and cripple Southern production capabilities.

Before the CEF forces could advance into the southern jungles and Mekong city-states, they had to first subjugate the region around their West Base site. With little to no organized military in the neighboring settlements, the Barrington Basin was brought under Earth's strict control. The measures utilized by the CEF to maintain control in the populated area were excessively cruel and lasted longer than any other occupation during the war. Thousands of Badlanders caught during partisan operations throughout the war were rounded up and interned at concentration camps outside of present day Port Arthur. After the war, many Badlanders in the region continued to hold grudges against PAK because of their former affiliation with the hated CEF. If the indignities of occupation were not enough, most of the conflicts in the Badlands occurred in the Barrington Basin. As the CEF poured through the region, thousands of people were displaced from their homes, and often in the wake of the invaders coming through the region, homesteads, towns, and oasis towers were stripped of their resources. Often these displaced communities simply disappeared, but a number individuals overcame the odds and joined with polar forces to fight against the invaders.

The lives lost and the bitterness of being subjugated by Earth left a mark on the people of the region, and while Port Arthur has repeatedly proven itself to the NuCoal population there is still some underlying resentment held by a significant minority within the city-states and townships.

NUCOAL

NEW BEGINNINGS
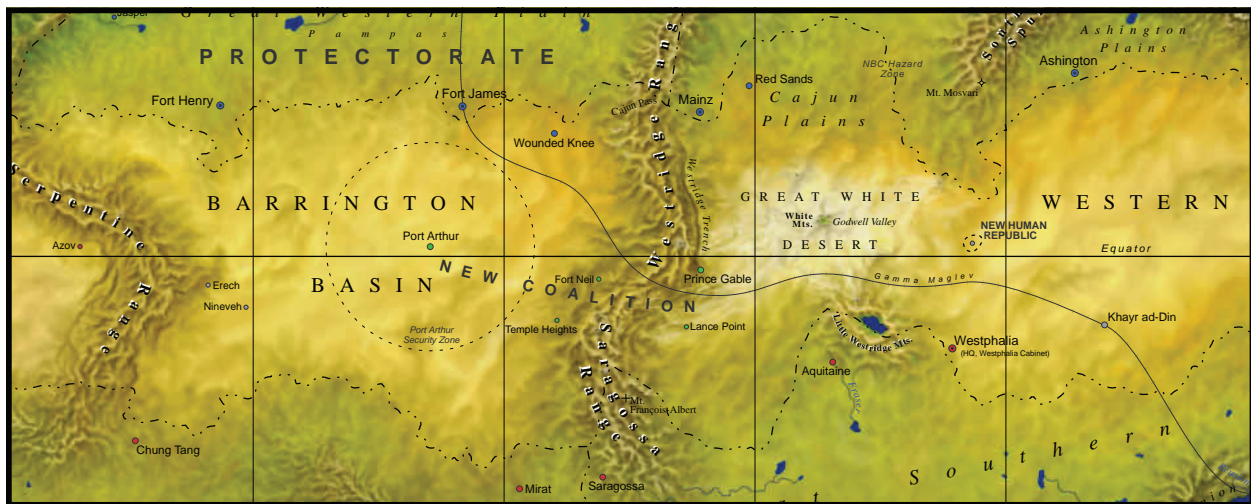
The Barrington Basin and Westridge settlements were left in an unusual situation during the post war cycles. Unlike their polar cousins, the infrastructure of these communities were relatively untouched. Surrendering quickly to the CEF forces meant that very little fighting occurred within the city-states, and most homesteads that capitulated were left intact. After a few towns harbored rebels and were burnt to the ground by the invaders, most Badlanders realized that there was very little they could do openly against such overwhelming odds.

As a result of their passive resistance and early conquest, the region was able to recover within a few cycles. The quick turn around of the Barrington Basin and Westridge settlements put them in a unique position of being able to aid in the reconstruction of the polar leagues. Raw construction materials, heavy equipment, and oil was in heavy demand from both north and south. The Southern Republic in particular relies on oil supplies from Lance Point to this day.

RISE OF AN UNLIKELY TITAN

During the reconstruction following the War of the Alliance, many of the Westridge and Barrington settlements found their raw materials and services in higher demand than normal. Polar communities were devastated by the heavy fighting and orbital bombardments inflicted by the invading Earth forces, and large swathes of basic infrastructure was crippled in the process. Demands for construction materials such as steel and concrete spiked, while necessities like fuel and food were in scare supply. The relatively untouched city-states and counties of the Badlands were happy to meet the needs.

While most communities only concerned themselves with the short term benefits of the boom, Royz Malkolm (then mayor of Fort Neil) saw a potential problem with the sudden demand. As the polar governments began to rely on the natural resources and manufactured goods from the region, there would be very little to keep the desperate leagues from subjugating the population and simply taking what they wanted. Royz began his tour of the region in TN1925, ostensibly to establish a free trade coalition, but with the ultimate goal of establishing a permanent mutual defense pact to defend the region's economic growth and population. The first step required convincing widely disparate groups across the region to agree to the trade pact. Some city-states scoffed at the idea that they were vulnerable to the fears that Malkolm masterfully wove into a story of subjugation and woe. Other more cynical settlements had no interest in joining a group, regardless of any assurances that the alliance would be loose at best. Yet the single largest concern was the worry that by joining together, the polar leagues would be provoked into acting against the members. Even pooled together the military might of the combined city-states would be sorely pressed to defend against a single polar league's armies, and as a result all of them refused Royz's overtures. Malkolm was finally able to address the security concerns in TN1931, when he convinced Colonel Arthur to enter into the alliance as a senior partner. Temple Heights, Prince Gable, and Lance Point promptly signed onto the trade alliance on 16 Summer, TN1931, with a number of counties along the Gamma Maglev line and the Westridge Mountains joining shortly thereafter. In most of these communities, there was tremendous apprehension about working with Port Arthur; all had been occupied during the War of the Alliance and those wounds had hardly healed by the time NuCoal was established, but the security and economic benefits of the alliance outweighed those concerns. The NuCoal Badlander's viewpoint was a pragmatic one.

ECONOMIC DEVELOPMENT

The members of the fledgling trade group saw an immediate upsurge in their local economies practically as soon as the ink was dry on the treaty documents. The free trade zone and law enforcement partnerships created a great deal of stability within the Barrington Basin and Westridge settlements. NuCoal's member states now had less to fear from any economic sanctions placed by polar competitors; the threat of being able to reserve any sanctions allowed them to mitigate the worst tariffs on its exported goods. While their new-found might did nothing to lessen the threat of corporate espionage, for the first time commerce between the Badlands and the poles would flow freely, unimpeded by political barriers.

NuCoal's fiercest economic competitor proved not to be any of the polar leagues, but an icon in the Badlands - Paxton Arms. Fearing Port Arthur's growing influence in both military and economic spheres, Paxton waged a covert war to suppress the economic development of all NuCoal members. The vast majority of espionage attempts were aimed directly at Port Arthur, and for a number of cycles these actions were successful at curtailing the city-state from building a significant manufacturing base. Other NuCoal city-states were mostly untouched by Paxton's intrigues, allowing them to benefit from Port Arthur's falling output and difficulties in opening new markets. While this allowed NuCoal as a whole to flourish, these smaller communities did wind up facing political and economic pressures from Peace River, ever the proxy for Paxton Arms' corporate aims.

The smaller county towns and homesteading communities thrived from the economic and physical security provided by NuCoal. By late TN1936 more than eighty five percent of the rural counties in the region made the decision to join NuCoal. As members, these rural counties enjoyed subsidized infrastructure funding in addition to a measure of security against polar aggression.

Port Arthur's association with the Humanist Alliance aided considerably in NuCoal's regional development. While this aid came covertly at first, the Humanists aimed to improve the infrastructure of the region in order to support a larger population. During Spring of TN1931, key members of the White Rock and Thebes preceptor and commoner caste were relocated to Port Arthur. The initial wave of a few thousand individuals turned into a flood after the siege of White Rock left the Humanist city-state in dire straights. When Southern Republic forces entered White Rock on 33 Spring TN1936, they found the city empty except for forty thousand armed commoners whose nonviolent programming had been weakened or even removed. The Southern Republic speculated that the city-state's occupants had fled to the east, but Archon Navar had assigned a portion of his escaping army to move the refugees east into the Badlands. The unprecedented exodus of nearly three million Humanist refugees during the Inter-Polar War was a little known secret, lost amidst the many tragedies of that period. Prepared routes along the Emerald Belt and the Pacifica Range that had been created as an exit corridor for HAPF, ended up serving the general Humanist population as a path to a new future. Defying both Northern and Southern forces in the Badlands, the vital Gamma Maglev line from Khayr ad-Din to the Westridge was kept open by NSDF and KADA forces largely to ferry supplies, refugees, and HAPF personnel into NuCoal.

TROUBLED TIMES AND HIGH HOPES

During the five cycles between the founding of NuCoal and the start of the Inter-Polar War, the member states of the trade alliance enjoyed a considerable growth in their economies. The security offered by Port Arthur created a stable environment for trade through the region, and as the communities prospered the citizens of the city-states and counties saw their association with the former Earth invaders with less apprehension. Port Arthur grew to prominence as both a protector and profitable senior partner.

These early cycles of growth did not come without incident, however. Labor riots orchestrated by the Badland's Revolutionary Front in TN1934 at Lance Point, threatened the foundation of the fragile alliance. Under the leadership of Ernesto Jaxon, the Badland's Revolutionary Front engaged in open warfare with Lance Point corporate security over horrendous working conditions. With vital oil supplies cut off, the Southern Republic deployed the 2nd Legion Noire Regiment and 11th MILICIA Regiment, to crack down on the uprising and open the pipelines. This fighting lead to Lance Point being permanently occupied by southern forces, and threatened to drive a wedge in the NuCoal alliance. Due to the distance and concerns over dragging the entire region into a war, PAK was unable to respond to the southern intervention, when even though one of the member city-states was directly under military occupation, seemingly

making a mockery of the security guarantees that NuCoal was founded on.

Rising tensions between the polar governments became a major concern for the member cities and counties. Due to Port Arthur's military incapability to intervene in the Lance Point incident, Malkolm approached the leaders of the coalition at Prince Gable in Spring of TN1935 to address the need of an organized military force to repel any invasion. At first the leaders balked at his suggestion, but Prince Gable's governor, Andrea Sinclair, cleared the way by offering her support for the venture. By Summer of TN1935 the foundations for the NuCoal Self Defense Force were in place, and the city-states began contributing, modernizing and standardizing equipment between each other. Older equipment was given to the rural counties for local defense in exchange for participation in the defense pact. Malkolm and Sinclair also negotiated for a common Marshall Service to provide impartial regional law enforcement. The service has jurisdiction only in areas that participate in the program, and initially only a handful of counties signed up. However, in the post Inter-Polar War period the necessity of having a strong law enforcement element increased the demand for marshals throughout the region. With a plan for mutual defense and stunning economic growth, the Barrington Basin and Westridge settlements had good reason to hope they could weather the upcoming storm.

THE INTER-POLAR WAR

After the battle of Rahnguard Oasis in TN1936, the whole of Terra Nova was plunged into a devastating war. Forces from both polar governments poured through the Barrington Basin and cut off the Gamma Maglev's service. NuCoal SDF regiments, which were in the middle of organizing, scrambled to defend their territories from invading forces and the member states looked to the PAK to mobilize in defense of the region. In response Colonel Arthur activated reserves and sent battle groups to protect vital rail lines and the perimeters of the city-states. NuCoal cities and communities declared neutrality in the conflict as part of the defense plan. While settlements were allowed to supply non-military goods to the forces, most chose not to offer any form of support to polar forces as a show of solidarity. Lance Point's occupation exempted it from the policy, and as the war's pace increased the city-state found itself a deployment zone for MILICIA forces. In general the policy of neutrality served the members of the coalition well. Cut off from polar markets, the cities and communities struggled but the foundations established five cycles earlier helped NuCoal members to weather the worst effects of the turmoil. Substantial changes in the nature of NuCoal's alliance occurred during the Inter-Polar War. The Battle of Two Towers on 22 Summer TN1936 resulted in the destruction of an oasis tower located in the Barrington Basin named Bianca. While not a member of NuCoal, the fact that a Badlands community was destroyed in the fighting between polar forces resonated strongly within all segments of the alliance.

During the war, Malkolm and his diplomatic corps saw an opportunity to draw formerly reluctant communities into NuCoal, principally the twin city-states of Erech and Nineveh. Early in Autumn of TN1936 NuCoal diplomats attempted to recruit one of either city to the coalition. In what would be known as the Monday Blues incident, Malkolm entered a grueling week long negotiation with the leaders of both cites but only managed to convince them to join the coalition when polar forces threatened to occupy both cities and turn the region into a battleground. On 15th Autumn TN1936, Colonel Arthur's 17th Guards regiment arrived in the area and joined forces with the militaries of Erech and Nineveh in an attempt to repel the polar forces near the two cities. Over the course of the next eight days, the combined PAK and NuCoal forces successfully defended Erech and Nineveh from various polar incursions, and on 23 Autumn TN1936 the polar regiments began withdrawing from NuCoal territory. Unlike the debacle at Lance Point, Port Arthur had finally proven it could defend NuCoal's interests from polar aggression. For the first time the coalition's members believed they could prevent polar forces from occupying their territory.

NUCOAL

NUCOAL - UNIFIED IN ARMS

POST WAR REFLECTIONS AND NEW ALLIANCES

After Peace River's destruction in TN1939, the exhausted polar forces sued for peace. While the devastation inflicted during the Inter-Polar War was not as great as that during the War of the Alliance, the polar leagues faced social and political upheavals during the post war cycles. NuCoal emerged from the Inter-Polar War unified in its purpose, with Badlanders living in NuCoal beginning to identify themselves primarily as being citizens of the coalition. Part of the success of NuCoal's design was how the alliance allowed self-governance and relative autonomy within the original borders, which played well to the Badlander's sense of independence. At the same time, the economic and military successes of the prior decade gave the population a unifying pride in their accomplishments.

The NSDF, PAK and KADA were successful in their defense of the region, which weathered the war with little damage to its infrastructure or peoples. Once again the region was able to provide construction materials, heavy equipment and necessities for the polar factions, and the political turmoil throughout the poles made migration to NuCoal an attractive option. Refugees poured into the region from all corners of the globe, but especially from the Humanist Alliance as the Southern Republic absorbed half of their home country. Jobs were plentiful in the booming economies of the Barrington Basin for these refugees, and the rapid growth of both population and manufacturing base surprised even the most optimistic members of NuCoal's leadership.

NuCoal's secret relationship with the Humanist Alliance was revealed in TN1942, when NSDF, PAK, and HAPF forces conducted joint exercises near Lance Point. Shocked MILICIA units had been informed they would be undertaking joint exercises with PAK and NSDF regiments, but were completely unprepared for the inclusion of HAPF forces. The implications of HAPF units actively opposing AST forces sent shockwaves throughout the Southern Republic, resulting in a concerted propaganda war against both Port Arthur and the Humanist Alliance. Once the close alliance between NuCoal and the Humanist Alliance was revealed, NuCoal was able to make economic inroads into the Eastern Sun Emirates. While Paxton Arms had secured exclusive military contracts with the Regent Shirow, infrastructure and military contracts for rural emirate retinues were wide open for NuCoal corporations. Shirow invested large sums of money to repair the infrastructure damage suffered during the civil war. Neil Motor Works capitalized on the expenditures by selling construction Gears, vehicles, and heavy equipment, while supplying the emerging market of the Shajhalin caste with civilian vehicles. Port Arthur's numerous construction firms undercut polar competitors by providing inexpensive materials and demonstrating proven quick construction techniques developed during NuCoal's rapid growth cycles.

THE WAR FOR TERRA NOVA

Every war has its traitors and the War for Terra Nova was no different. The arrival of the CEF invasion fleet marked a trial by fire for the newly emerged power bloc of Nucoal. Betrayed from within, Port Arthur fell to the CEF with nary a shot fired, so complete and thorough were the traitors actions that Col. Arthur himself barely escaped the hangman's noose.

As disaster struck old loyalties re-emerged and the various powers that formed the coalition fell back upon what was familiar. In Prince Gable entire regiments allied themselves with the Northern Guard where as in Lance Point they looked to the MILICIA for guidance. Of the Grels that made up the might of PAK however many who had for so long cast off their Terran masters now took advantage of their deployments to find succour in the company of their Terra Novan allies. They may have, long ago arrived as invaders but this dusty little world was now their home and they would die defending it.

Eventually Col. Arthur was able to wrest control of PAK back from the traitors who occupied his city. The streets of Port Arthur ran red with blood as Minerva commando teams executed Earth sympathizers with extreme prejudice. The arch traitor Major Bukharin, was decapitated in her own command centre in front of all to witness.

Determined to ensure that his legacy would not be sullied by the taint of betrayal Col. Arthur now throws his entire might behind the armies of Terra Nova. The invaders have sown the storm and now they must reap the whirlwind.

NSDF HISTORY

The most substantial changes to NuCoal's defensive capabilities during the post Inter-Polar War period was the rapid growth and modernization of the NuCoal Self Defense Force. The war proved how vulnerable the city-states and counties were to polar predations. Though there were notable successes in fending off polar forces during the war, those skirmishes and battles exposed serious issues in coordination and training between the various militaries of the member states. Riding the wave of popular support for the newly formed NSDF, the members of NuCoal chose to aggressively standardize and modernize their equipment, personnel and facilities.

The development of the Gallic series such as the Chasseur, Jerboa and Voltigeur provided a path to standardize the rag tag NuCoal garrisons while simultaneously modernizing them with updated equipment. The city-states phased out their entire stock of polar and Paxton produced equipment in favor of NuCoal material, while more rural counties accepted most of the obsolete equipment on loan.

The new equipment would only be as good as the person wielding it, and training programs were instituted at the local base of every city-state for their regular soldiers. Volunteer citizens from the city-states and the counties undergo standardized reserves training throughout the cycle at either Port Arthur's Sigma Encampment or Torrence Station, an oasis tower located forty kilometer north of Lance Point. Only the occupied city-state of Lance Point differs from this policy, sending all both regular and reserve trainees to the Sigma Encampment or Torrence Station.

Finally, the militarization of the region included the construction of firebases similar to the bases used by the PAK. These small underground facilities support one company comfortably, but are designed to house full regiments on the move for short periods of time. These outposts are typically found near county seats and concentrated homestead areas, with garrison forces recruited primarily from the local community.

RANK INSIGNIA

The NSDF utilizes the same ranking system as the Port Arthur Korps. In times of war, PAK High Command will integrate the NSDF into a single fighting force. Noticeably absent from the ranks is Soldier, the CEF classification given to all GREL. GRELs that are enlisted with the NSDF are given ranks equivalent to their human counterparts, to the disgust of some traditionalists in PAK.

Force Commander

General	Brigadier General	Chief of Operations

Colonel	Lieutenant Colonel	Major

Captain	Senior Lieutenant	Lieutenant	Junior Lieutenant

Senior Sergeant Major	Sergeant Major	Junior Sergeant Major	Senior Sergeant	Sergeant

Senior Corporal	Corporal	Trooper
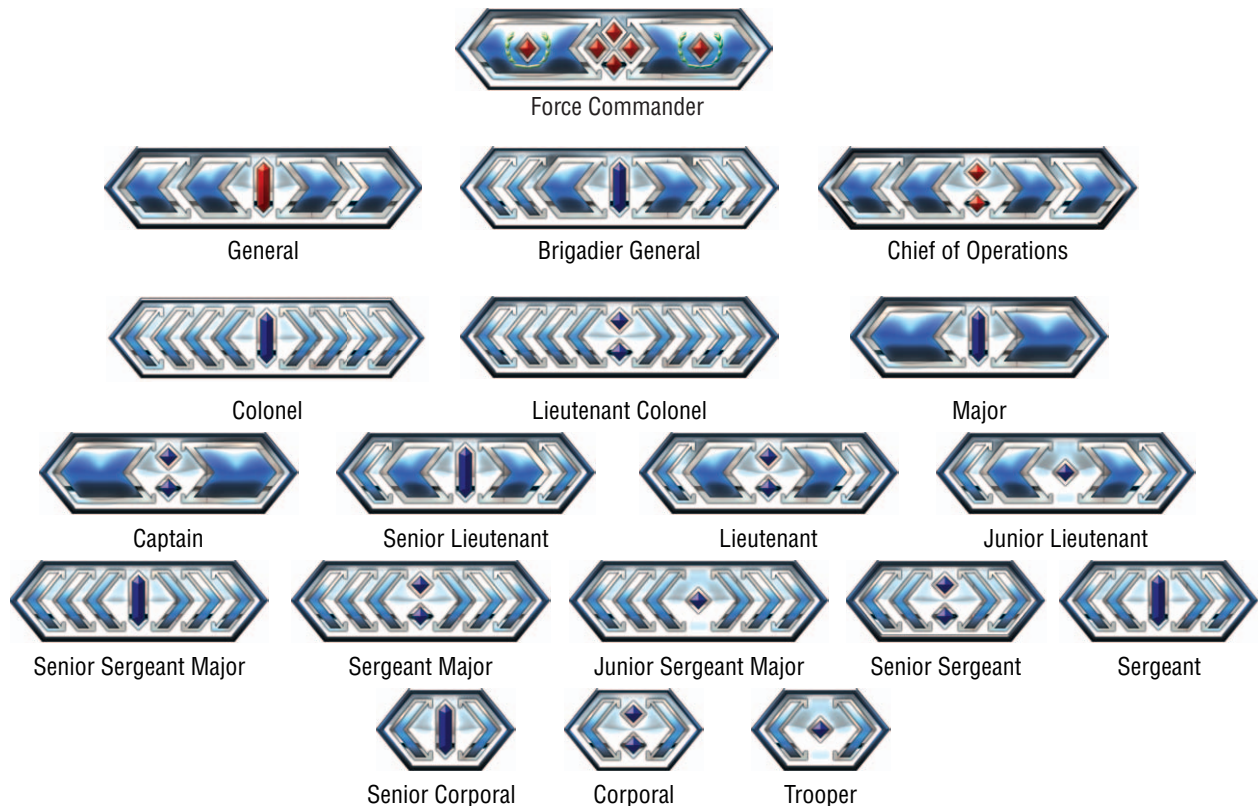
NUCOAL FORCES:

A **Generic NuCoal Force** may be constructed using only the NuCoal Models List. This is the default option and should be used when learning the game rules.

All the models in the NuCoal Models List can be used in any of the sub-lists below. These Sub-Lists allow players to add additional specialized upgrades to their models as they collect their Force.

NuCoal Special Rules:

♦ **Port Arthur GREL Allies:** Any NuCoal Sub-List can include Support units with the Unit Availability of IN from the CEF Model List. Any NuCoal unit with a Unit availability of HV may select LHT-67 and LHT-71 models from the CEF Model List. LHT-67 and LHT-71 models selected this way may replace their LC, PA, or RL weapon with a MRC for +0TV.

♦ **South Allies:** Any NuCoal unit with a Unit Availability of HV may select Hetaroi models from the South Models List.

SUB LISTS:

NSDF - NuCoal Self Defense Force Regiments (NuCoal Sub-List):
The NSDF is newly constituted force but benefits from being well-funded and motivated. The main strengths of the NSDF are its advanced Gears and the unparalleled effectiveness of these hover Gears and vehicles when exploited with their signature hit-and-run tactics. The huge resource wealth of the Barrington Basin attracts much attention from the North and the South and now for the first time the inhabitants of the region have a means to defend themselves from being trapped between the two superpowers.

♦ **Well Supported:** Each Primary Unit in this Force may have two Support units. The number of actions in the Support units may not exceed the standard number of actions for a Support unit: Example: A Primary unit of 5 actions may have up to two Support units of up to 3 actions total.

HAPF - Humanist Alliance Protection Force (NuCoal Sub-List + Allies:South):
Refugees from the old Humanist Alliance territories in the Southern hemisphere, the castes of the Humanist Alliance boast a powerful and highly advanced armed forces. Though their original manufacturing is now lost to the Southern Republic, the Humanist Alliance has rebuilt itself within NuCoal and now uses its highly skilled citizens to create a force strong enough that never again will the Alliance be at risk of destruction.

♦ **Team Play:** Primary units may only consist of models with two or more actions.

♦ **Walk or Fly:** Primary units may not include vehicles with only the ground movement type.

♦ **Allies: South:** The army may include Support units with a Unit Availability of GP, SK, FS, LT, HV, and CV chosen from the South Models List. Sagittarius, Fire Dragon, and Naga models from the South Models List may be selected for HAPF Primary units with the Unit Availability of ST

♦ **Advanced Weapons:** Reduce the Threat point Value of Models with a Unit Availability of ST or HV that are equipped with an Advanced Category weapon by 1TV.

♦ **Transition Forces:** HAPF units may mix models from the South and NuCoal Force lists if their Unit Availability Attribute matches the Unit Availability of the unit. Only models which are allowed by the "Allies: South" rule may be included.

PAK - Port Arthur Korps (NuCoal Sub-List + Allies:North/South/CEF):
The Port Arthur Korps is the remnant of the first failed invasion of Terra Nova, lead by Col. Arthur himself. The Korp's free GREL army is the largest contributor to the defense of NuCoal. Their equipment is not the top of the line but the GREL infantry and hover vehicles form a very strong core that few are willing to test. It is the presence of Port Arthur that makes the polar leagues think twice about expanding more into NuCoal territory.

♦ **Hovertank Commander:** The commanding officer of a PAK force must select a Vehicle type model.

♦ **Allies: North and South:** The army may include Gears with a Unit Availability of GP, SK, FS, RC, and VL as Support units chosen from the North and South Model Lists.

♦ **Allies: CEF:** The army may include LT, MT, IN, and CV units from the CEF force list. The Force may include 0-1 RC unit that only includes HC-3 models. LT-71 and MT-72 models may only be chosen for Veteran units.

LP - Lance Point (NuCoal Sub-List + Allies:South):
A fast-growing city state, Lance Point is an oil boom town currently occupied by Southern forces. Time will tell if the presence of these 'Observers' will be come a permanent feature of the situation in Lance Point.

♦ **Allies: South:** This Force may include Support units with a Unit Availability of GP, SK, FS, RC, LT and HT Support units from the South Models List.

♦ **Pathfinders:** Any Gear unit may use the Pathfinders Reserve deployment option.

♦ **Observers:** Allied support units may not use Command points from NuCoal models. South Support units may be given any General upgrades except CMD model upgrades and may be veterans without counting towards the total number of veteran units in the force.

SUB LISTS [CONTINUED]:

NFN - Fort Neil (NuCoal Sub-List + Allies: South):
Fort Neil is an industrial hub that has spearheaded many of the new developments of the Gallic series of Gears. In addition, the Sampson hover APC was developed by Fort Neil engineers and formations of the APC are common in the Fort Neil regiments and the local Rally courses.

♦ **Licensed Fabrication:** The army may include Sidewinders, and Ferrets from the North and South Model Lists in any NuCoal unit with a matching Unit Availability.

♦ **Test Pilots:** In addition to normal Veteran upgrade options, each unit, including Support units, may upgrade one model with the Veteran upgrade. These models may select upgrades from the Generic and Veteran Upgrades list.

♦ **Fast Cavalry:** Sampson models gain the Agile trait for 0TV.

PG - Prince Gable (NuCoal Sub-List + Allies: North):
Unable to muster a professional standing army, the security forces of Prince Gable must instead harness the vast communications power of the Hermes 72 network and the skills of their electronic warfare pilots to be an effective deterrent.

♦ **Allies:** North: The army may include Support units with a Unit Availability of GP, SK, FS, CV, IN, and RC units from the North Models List.

♦ **Satellite Network:** Improve the SatUp Skill of any model with a SatUp:X+ trait by 1 for 0TV. Any commander without a SatUp:X+ trait may add a SatUp:5+ trait for 1TV.

♦ **Hackers:** A model in this Force using an ECM Sensor Jamming action or reaction improves its Electronic Warfare (EW) skill rating by 1.

EN - Erech & Ninerveh (NuCoal Sub-List + Allies: North/South):
The Twin cities have vast wealth, enough to host several private military contractors each. This tends to give their militaries a slightly incoherent feel but the mercenaries are highly professional and well-equipped. When not on active duty, the citizens and soldiers spend a lot of their time participating in races, wagering their fuel allowances and even their lives on the outcomes.

♦ **Allies: Choose North or South:** The army may include Combat groups with units with a Unit Availability of GP, SK, FS, and RC as Primary or Support units from the chosen Faction Model List. Allied units may not be combined in the same Combat Groups as NuCoal units. Models chosen with the UA:GP lose any Limited Trait.

♦ **High Octane:** Add +1" MR to all non-infantry models when moving in Open terrain or on Road terrain.

♦ **Personal Equipment:** Allied Primary or Support units may choose upgrades from the Veterans upgrade list without selecting the veteran upgrade or counting toward the limit on veteran units.

KADA - Khayr Ad-Din (NuCoal Sub-List +Allies: North, South, Peace River):
The Arena city is a contradiction in terms, a place where anyone is welcome if they either have enough coin, or if their skill will win a fortune. Gear pilots who would be the bitterest enemies in any other circumstances will fight to defend the city together against all comers. Nominally a military force, the regiments of Khayr ad-Din fight with a lethal flair that can only be learned in the arena.

♦ **Commander:** All KADA Commander models gain the Duelist trait for 0TV and may select Duelist options.

♦ **Heroes of the Arena:** A KADA force may include any number of Duelists. Non-commander duelists may choose their Gears from the North, South, Peace River, or NuCoal force lists.

♦ **The Brute:** One non-commander Duelist may select a Strider type model from the North, South, Peace River, or NuCoal force lists.

♦ **Pack Hunters:** Duelists in a KADA force do not use the Lone Wolf rule (See A2.4).

♦ **Gear Regiments:** KADA Forces may not select Units with a Unit Availability of HT, IN, or HV as Primary units.

TH - Temple Heights (NuCoal Sub-List):
An enigma, the temple city of Temple heights has gone from an obscure city in the badlands to a thriving refugee center and destination. From liberated GREL soldiers to the mysterious Sandriders all types now call the crescent mesa city home. The Sandriders have changed the nature of combat in the region and even units that only recently joined them in training are reported to have made leaps in skill and now fight with an intensity that shocks their opponents. Reports about the Sandriders themselves are inconsistent because every recon mission to observe the Sandrider camps mysteriously disappears and rumor is that the desert itself rises up to defend its own.

♦ **Jannite Pilots:** Any Gear model in the Force may upgrade to 2 Actions for +3TV.

♦ **Local Militia:** Each Combat Group must include at least one unit with the IN Unit Availability. This unit must have either the Limited:SR or Limited:EK trait. Veteran Sandrider units may have 0+ En Koreshi models.

♦ **One with the Desert:** Temple Heights forces are unaffected by weather effects.

HEAVY GEAR BLITZ!
Living Rulebook Ver. 2.0

NUCOAL

Code Name:	Chasseur
Manufacturer:	Various
Unit Type:	Trooper Gear
Height:	4.3 meters
Weight:	6,600 kg

The Chasseur is the primary trooper Gear in production for NuCoal, the HAPF and PAK. The ability of the Gear to maintain speed with hover vehicles makes the Chasseur a versatile unit. The interchangeability of parts shared with the Jager Gear simplifies repair and the ability to match the mobility of the CEF invaders is an additional plus for all three armies.

Code Name:	Chasseur Mk2
Manufacturer:	Neil Motorworks
Unit Type:	StrikeTrooper Gear
Height:	4.4 meters
Weight:	7,000 kg

Released a cycle after the MkI, The MkII has seen limited distribution due to the complexities of manufacturing and maintenance. Gear cadres using the MK II have shown amazing results against CEF forces. Their high speed and agility has allowed them to perform aggressive flanking maneuvers successfully.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Chasseur	6	GP (0+), FS , HV , ST, HT	W:5" H:9"	6	3 / 3	1	4+	4+	6+	LAC (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Chasseur Gunner	7	GP , FS	W:5" H:9"	6	3 / 3	1	4+	4+	6+	MAC (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Chasseur Grenadier	7	GP , FS	W:5" H:9"	6	3 / 3	1	4+	4+	6+	LGL (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Chasseur Flechette	6	GP , FS	W:5" H:9"	6	3 / 3	1	4+	4+	6+	MFC (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
Chasseur Hellfire	7	GP , FS	W:5" H:9"	6	3 / 3	1	4+	4+	6+	LBZ (Arm), LRP, APGL, LVB (Arm)	Arms	Gear 1.5"
CV (Chasseur upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	ECCM	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Chasseur Mk2	8	GP , SK	W:5" H:9"	6	3 / 3	1	4+	3+	6+	LAC (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Jetpack: 6" (Aux)	Gear 1.5"
Chasseur Mk2 Gunner	9	GP , SK	W:5" H:9"	6	3 / 3	1	4+	3+	6+	MAC (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Jetpack: 6" (Aux)	Gear 1.5"
Chasseur Mk2 Grenadier	9	GP , SK	W:5" H:9"	6	3 / 3	1	4+	3+	6+	LGL (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Jetpack: 6" (Aux)	Gear 1.5"
Chasseur Mk2 Flechette	8	GP , SK	W:5" H:9"	6	3 / 3	1	4+	3+	6+	MFC (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Jetpack: 6" (Aux)	Gear 1.5"
Chasseur Mk2 Hellfire	9	GP , SK	W:5" H:9"	6	3 / 3	1	4+	3+	6+	LBZ (Arm), LRP, APGL, LVB (Arm)	Agile, Arms, Jetpack: 6" (Aux)	Gear 1.5"
CV (Chasseur Mk2 upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	ECCM	

Code Name:	Cuirassier
Manufacturer:	Various
Unit Type:	Strike Gear
Height:	4.6 meters
Weight:	7,120 kg

A heavy trooper that has served the HAPF since the Interpolar War, the Cuirassier is well-loved by the league's elite units. In NuCoal SDF regiments, the Gear is a popular alternative to the Chasseur Mk2. Pilots with difficulties handling the complexities of a hover enabled Gear enjoy the more standard movement systems of the Cuirassier.

Command Cuirassier

Code Name:	Wildcat
Manufacturer:	Keimuri Gear / Neil Motorworks
Unit Type:	Strike Gear
Height:	4.3 meters
Weight:	6,580 kg

Though an older Gear design, the Wildcat with new upgrades making it more fast and agile, has proven popular in many Badlands communities. In TN1942, Keimuri Gear and Neil Motor Works also entered into an agreement to manufacture Wildcat Gears and replacement components for NuCoal.

NUCOAL

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Cuirassier	10	SK (0+), RC (CMD)	W:6" G:7"	6	3 / 3	1	3+	3+	5+	MAC (Arm), LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms	Gear 1.5"
Cuirassier Hellfire	12	SK	W:6" G:7"	6	3 / 3	1	3+	3+	5+	MBZ (Arm), LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms	Gear 1.5"
Cuirassier Long Gunner	11	SK	W:6" G:7"	6	3 / 3	1	3+	3+	5+	HRF (Arm), LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms	Gear 1.5"
Cuirassier Grenadier	11	SK	W:6" G:7"	6	3 / 3	1	3+	3+	5+	MGL (Arm), LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms	Gear 1.5"
Cuirassier Lance	11	SK	W:6" G:7"	6	3 / 3	1	3+	3+	5+	LAC (AA, Arm, Burst:2) LRP, APGL, LVB (Arm)	Agile, Airdrop, Arms	Gear 1.5"
CV (Cuirassier upgrade)	+1	+(CMD)	-	-	-	-	-	-	4+	-	+ECCM, SatUp:5+ (Aux)	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Wildcat	7	RC , SK	W:6" G:8"	5	3 / 3	1	5+	4+	6+	LAC (Arm), LRP, MVB (Arm)	Agile, Arms, Brawler:1, Comms:1,	Gear 1.5"
Riotmaster Wildcat	7	RC , SK	W:6" G:8"	5	3 / 3	1	5+	4+	6+	LFC (Arm), LRP, MVB (Arm)	Agile, Arms, Brawler:1, Comms:1,	Gear 1.5"
Gunner Wildcat	8	SK	W:6" G:8"	5	3 / 3	1	5+	4+	6+	MAC (Arm), LRP, MVB (Arm)	Agile, Arms, Brawler:1, Comms:1,	Gear 1.5"
Assault Wildcat	8	SK	W:6" G:8"	5	3 / 3	1	5+	4+	6+	LSC (Arm), MVB (Arm)	Agile, Arms, Brawler:1, Comms:1,	Gear 1.5"

VERTON TECH
VT

NEIL MOTORWORKS
NM

Code Name:	Jerboa
Manufacturer:	Verton Tech
Unit Type:	Recon Gear
Height:	3.6 meters
Weight:	4,915 kg

The Jerboa is a popular recon Gear within the NSDF. Currently the Jerboa has seen wide deployment throughout the Coalition, replacing the Northern Ferret. The Jerboa is a superior unit to the Ferret due to the increased level of comfort that it offers the pilot and the ability to employ jet-assisted movements.

Code Name:	Boa
Manufacturer:	Neil Motorworks
Unit Type:	Fire Support Gear
Height:	4.8 meters
Weight:	9,100 kg

When designed, the Boa was meant to be the heaviest armored Gear on the market but ended up undergunned. NuCoal and Humanist engineers found a solution for the Boa's problems by increasing the unit's power via a revolutionary quad engine design. The Boa's reputation for toughness has been a boon for sales of this massive Gear.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Jerboa	6	FS , RC (0+), HT	W:5" G:9"	4	3 / 3	1	5+	3+	4+	LRF (Arm), RP (PEN:6), APGL, LVB (Arm)	Arms, Brawler:-1, Comms:1, ECM:2, Jetpack:6" (Aux), Sensors:18"	Gear 1"
Jerboa Fist	6	RC	W:5" G:9"	4	3 / 3	1	5+	3+	4+	LRF (Arm), RP (Pen:6), LPZ, APGL, LVB (Arm)	Arms, Brawler:-1, Comms:1, ECM:2, Jetpack:6" (Aux), Sensors:18"	Gear 1"
Jerboa Flash	6	RC	W:5" G:9"	4	3 / 3	1	5+	3+	4+	LRF (Arm), RP (PEN:6), APGL, LVB (Arm)	Arms, Brawler:-1, Comms:1, Jetpack:6" (Aux), Sensors: 18", TD:1	Gear 1"
Jerboa Sentry	7	RC	W:5" G:9"	4	3 / 3	1	5+	3+	4+	LRF (Arm), APGL, LVB (Arm, PEN:6)	Arms, Comms:1, Jetpack:6", SatUp:5+ (Aux), Sensors:18"	Gear 1"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Boa	14	FS	W:4" G:5"	9	5 / 1	1	4+	5+	6+	HAC (Arm), MRP, MFM, MMG, MVB (Arm, Reach 1")	Arms, Brawler:2	Gear 2"
Strike Boa	14	FS	W:4" G:5"	9	5 / 1	1	4+	5+	6+	MBZ (Arm), MRP, MGM, MMG, MVB (Arm, Reach 1")	Arms, Brawler:2	Gear 2"
Firestorm Boa	14	FS	W:4" G:5"	9	5 / 1	1	4+	5+	6+	MRL (Arm) MRP, MGM, MMG, MVB (Arm, Reach 1")	Arms, Brawler:2	Gear 2"

Code Name:	Chevalier
Manufacturer:	Neil Motorworks
Unit Type:	Fire Support Gear
Height:	5.0 meters
Weight:	8,900 kg

The Chevalier has a good variety of support and assault weapons, making the support Gear versatile on the field. The Gear shines in its role with a combination of light guided mortar and heavy incendiary rockets. Chevalier pilots represent a small subset of the NuCoal population who prefer firepower over speed.
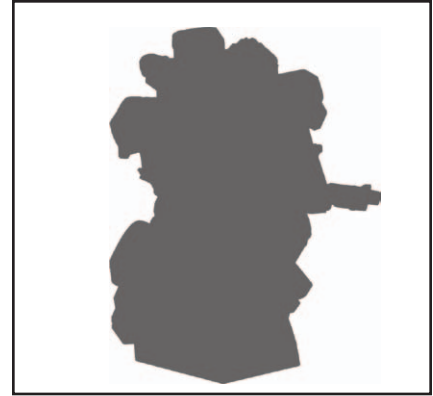
Code Name:	Arbalestier
Manufacturer:	Neil Motorworks
Unit Type:	Fire Support Gear
Height:	5.0 meters
Weight:	9,050 kg

As the NSDF utilises a high number of ground effect vehicles and Gears, traditional support elements often found themselves struggling to keep up with the high speed maneuvers that have become the coalition's trademark. The Arbalestier is the hover-capable support Gear they required to effectively duel with targets like King Cobras.

NUCOAL

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Chevalier	14	FS (0+)	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HAC (Arm), MAR (Fire:1), LGM, HMG (Link), LVB (Arm)	Arms, Autopilot	Gear 2"
Chevalier Hellfire	14	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	MBZ (Arm), MAPR (Fire:2, Link), LGM, HMG (Link), LVB (Arm)	Arms, Autopilot	Gear 2"
Chevalier Hammer	14	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HRF (Arm), MAR (Fire:1), LAG (Stabilizier), HMG (Link), LVB (Arm)	Arms, Autopilot	Gear 2"
Chevalier Spear	14	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HAC (Arm), HRP (Link), HMG (Link), LVB (Arm)	Arms, Autopilot	Gear 2"
Chevalier Javelin	15	FS	W:4" G:5"	8	4 / 2	1	4+	5+	6+	HAC (Arm), MATM , HMG (Link), LVB (Arm)	Arms, Autopilot	Gear 2"
CV (Chevalier upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	+ECCM, SatUp:6+ (Aux)	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Arbalestier (unreleased)	19	FS, HV	W:4" H:7"	9	3 / 3	2	3+	4+	6+	HRP (Arm), MFC, HPZ, HMG, APGL, MVB (Arm)	Arms, Vet, Airdrop	Gear 2"
Arbalestier Grenadier	19	FS, HV	W:4" H:7"	9	3 / 3	2	3+	4+	6+	HRP (Arm), MGL, HPZ, HMG, APGL, MVB (Arm)	Arms, Vet, Airdrop	Gear 2"
Arbalestier Demolisher	19	FS, HV	W:4" H:7"	9	3 / 3	2	3+	4+	6+	HRP (Arm), HPZ, HMG, APGL, HSE, MVB (Arm)	Arms, Vet, Airdrop	Gear 2"

NUCOAL MODELS LIST

Code Name:	Chasseur Paratrooper
Manufacturer:	Various
Unit Type:	Paratrooper Gear
Height:	4.3 meters
Weight:	6,435 kg

The Jerboa and Chasseur paratrooper gears fielded by the NSDF have retained many of the features found on their standard variants. In addition to the standard reinforced frame and shock absorbers that allow them to survive the impact of a landing, the addition of ground effect gear or jetpacks give these Gears an additional degree of descent control.

Code Name:	Jerboa Paratrooper
Manufacturer:	Verton Tech
Unit Type:	Paratrooper Gear
Height:	3.6 meters
Weight:	4,750 kg

The main difference in these Gears armaments is the shedding of the shoulder-mounted rocket pack for both weight and safety purposes. On the Chasseur this is offset by the use of a standard paratrooper rifle that combines an autocannon and light grenade launcher into a single package. The Jerboa keeps its rifle and its role is as a recon unit.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Chasseur Paratrooper	7	PT (0+)	W:5" H:9"	6	3 / 3	1	4+	4+	6+	LAC (Arm), LGL (Arm), APGL, LSG (Arm)	Airdrop, Arms	Gear 1.5"
Chasseur Paratrooper Gunner	8	PT	W:5" H:9"	6	3 / 3	1	4+	4+	6+	MAC (Arm), APGL, LSG (Arm)	Airdrop, Arms	Gear 1.5"
Chasseur Paratrooper Hellfire	8	PT	W:5" H:9"	6	3 / 3	1	4+	4+	6+	LBZ (Arm), APGL, LSB (Arm)	Airdrop, Arms	Gear 1.5"
CV (Chasseur Paratrooper upgrade)	+1	+(CMD)	-	-	-	-	-	-	5+	-	ECCM	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Jerboa Paratrooper	7	PT	W:5" G:9"	4	3 / 3	1	5+	3+	4+	LAC (Arm), LGL (Arm), APGL, LVB (Arm)	Airdrop, Arms, Brawler:-1, Comms:1, ECM:2, Jetpack:6" (Aux), Sensors:18"	Gear 1"
Jerboa Flash Paratrooper	7	PT	W:5" G:9"	4	3 / 3	1	5+	3+	4+	LAC (Arm), LGL (Arm), APGL, LVB (Arm)	Airdrop, Arms, Brawler:-1, Comms:1, Jetpack:6" (Aux), Sensors:18", TD:1	Gear 1"

Code Name:	Lancier
Manufacturer:	Neil Motor Works
Unit Type:	Mountainereeing Gear
Height:	4.6 meters
Weight:	7,235 kg

While originally designed for mountaineering, Lanciers have met with considerable combat success since their adoption by the NSDF. They are excellent melee specialist as the shoulder mounted grappling hooks have more than enough punch to pierce the armor of a typical Gear.

JAVELIN

Lancier Spear

Code Name:	Espion
Manufacturer:	Javelin Systems
Unit Type:	Stealth Gear
Height:	4.3 meters
Weight:	6,520 kg

The Espion is a stealth Gear with primary focus in espionage and harassment. As a combat gear it has remarkable agility despite carrying none of the advanced equipment found on most stealth platforms. The Espion is an obvious choice for lightning raids and excels in tying up numerically superior forces.

NUCOAL

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Lancier	8	MN (0+)	W:6" G:7"	6	4 / 2	1	4+	3+	6+	LAC (Arm), HPZ, APGL, MSG (Link)	Arms, Brawler:1, Climber	Gear 1.5"
Lancier Torch	9	MN	W:6" G:7"	6	4 / 2	1	4+	3+	6+	MFL (Arm), HPZ, APGL, MSG (Link)	Arms, Brawler:1, Climber	Gear 1.5"
Lancier Flechette	8	MN	W:6" G:7"	6	4 / 2	1	4+	3+	6+	MFC (Arm), HPZ, APGL, MSG (Link)	Arms, Brawler:1, Climber	Gear 1.5"
Lancier Spear	10	MN	W:6" G:7"	6	4 / 2	1	4+	3+	6+	MRP (Arm), HPZ, APGL, MSG (Link)	Arms, Brawler:1, Climber	Gear 1.5"
Lancier Dart	8	MN	W:6" G:7"	6	4 / 2	1	4+	3+	6+	LAPR (Arm), HPZ, APGL, MSG (Link)	Arms, Brawler:1, Climber	Gear 1.5"
CV (Lancier upgrade)	+0	+(CMD)	-	-	-	-	-	-	5+	-	+ECCM	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Espion	14	SF (0+)	W:6" G:7"	6	3 / 3	1	4+	3+	5+	MRF (Arm, Silent), LRP, LVB (Arm)	Agile, Arms, Stealth (Aux), Vet	Gear 1.5"
Espion Firestorm	14	SF	W:6" G:7"	6	3 / 3	1	4+	3+	5+	MRL (Arm), LRP, LVB (Arm)	Agile, Arms, Stealth (Aux), Vet	Gear 1.5"
Espion Grenadier	14	SF	W:6" G:7"	6	3 / 3	1	4+	3+	5+	MGL (Arm), LRP, LVB (Arm)	Agile, Arms, Stealth (Aux), Vet	Gear 1.5"
Espion Flechette	14	SF	W:6" G:7"	6	3 / 3	1	4+	3+	5+	MFC (Arm), LRP, LVB (Arm)	Agile, Arms, Stealth (Aux), Vet	Gear 1.5"
CV (Espion upgrade)	+1	+(CMD)	-	-	-	-	-	-	4+	-	+Satup: 5+ (Aux)	

Code Name:	Hussar
Manufacturer:	Javelin Strategic Industries
Unit Type:	Gear Strider
Height:	10 meters
Weight:	65,025 kg

Designed by the HAPF, the Hussar is a variation of the Gear Strider concept. Initially fraught with difficulties at the time of its conception, PAK and NuCoal engineers worked together to allow the design to see the light of day. Though popular, the Hussar is considered to be one of the most complex combat machines ever built.

Hussar Hammer

Code Name:	Hussar Lance
Manufacturer:	Javelin Strategic Industries
Unit Type:	Gear Strider
Height:	10 meters
Weight:	65,025 kg

Generally fielded as mobile light artillery batteries or Strider columns, Hussars are effective at delivering a withering torrent of firepower. In combat the Hussar excels in ground control as most of its variants are equipped with wide area saturation weaponry or precision heavy weapons.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Hussar	25	ST (0+)	W:5" G:6"	10	4 / 4	2	4+	5+	6+	LTG (T, Link), HRC (Arm), HMG (FT+F), HVB (Arm)	Arms, Brawler:1, Low Profile	Strider 3"
Hussar Spear	22	ST (0+)	W:5" G:6"	10	4 / 4	2	4+	5+	6+	HRP (T, Link), HRC (Arm), HMG (FT+F), HVB (Arm)	Arms, Brawler:1, Low Profile	Strider 3"
Hussar Skyhammer	24	ST (0+)	W:5" G:6"	10	4 / 4	2	4+	5+	6+	HABM (T, Link), HRC (Arm), HMG (FT+F), HVB (Arm)	Arms, Brawler:1, Low Profile	Strider 3"
Hussar Lance	23	ST (0+)	W:5" G:6"	10	4 / 4	2	4+	5+	6+	HRC (T, AA, Link, Split:3), HRC, (Arm), HMG (FT+F), HVB (Arm)	Arms, Brawler:1, Low Profile	Strider 3"
Hussar Hammer	27	ST (0+)	W:5" G:6"	10	4 / 4	2	4+	5+	6+	HTG (T), HRC (Arm), HMG (FT+F), HVB (Arm)	Arms, Brawler:1, Low Profile	Strider 3"

Code Name:	Fusilier
Manufacturer:	Neil Motorworks
Unit Type:	Hovertank
Height:	2.6 meters
Weight:	25,205 kg

Initially developed as a replacement for PAK's Prowler LHT's, unforeseen complications caused by GREL hypno-conditioning led to the Korps to reject it. Fusiliers are found mainly in HAPF and NSDF regiments where they are commonly seen in support of Hetaroi's. With a focus on simplicity of function the Fusilier is a fast and efficient weapon of war.

Code Name:	Voltigeur
Manufacturer:	Neil Motorworks
Unit Type:	Heavy Tank
Height:	3.8 meters
Weight:	60,145 kg

The Voltigeur sports a uniquely configured main turret. Featuring two slaved light tank guns instead of a single heavy cannon, this armoured behemoth is able to unleash a steady stream of fire with a minimal delay between shots. The Voltigeur has already proven its worth in the defense of Tanis Towers against CEF armoured infantry and Hovertank formations.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Fusilier	18	HV (0+)	H:10"	8	4 / 4	2	4+	4+	6+	HAC (T), LRP (T), LLC (FT, AA), APGL	Airdrop, Agile, Jump Jets:3" (Aux)	Vehicle 2"
Fusilier Javelin	20	HV	H:10"	8	4 / 4	2	4+	4+	6+	HAC (T), LATM (T), LLC (FT, AA), APGL	Airdrop, Agile, Jump Jets:3" (Aux)	Vehicle 2"
Fusilier Anvil	18	HV	H:10"	8	4 / 4	2	4+	4+	6+	HAC (T), LGM (T), LLC (FT, AA), APGL	Airdrop, Agile, Jump Jets:3" (Aux)	Vehicle 2"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Voltigeur	28	HT (0+)	G:5"	11	5 / 3	3	4+	6+	6+	LTG (T, Link), MLC (FT), HABM, HMG	Offroad:1, Smoke:3	Vehicle 1"
Voltigeur Hammer	30	HT (0+)	G:5"	11	5 / 3	3	4+	6+	6+	HTG (T), MLC (FT), HABM, HMG	Offroad:1, Smoke:3	Vehicle 1"
CV (Voltigeur upgrade)	+2	+(CMD)	-	-	-	-	-	-	5+	-HABM, +LATM	+ECCM, SatUp:5+ (Aux)	

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NUCOAL

Code Name:	Varis
Manufacturer:	Tsi Heavy Industries
Unit Type:	VTOL
Height:	8 meters
Weight:	8,200 kg

The Varis is NuCoal's most commonly used VTOL Hopper. The Varis uses series of directed jet thrust nozzles to allow for VTOL maneuvers. The multiple smaller intakes allow the Varis to operate in terrain where larger debris might get sucked up into the intakes.

Code Name:	Sampson
Manufacturer:	Neil Motorworks / Javelin Systems
Unit Type:	Armored Personnel Carrier
Height:	3.3 meters
Weight:	31,560 kg

Inspired by the CEF Prowler, the Sampson does everything the HPC-64 can do and then some. Though primarily an APC, its heavier armor allows the Sampson to be pressed into service as a light tank or scouting vehicle should the need arise. It is one of the most widely used coalition vehicles with a reputation for being a sturdy and reliable platform.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Varis VTOL (NuCoal)	17	VL (0+)	H:14"	5	5 / 3	2	4+	3+	5+	MAC (FT+F, AA), MABM (Aux)	Agile, ECCM, TD:1	Vehicle 3"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Sampson	8	CV (0+), IN, GP (0-1), SK (0-1), FS (0-1)	H:9"	7	4 / 4	1	5+	4+	6+	LAC (T, Link), APGL	APC:2, Jump Jets: 2" (Aux)	Vehicle 2"
Sampson Spear	9	CV	H:9"	7	4 / 4	1	5+	4+	6+	LRP (T, Link), APGL	APC:2, Jump Jets: 2" (Aux)	Vehicle 2"
Sampson Javelin	11	CV	H:9"	7	4 / 4	1	5+	4+	6+	LATM (T), APGL	APC:2, Jump Jets: 2" (Aux)	Vehicle 2"
Medical Sampson	4	IN (0-1)	H:9"	7	4 / 4	1	5+	4+	6+	-	APC:1, Medic, Jump Jets: 2" (Aux)	Vehicle 2"
CV (Sampson upgrade)	+1	CV (CMD)	-	-	-	-	-	-	5+	-	+ECCM	

Code Name:	Chargeur
Manufacturer:	Neil Motorworks
Unit Type:	Engineering Gear
Height:	4.8 meters
Weight:	6,340 kg

Sharing the same chassis as the Lancier, the Chargeur has seen active use in both a civil and a peacekeeping capacity. In civilian operations the Gear is used primarily as a hauler/loader or used in general construction. The NuCoal Marshal Service however, uses it in Anti-Rover operations.

Code Name:	Sapeur
Manufacturer:	Neil Motorworks/Klingmen Heavy Industries
Unit Type:	Engineering Gear
Height:	5.2 meters
Weight:	9,050 kg

Based off of the Chevalier, the Sapeur is a common sight in and around the ever-expanding townships of the coalition. Often assigned to engineering squads, with ratio of 1 Sapeur for every 4 Chargeurs, this Gear is used as an earth mover or recovery vehicle.

NUCOAL

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Chargeur	5	EG (0+), IN (0-1)	W:5" G:6"	5	3 / 3	1	5+	5+	6+	LAC (Arm), MCW (Reach: 1")	Arms, Brawler:2, Recovery	Gear 1.5"
Sapeur	8	EG (0+), IN (0-1)	W:4" G:6"	7	4 / 2	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1")	Arms, Brawler:2, Recovery	Gear 2"
Bricklayer	5	EG (0+)	W:5" G:6"	4	3 / 3	1	5+	4+	6+	LAC (Arm), LCW (Reach: 1"), LHG (Arm), LSE (Arm)	Arms, Recovery, Smoke, Vuln:F	Gear 1.5"
Engineering Grizzly	8	EG	W:4" G:6"	6	3 / 3	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1"), MHG (Arm), MSE (Arm)	Arms, Brawler:2, Recovery, Vuln:F	Gear 2"
Stonemason	5	EG (0+)	W:5" G:6"	4	3 / 3	1	5+	5+	6+	LAC (Arm), MCW (Reach: 1"), LHG (Arm), LSE (Arm)	Arms, Brawler:1, Recovery, Vuln:F	Gear 1.5"
Engineering Cobra	8	EG	W:4" G:6"	6	3 / 3	1	5+	5+	6+	HAC (Arm), HCW (Reach: 1"), MHG (Arm), MSE (Arm)	Arms, Brawler:2, Recovery, Vuln:F	Gear 2"
Valence	3	EG (0+)	W:4"	3	2 / 4	1	5+	5+	6+	LAC (Arm), APGL, LHG (Arm), LSE (Arm), LVB (Arm)	Arms, Recovery, Sensors: 6", Vuln:F	Gear 1.5"
Demolisher Valence	4	EG	W:4"	3	2 / 4	1	5+	5+	6+	LSC (Arm), APGL, LHG (Arm), LSE (Arm), LVB (Arm)	Arms, Recovery, Sensors: 6", Vuln:F	Gear 1.5"
Sweeper Valence	3	EG	W:4"	3	2 / 4	1	5+	5+	6+	LFC (Arm), APGL, HHG (Arm), LSE (Arm), LVB (Arm)	Arms, Recovery, Sensors: 6", Vuln:F	Gear 1.5"
Foreman Valence	4	EG (CMD)	W:4"	3	2 / 4	1	5+	5+	5+	LAC, (Arm), APGL, LHG (Arm), LSE (Arm), HCW (Arm, Reach: 1")	Arms, Recovery, Sensors: 6", Vuln:F	Gear 1.5"

Code Name:	Armadilo Beast
Manufacturer:	N/A
Unit Type:	Infantry
Height:	4 meters
Weight:	3,000 kg

NuCoal relies on extensive stables of riding beasts. It is not an uncommon sight to see desert patrols being conducted on the backs of riding beasts. These beast units are used by scouts ranging ahead of the main force to literally sniff out the enemy, and then engage them.

NuCoal Infantry

Code Name:	Barnaby Rider
Manufacturer:	N/A
Unit Type:	Infantry
Height:	3.4 meters
Weight:	1.500 kg

The typically docile Barnaby is often used in light caravans or on long range sweeps of the sand dunes. The Armadillo Beast on the other hand is capricious creature. Highly territorial, it is quick to strike out at anything that crosses its path despite its conditioning as a mount.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Rifle Infantry Squad	2	IN, GP (0-1), FS (0-1)	I:3"	2	2 / 2	1	4+	4+	6+	LIW, MIS		Infantry 0.5"
Anti-Tank Infantry Squad	4	IN, SK, FS (0-1)	I:3"	2	2 / 2	1	4+	4+	6+	LIW, MAVM		Infantry 0.5"
Sniper Team	3	IN, SK , FS (0-1)	I:3"	2	2 / 0	1	4+	4+	6+	LIW, MIS (AP:1, Precise, Silent, Stabilizer)	Stealth	Infantry 0.5"
Mortar Infantry Squad	3	IN, GP (0-1), FS (0-1)	I:3"	2	2 / 2	1	4+	4+	6+	LIW, MIM		Infantry 0.5"
EW Jammer Team	3	IN	I:3"	2	2 / 0	1	4+	4+	4+	LIW	ECCM, ECM:1	Infantry 0.5"
Paratroopers (Infantry Squad and Team upgrade)	+1	-	-	-	-	-	-	-	-	-	+Airdrop	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Armadillo Beast (1)*	4	CV , IN (0+)	W:5"	6	3 / 3	1	4+	4+	6+	MIW, MSG (Reach: 1")	Brawler:1	Vehicle 1"
Barnaby Rider (1)*	4	IN (0+)	W:7"	4	3 / 3	1	4+	4+	6+	MIW	Agile, Climber	Vehicle 1"

* Use one figure per model.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Barnaby Sandrider (1)*	6	IN (0+)	W:7"	3	3 / 3	1	4+	3+	6+	LIW (AI, Corrosion:0), LPZ (Corrosion:0)	Agile, Climber, Limited:SR	Vehicle 1"

* Use one figure per model.

Code Name:	Sandrider Infantry
Manufacturer:	N/A
Unit Type:	Infantry
Height:	2 meters
Weight:	75 kg

Out within the deep deserts of Terra Nova there exist small tribes that eschew the trappings of modern civilisation. Dubbed "Sandriders" by the most homesteaders, these hardy tribesmen are known to be fearsome warriors.

Lizard Sandrider
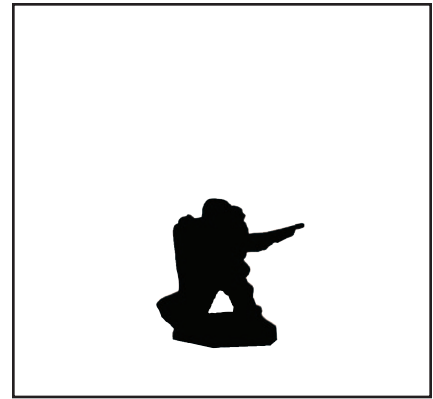
Code Name:	En Koreshi
Manufacturer:	N/A
Unit Type:	Infantry
Height:	2 meters
Weight:	75 kg

Rumours persist of a warrior cast within the clans known as the En Koreshi fuelled by reports of lone swordmasters carving their way through GREL ranks during the defense of Temple Heights. Even if such reports are exaggerations, the normal Sandriders are highly skilled warriors and their elite would be the most impressive infantry on Terra Nova.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Sandriders Squad	5	IN (0+)	I:4"	4	2 / 2	1	4+	3+	6+	LIW (Corrosion:0, AI), LIS (Corrosion:1)	Agile, Stealth, Limited:SR	Infantry 0.5"
Support Sandriders Squad	5	IN	I:4"	4	2 / 2	1	4+	3+	6+	LIS (AI, Corrosion:0), MAVM (Corrosion:0)	Agile, Stealth, Limited:SR	Infantry 0.5"
Mortar Sandriders Squad	5	IN	I:4"	4	2 / 2	1	4+	3+	6+	LIS (AI, Corrosion:0), MIM (Corrosion:0)	Agile, Stealth, Limited:SR	Infantry 0.5"
Koreshi (Sandrider upgrade)	+1	+(CMD)	-	-	-	-	-	-	-	-	+Init:1, Comms:1	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
En Koreshi*	8	IN (0+)	I:5"	5	3 / 1	2	3+	3+	5+	MIS (Corrosion:0, AI, Burst:1), VB (Arm, PEN:6, AP:1)	Agile, Brawler:1, Stealth, Vet, Limited:EN, Limited:SR (0-1)	Infantry 0.5"

* Use one figure per model.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Lizard Sandrider Infantry squad	5	IN (0+)	I:7"	3	2 / 2	1	4+	4+	6+	LIW (AI, Corrosion:0)	Agile, Limited:SR	Infantry 1"
Lizard Sandrider Anti-Tank Infantry Squad	6	IN	I:7"	3	2 / 2	1	4+	4+	6+	LIS (Corrosion:0), LAVM (Corrosion:0)	Agile, Limited:SR	Infantry 1"
Lizard Sandrider Infantry Observer Team	5	IN	I:7"	3	2 / 0	1	4+	4+	5+	LIS (AI, Corrosion:0)	Agile, Limited:SR, Comms:1, TD:1	Infantry 1"

Note: Lizard Sandriders use the Southern Pack Lizards model (or a conversion thereof).

ARROWS OF REBELLION

THE LEAGUELESS

Not everyone on Terra Nova lives in a Polar League, City-State, or Protectorate. Some become Rovers, preying upon those who live and travel in the lawless lands. Some even live as Mercenaries, shutting themselves away from their homes and living the lives of warriors for hire. Most Leagueless live in the vast stretch of unforgiving terrain around the equator of the planet known as the Badlands. Eking a living from farming in a dry, harsh land or simply wandering in caravans from small town to small town selling necessities, the life of the Leagueless is a harsh and unforgiving one. Like the Wild West of Earth's ancient past, the law of the gun is paramount, and those that don't have a Lawman handy quickly learn that freedom is just another word for nothing left to lose.

LEAGUELESS FORCES:

A Leagueless Force must be constructed using one of the Sub-List Forces below. This is the default option. Players should learn the game rules before building a Leagueless Force as there is no single Faction Models list for Leagueless Forces.

SUB LISTS:

LDM - Leagueless Defense Milicia (North + South + Peace River + NuCoal Sub-List Force):
No two defense milicia are the same but they all share one thing in common, a familiarity with their weapons that borders on the psychopathic. Each milicia has its own nuances and fighting style and are led into a fight by their family leaders rather than a military commander. Many polar forces have underestimated the skill of these small groups and the rusted hulks of scavenged Gears litter the badlands as a result.

♦ **Well Supported:** Each Primary Unit in this Force may have two Support units. The number of actions in the Support units may not exceed the standard number of actions for a Support unit: Example: A Primary unit of 5 actions may have up to two Support units of up to 3 actions total.

♦ **Limited Options:** This Force may only select Units with a Unit Availability of GP, FS, SK, RC, LT, MT, CV, IN, or ST. No model with the Vet trait may be chosen. Only Striders with the Lumbering trait may be selected. Models from different Faction Model Lists may be mixed in units. No Gear or Strider models with an Advanced Category weapons can be selected.

♦ **Family Alliances:** Models in this Force may be selected from the North, South, Peace River, and NuCoal Model Lists and may be mixed within units if their UA matches.

♦ **Family Favorites:** All Unit Availability Attributes have a limit of 0-1 unless they are normally a 0+ limit. Models chosen for units with a UA of GP are exempt from this rule.

LH - Leagueless Homesteaders (North/South + Peace River/NuCoal Sub-List Force):
Homesteaders live far out in the remotest zones of the Badlands, each oasis tower a small island in the vast landscape. They typically have little contact with outsiders, and they like it that way. Their equipment is often considered antique by the city states but the Homesteaders know that reliability wins every time and some of their Gears have survived for decades or longer and are as much a part of the desert now as the rock formations.

♦ **Commander Upgrade:** Family ties: All commanders must choose the same veteran upgrade for -1TV. Commanders may upgrade to a Vet without being in a Veteran unit.

♦ **Local Manufacturing: Choose North or South:** That will be the Faction Models List that the Force will be selected from.

♦ **Limited Options:** This Force may only select Units with a Unit Availability of GP, FS, SK, RC, LT, MT, CV, IN, or ST. No model with the Vet trait may be chosen. Only Striders with the Lumbering trait may be selected. Models from different Faction Model Lists may be mixed in units. No model with an Advanced Category weapon may be selected.

♦ **Allies: Choose Peace River or NuCoal:** The army may include Support units with models from the chosen Faction. Select units from the following list of Unit Availabilities: GP, FS, LT.

♦ **Family Favorites:** All Unit Availability Attributes have a limit of 0-1 unless they are normally a 0+ limit. Models chosen for Primary or Support units that have a UA of GP are exempt from this rule even if the unit is not a GP unit.

♦ **Local Knowledge:** Any gear unit may use the Pathfinder reserve deployment option.

♦ **Old Rusty:** Before the game randomly select one non-commander Gear or Strider model per unit. Roll 1D6 and add the rolled traits to the model:
- 1-2: Vuln:F, Vet
- 3-4: Sensors:12", Vet
- 5: Lumbering, Vet
- 6: Brawler:-1, Vet

SPEARS OF CHANGE

BLACK TALON

The Talon Program is quite possibly the most important endeavor in the history of both Terra Nova and the colonial age. Since its inception, the Talon program has been Terra Nova's only real line of knowledge about the vast enemy. As the CEF prepares for war once again, the Talon Program has become Terra Nova's first line of defense and, hopefully, the colony's chance to strike back. Like many great things in history, the Talons started off as an idea by a few people who acted against the established norm and did something wholly unexpected.

INTERPLANETARY OPERATIVES

In the period following the destruction of Peace River in TN 1939, both Polar Confederacies engaged in rather vehement finger-pointing. Both sides blamed each other, but within a few weeks, third-party investigators, tipped off by an unknown person, identified a suspect who was not on record as being from any known League or Badlands settlement. Through tracing of caravan routes and interviewing those who had met the suspect, it was revealed that he was working with or for Earth in some manner. When this was revealed, Terra Nova was in shock. Over twenty cycles had gone without word from the CEF, and the enemy that most of the populace had forgotten had struck at a time almost guaranteed to throw the planet into chaos. Questions were raised regarding how the CEF had managed to not only infiltrate operatives since the War of the Alliance, but also make underworld connections and keep up to date on Terranovan politics, and the answers that came back were not pleasant.

As it turned out, the CEF infiltrators had been operating on the planet for cycles, and had enough resources to hire various smuggling cartels to ship items for them. They also took advantage of various Badlands caravans to ensure less notice of their wanderings and dealings. This allowed the prime suspect now known as the "Scruffy Man" to not only procure antimatter, most likely from a test facility in the WFP, but ship it through the NLC into Kenema and down into the Badlands via the Forzi Cartel. From there, the device was assembled and easily sneaked into Peace River prior to the Day of Peace proceedings. This much was uncovered by Terranovan investigators, and was enough to rock Northern politics for cycles to come. Further details were brought to light only by the startling admission of an off-worlder.

In Winter of TN 1938, a Liberati operative named Helene del Pulciano had infiltrated the planet in much the same way as CEF operatives. Using a "gate coffin," she was placed in near cryo-stasis and covertly inserted through a micro gate into the Helios system. Her mission was to determine how the Terranovans defeated the CEF and how best to use this information to aid Caprice in doing the same. The world she arrived at was not the idyllic one she was led to imagine, but a world embroiled in war. It was only after the destruction of Peace River and the resulting investigation led to the formation of the Westphalia Cabinet that she stepped forward.

WESTPHALIA CABINET

Named after the city in which the original peace treaty with Earth was signed, the Cabinet was a loose affiliation of people from various Leagues and city-states. Most were veterans of the War of the Alliance and sought to end fighting on Terra Nova and to take the fight to the CEF. It was founded shortly after Lang Regina and Kenichi Tanaka re-kindled their friendship and mused about the formation of an elite unit to scout the CEF as they had done to Terra Nova. The idea soon spread amongst those close to the pair and Interim Paxton CEO Milani Debeau-Slovenski along with other high-ranking officials from around the globe soon joined. Officially, however, talks were only regarding peace on Terra Nova and cooperation between all nations, but it was enough for the people of the planet. The formation of the Cabinet was enough to formally end the Interpolar War, and the Cabinet was instrumental in negotiating the peace treaties as well as starting the rebuilding process.

When Helene del Pulciano revealed herself to the Cabinet, plans for top secret off-world reconnaissance and strike teams were already being drawn up. Her revelations, once confirmed, added a great deal of urgency to the situation. Terra Nova needed operatives in place as soon as possible. Plans for an off-world force were ratified with frightening speed and requisitions for manpower and technology were sent out. Taking a cue from Paxton's original upgrade program, Project Talon, the new force was to be named the Black Talons, and the program itself simply the Talon Program.

Taking advantage of Paxton's secreted Skunkworks locations as well as the Cabinet Members' positions within their respective armies allowed the Talon Program to very quickly create limited production models from existing stock. These were the first of the Dark Series Gears and were used to determine which models would be made into full Dark Series production. While the newly dubbed Black Talon Werks was busy with the new vehicles, the program heads were working on recruitment. This Talon Program could only accept the very best for membership, which meant that between the need for secrecy and the League armies wanting to retain their best officers, getting personnel proved difficult. This was eased with Tanaka personally approaching SIU members, Lang going directly to CNCS headquarters with her requests and with the Skunkworks's own test personnel volunteering. Personnel shortages were still common, but the Talon Project was moving forward.

TALON ONE

The First Black Talon Strike Force, codenamed Talon One, was a very much a prototype force. When formed, the two Gear teams and company of infantry had no idea what they were going to be outfitted with as contracts had yet to be finalized with suppliers. They also did not fully know of what their tasks would entail. Notable members of the teams included SIU member and Gear Section Commander Lussian Salban, Paxton test pilot Captain Keiji Kage, former NGIS and Cat's Paws member Lt. Juno Vesping, and infantry commander Lt. Sevil Alvi. Caprice native Helene del Pulciano rounded out the team to provide information on Caprice and liaise with the Liberati once the First Black Talons deployed to the Loki System. The role of overall commander was left unclaimed for the member who showed most promise or a new inductee to fill.

Training began on 1 Spring, TN 1940. By the 4th, rumors surfaced of a prisoner being brought to see the mysterious chairperson of the Cabinet, with scuttlebutt saying the head of the Badlands Revolutionary Front had been captured. On 10 Spring, Talon One was introduced to its new overall Commander, Ernesto Jaxon. This was very much a shock to the Team, who had a great deal of preconceptions about their new commander. These were assuaged as implications regarding his involvement in Peace River's destruction were disproved, and Jaxon personally supervised training of Talon One. Jaxon's experience as head of the (true) Badlands Revolutionary Front, professional attitude, and strong work ethic pushed the members of the Strike Force to new levels.

Talon One's equipment was finalized near the end of Spring. Uniforms, badges, rank insignia, weaponry and similar were handed out to all personnel, although personal weaponry was allowed. All Gear pilots received Dark versions of their personal Gears. While this led to one or two prototype vehicles, such as the Dark Iguana and Dark Warrior, Talon Command believed that due to the shortened training regimen, familiarity with a design would save time and effort. Additionally, the Gears upgraded provided a great deal of information that Werks personnel could use when producing the next series of vehicles.

Talon One's command elements were called before the shadowy chairperson in the second week of Summer, telling them that the New Human Republic had launched an assault on NuCoal and Port Arthur in particular. As the NHR leader, Colonel Proust, was wanted in connection with the bombing of Peace River, and was assumed to be going after the second half-GREL hybrid Derek, Talon One was deployed via PRDF Combined Task Force air wings to the area within hours. Indeed, Proust himself led the attack on Port Arthur, but was held off by Soldier Sebastapol. How Sebastapol, famous for his teaching of the Perfect Form Movement martial arts, managed this remains a mystery. Proust himself managed to escape, leaving most of the NHR troops behind for the Talons to Deal with. PAK forces seem to have been in complete disarray at the time, and neighboring KADA forces joined in the fray. Actions taken by some PAK officers and the general disarray of the troops lead to suspicions of NHR or even CEF collaboration.

TALON ONE ON CAPRICE

Talon One continued training for almost an entire cycle after the NuCoal incident and launched in the first completed Fury long-range assault shuttle in early Spring TN 1941. The force contained two Gear Teams, one platoon of infantry, auxiliary support staff, analysts and enough equipment and supplies to last for approximately three cycles. Entering the Loki system on 1 Summer TN 1941, the Talons quickly ran afoul of a monitoring satellite and engaged it to prevent detection. While this was not fully successful, they were able to quickly hide in the asteroid fields and spent the better part of the next 12 weeks slowly sneaking toward Caprice itself, finally splitting into separate infiltration teams and hiding the Fury amongst space debris, ready for emergency calls. By 10 Winter TN 1941, the infiltration teams had made landfall on Caprice and were meeting with their Liberati contacts.

While cultural differences made integration difficult, by the Summer of TN 1942 the Talons had been training with the Liberati in drills and local infiltration. Jaxon was introduced to a CEF insider, vouched for by the Liberati who provided a great deal of information regarding the CEF. The identity of the stranger was not revealed, but the information was independently verified. Starting in Autumn of TN 1942, the Talon forces were able to use this information to aid the Liberati in daring raids on CEF supply lines and storehouses. Jaxon put special priority on anything related to Project Grail, a high priority top-secret project hatched by the CEF that the Liberati had no real knowledge of. By Winter TN 1942, however, the CEF had realized the threat of the Talons. Patrols were sent to watch and harass Liberati miners, attempting to flush out operatives. Orbital stations were re-configured to look for signs of planned raids and the CEF supply chain was once again restored. This resulted in fewer Talon raids, leading to many of the Gear pilots becoming restless. In particular, Lt. Kage, who had lost his wife and child in the bombing of Peace River, was anxious to keep striking at the CEF and came into conflict with both Commander Salban and Field Commander Jaxon.

RECEIVING
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RAID ON BASTILLE ALPHA

By Spring TN 1943, CEF surveillance of Talon operations had led to the Talons being restricted to lightning raids on CEF assets, but even these were extremely risky. One raid near the end of Spring led to the discovery of a disused service entrance to Bastille Alpha, Caprice's only prison. Jaxon set up a meet with his informant to discuss what could be done with such information, but CEF agents stormed the meeting place. Jaxon barely escaped, but the informant was captured and revealed to be Sergeant Carlie Pinter, a CEF tactical logistician. She was summarily sentenced to a life sentence in Bastille Alpha. Conditions in "The Alpha" were notoriously poor and Pinter's contacts within the CEF's "Fifth Column" were worried about what the CEF torture experts within the prison would be able to extract. While the Fifth Column members set about covering their tracks, Commander Jaxon felt a great deal of loyalty to Pinter and with the full cooperation of his team, set about planning an escape from the most secure prison in known space. It would mean possibly losing any chance of uncovering Project Grail, but the alternative would be far worse.

With limited time and using as much information as possible from Liberati sources and their previous raids, Talon One planned and organized the break within two weeks. The assault was launched on what would be midnight 1 Summer TN 1943. Both Gear teams and a section of Talon Infantry, backed up by nearly a hundred Liberati freedom fighters stormed the secret entrance to the prison and liberated vast numbers of GREL prisoners as well as CEF political prisoners, including the extremely haggard Sgt. Pinter. Escape was made possible by use of the Talon's Fury Shuttle which secretly rendezvoused with Liberati mining ships in the first asteroid belt. While the Talon fighting forces and the escapees hid amongst the various mining ships and Liberati traders, the Fury itself drew the CEF pursuers away, engaging in a long game of cat-and-mouse.

While the attack on the Alpha was a success, the aftermath was less so. Records of GRELs incarcerated at Bastille Alpha showed a large discrepancy between the original numbers and those remaining. By Winter TN 1943, CEF pursuit craft had managed to locate the Fury Shuttle, forcing the crew to scuttle the craft, leaving the Talons without a long distance communications relay to Terra Nova. While they did send a brief message before the craft was destroyed, the Talons were for the first time operating alone. The CEF was cracking down on Liberati patrols and mining convoys harder than ever. The only good news was that he Fifth Column had begun inserting escaped GRELs into the CEF fleet as sleeper agents and Sgt. Pinter had joined Talon One as a provisional member.

ESCAPE FROM LOKI

After a season of laying low, Talon One's senior officers met to discuss their next move. With the CEF's blitz against the Talons and their allies, Kage was in favour of "going native" and taking the fight to the CEF, while Jaxon and Salban preferred attempting to return home and taking the heat off their allies. The commanders won out and Talon One focussed on attempting to escape back home. With the help of the Liberati, a daring plan involving a strike on Vega Spaceport was drawn up and many weeks of preparations were undertaken..

In the dark hours of the night on 22 Autumn TN 1944, Talon One and some of the escapees from Bastille Alpha infiltrated the spaceport, seizing several Tarantula landers. Before the CEF could effectively respond, these Tarantulas, most of them unmanned, were within the minimum range of Monolith Shipyard's weapon systems. As the station's crew scrambled to prevent the uncontrolled, unmanned landers from damaging its structure, the Talons assaulted one of the refit bays of the shipyard complex. As the Tarantulas wreaked havoc in the structure, Salban and his small team of Gear pilots formed a defensive shield, enabling the remainder of the force to seize a small CEF destroyer, the Lysithea. The Lysithea, undermanned, took longer than anticipated to start up and CEF forces overwhelmed Salban's team. The Arclight weapons platforms were primarily turned toward the planet, allowing the Lysithea to escape its moorings and head outward. A single CEF destroyer, the Ganymede, was able to launch in time to pursue, but not before Lt. Kage from Salban's Gear team broke free of his attackers and flung his Dark Warrior onto the hull of the Ganymede. Kage clamped onto the hull and proceeded to fire upon the Ganymede's bridge until his ammunition ran out. He then charged down the length of the ship and launched himself at the engines, attacking them viciously with his signature vibrorapier, earned as the regimental Duelist for the PRDF's Combined Task Force 2. Kage was heard screaming the names of his wife and child over the comms seconds before the Ganymede exploded, taking out an entire wing of the Monolith Shipyards and severely damaging many other ships in dock.

While the Talons were hit hard by the loss or capture of many of their own, they did not have time to rest. CEF pursuers were on their trail quickly and they spent the next few weeks playing a deadly game of hide and seek with their pursuers. The Lysithea finally reached one of the Talon Comm relays near the Greater Blessed Asteroid belt and activated it. The Lysithea started moving again quickly, but the time lost activating the relay allowed their pursuers to catch up. Tense hours passed as the Lysithea dodged in and out of cover trying in vain to avoid the pursuing CEF vessels. Just as the Talons were about to be overrun by CEF fighters, a nearby microgate opened and a small force of Terranovan vessels poured through. While not enough to stop the pursuers completely, surprise and tenacity were enough to rebuff the CEF long enough to allow the Lysithea to escape to Terranovan space.

RETURN TO CAT'S EYE

Based on information gathered by Talon One, the Westphalia Cabinet and the governments of Terra Nova prepared more Talon teams for off-world missions. The new Claw Series Gears had been fully tested by the time the teams where assembled.

By Spring of TN 1946, Talons made made landfall on Caprice. In the Wake of Talon One's dramatic escape, the CEF upgraded its security measures in an attempt to prevent further insurgency, but the Talons' success increased covert corporate support of the Liberati resistance, leading to more and more Liberati successes. The Talons were welcomed heartily among the Liberati, who saw the return of Talon forces as a good omen and inform the Talons that not all of the Talon One members left behind were dead. Commander Salban, for one, was being held prisoner in a secret location as Bastille Alpha was no longer considered secure. Later that Spring, the Black Talons successfully infiltrated Utopian space, but found the planet firmly in the CEF's grip, with the planet's major superpower willingly collaborating. The force quickly went into hiding, looking for signs of rebellion.

The Talons slipped into Atlantis space in Summer TN 1946. They found the outer reaches of the system heavily patrolled by CEF ships, while the inner system was mostly free of CEF influence. Soon after making contact with the locals, it became clear that the "Lanteans," as they called themselves, were very advanced in naval technology, allowing them to easily outmaneuver any CEF vessels, yet they had no real space technology, allowing the CEF to easily dominate the system and the planet's few landmasses without needing to fight the Lanteans.

In the Autumn of TN 1946, further Talon Forces were dispatched to the nearest colonies based on preliminary reports and intelligence. Resources sent to Utopia concentrated on reconnaissance and sabotage, but the bulk of the forces were sent to Caprice and Atlantis. Indeed, Field Commander Petite was placed in charge of all activities within the Loki system, and was accompanied by her personal Spitting Cobra, Julius, which had been upgraded to Dark Cobra status. Back on Terra Nova, CNCS Grand Marshal Edden-Smythe's increased support for the Talon program allowed for increased enrollment in the forces as well as additiuonal funds for technology and training.

After two full seasons of dedicated searching, the Black Talons found an unwatched microgate into Eden space. While the CEF was clearly dominant, local militias and privateers were waging a guerilla war. The Talons were welcomed with open arms by the freedom fighters, the Talon expertise and technology being seen as a way to even the odds between the CEF and the resistance. However, the Talons were quickly made aware of political schisms making any unified resistance nearly impossible. Even helping individual groups became mired in petty squabbles.

On 12 Summer, TN 1947, Talons on Eden made a terrifying discovery. When the CEF entered the Eden system during the initial invasion, their arrival wreaked havoc on a test of a new gatedrive by Edenite Scientists. The resulting catastrophe had started cooling the planet rapidly. Snow lines were rapidly moving toward the equator and glaciers were building up at a frightening pace. While this did provide the rebels with more places to hide, the climate changes could be disastrous for the planet. Later on in the Summer, the CEF's Caprician Fifth Column discovered the location where Commander Salban was being held. Information was quickly relayed to the Talon forces on Caprice. Within days, a rescue operation was enacted, the rescue forces being led by none other than Field Commander Petite in Julius. While none too subtle, the breakout rescued not only Salban, but the other Talons and sympathizers being held in the same location.

By late Autumn TN 1947, Talon engineers on Terra Nova had successfully tested and started production of a gate drive small enough to be mounted on a Fury Shuttle. The "jumpdrive" as it was known, allowed for opening of microgates. While it only stored enough energy for two to three gate openings and it was unstable, the technology allowed for farther reaching deployments. Speculation as to where the technology was developed ran rampant within Talon circles, but all that was known was that some was reverse engineered from captured technologies and that the CEO of Paxton Arms was very involved in the process.

Talons on Utopia realized that while they were operating in secret, their exploits were having a large impact on local culture, with strange darkened figures fighting oppressive invaders being incorporated into the giant murals in the great cities. Cabinet officials were torn on what should be done in light of these revelations. Some wanted to make more visible strikes on CEF assets on Utopia, while others thinking that activities on the planet needed to be curtailed and kept quiet.

In late Spring TN 1948, the first Talon forces were deployed with the new jumpdrive systems. While New Jerusalem was deemed too distant for any CEF forces stationed there to be a threat, teams were sent to Botany Bay, Home and Jotenheim. The Talon Force assigned to Home found the situation in the system eerily similar to the initial situation on Atlantis. While none of the planets had ships in orbit and the CEF had a solid grip on Home's economy through their connections in Shandrakar-Xia Interworld, the local inhabitants were quite resentful of CEF interference.

Botany Bay proved to be wholly blockaded, with the planet's surface being impossible to make landfall on. Despite this, the Talons persisted in their surveillance and were eventually contacted by natives who had evacuated the planet in exchange for living within the asteroid fields. These natives had been running a guerrilla war on the CEF using converted asteroid mining equipment and had hopes that their brethren on the planet were safe and fighting back. While the Talons were still unable to make landfall, the maneuverability and secrecy of the asteroid miners allowed for surveillance of the CEF's most protected holding.

BLACK TALON FORCES:

A **Generic Black Talon Force** may be constructed using only the Black Talon Models List. This is the default option and should be used when learning the game rules. The Black Talons are an Elite Force and follow the all the rules for elite armies except that Allied models that are chosen for the Force do not have to purchase the Veteran trait.

All the models in the Black Talon Models List can be used in any of the sub-lists below. These Sub-Lists allow players to add additional specialized upgrades to their models as they collect their Force.

Black Talons Special Rules:

♦ All Black Talon models have the following unlisted traits: Airdrop, Stealth (Aux), Vet.

♦ All Black Talon Vibroblade and Combat Weapon melee weapons have the 1" reach trait unless indicated otherwise.

♦ **Armories:** Reduce the cost of Grenades and Shaped Explosive generic upgrades by 1TV.

SUB LISTS:

BTIT - Black Talon Insertion Team (Black Talon Sub-List + Allies:Caprice/Utopia/Eden):
The typical Black Talon Operation is normally over before the defenders know that they're fighting. Masters of asymmetrical warfare, each operative has the skill and firepower to dare to fight against superior odds and win

♦ **Well Supported:** Each Primary Unit in this Force may have two Support units. The number of actions in the Support units may not exceed the standard number of actions for a Support unit: Example: A Primary unit of 5 actions may have up to two Support units of up to 3 actions total.

♦ **Allies: Choose one Caprice, Utopia, or Eden:** This Force may select Support units from the chosen Faction Force list to attach to Black Talon Primary units.

♦ **Stand Alone:** This Force may not select Support options (See 18.1).

BTRT - Black Talon Recon Team (Black Talon Sub-List Force):
Feared above all others, the Recon teams use more than their weapons to fight, they use the environment itself. Sent out ahead of other Black Talon teams, the Recon Teams are expected to find the enemy and eliminate their command structure before reporting back.

♦ **Stand Alone:** This Force may not select Generic Support options (See 16.1).

♦ **Headhunters:** This Force counts all Wipe Them Out objectives as Assassinate objectives.

♦ **Survivalists:** Before the game the Black Talon player may roll two dice for Special Conditions and choose the dice to be used.
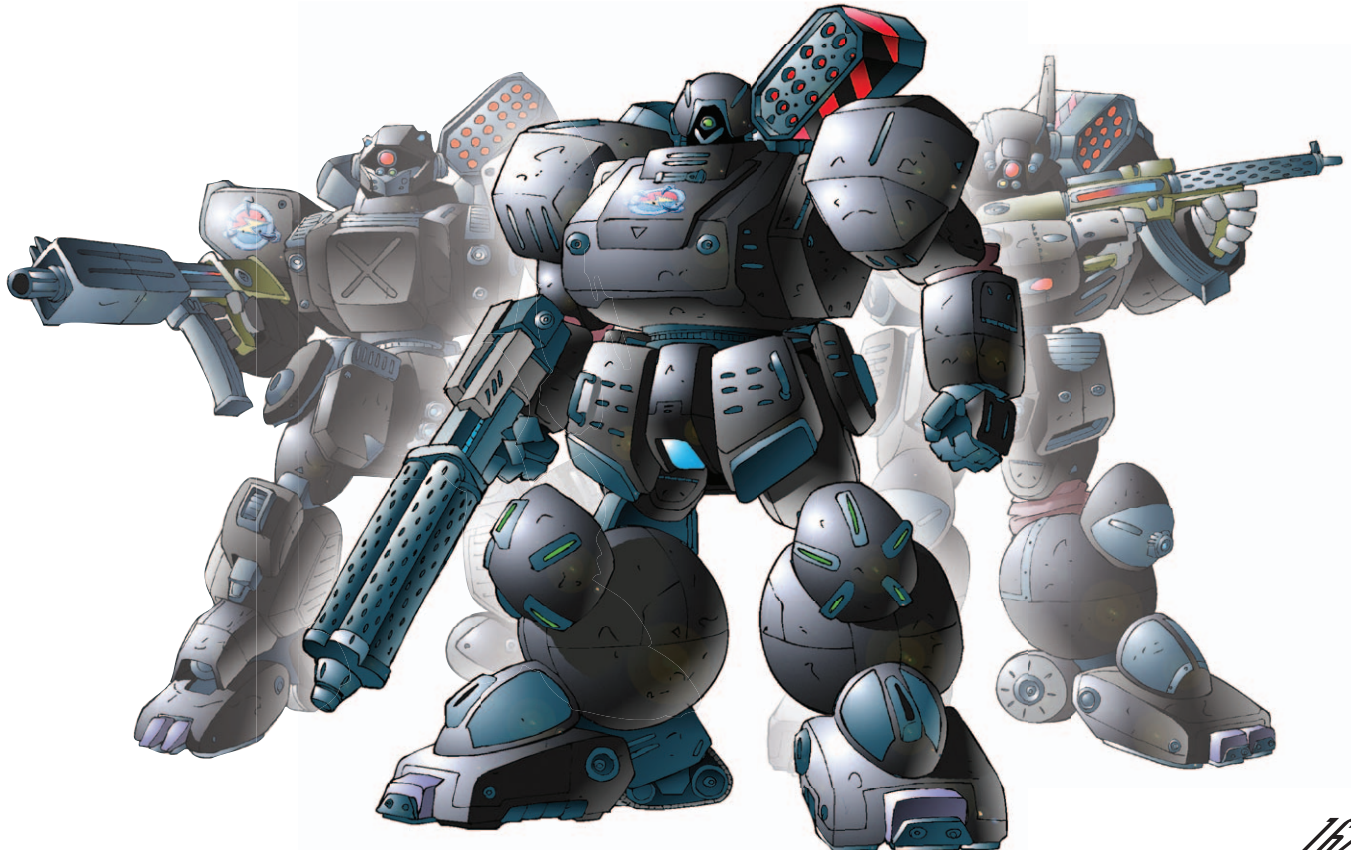
BLACK TALON

Code Name:	Dark Jaguar
Manufacturer:	Black Talon Werks
Unit Type:	Elite Gear
Height:	4.6 meters
Weight:	7,100 kg

A retrofit of the Northern Jaguar, this Gear is used by Black Talon combat units in their "standard" operations. Despite an active stealth system, advanced actuators and improved power plant the Gear is relatively unchanged. This Gear is used in Talon squads that operate in-system and are often Terra Nova's first responders to the CEF threat.

Code Name:	Dark Mamba
Manufacturer:	Black Talon Werks
Unit Type:	Elite Gear
Height:	4.6 meters
Weight:	6,200 kg

While the Black Mamba is the South's primary heavy trooper, the Dark Mamba's role within the ranks of the Black Talons is as a close support Gear usually matching assault oriented Black Mambas. The Dark Mamba is a fearsome combat unit harmoniously marrying the deadly trinity of performance, firepower and survivability in a single package.

Model Dark Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Dark Jaguar	15	GP, SK, FS	W:6" G:7"	6	4 / 2	1	3+	3+	5+	MRF (Arm), LRP, LVB (Arm)	Agile, Arms, Autopilot,	Gear 1.5"
Dark Jaguar: Assault Pack	16	GP, SK, FS	W:6" G:7"	6	4 / 2	1	3+	3+	5+	MBZ (Arm), LRP, LVB (Arm)	Agile, Arms, Autopilot,	Gear 1.5"
Dark Jaguar: Urban Pack	15	GP, SK, FS	W:6" G:7"	6	4 / 2	1	3+	3+	5+	MAC (Arm), LFC (Arm), MPZ, LVB (Arm)	Agile, Arms, Autopilot,	Gear 1.5"
Dark Jaguar: Suppression Pack	16	GP, SK, FS	W:6" G:7"	6	4 / 2	1	3+	3+	5+	MAC (Arm), LGL (Arm), LRP, LVB (Arm)	Agile, Arms, Autopilot,	Gear 1.5"

Model Dark Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Dark Mamba	17	GP, FS	W:6" G:7"	7	4 / 2	1	3+	3+	5+	LLC (Arm), MRP, LVB (Arm)	Agile, Arms, Autopilot,	Gear 1.5"
Dark Mamba: Assault Pack	18	GP, FS	W:6" G:7"	7	4 / 2	1	3+	3+	5+	MRL (Arm, Precise), MRP, MPZ, LVB (Arm)	Agile, Arms, Autopilot,	Gear 1.5"
Dark Mamba: Suppression Pack	18	GP, FS	W:6" G:7"	7	4 / 2	1	3+	3+	5+	MGL (Arm), MRP, LVB (Arm)	Agile, Arms, Autopilot,	Gear 1.5"

Code Name:	Dark Cheetah
Manufacturer:	Black Talon Werks
Unit Type:	Recon Gear
Height:	4.1 meter
Weight:	5,200 kg

The Dark Cheetah occupies a role similar to that of its CNCS variant. It is an excellent recon Gear with powerful sensors and communications gear. Though initially competing with the Dark Iguana, it was chosen due to the better maneuvering capabilities, smaller size and lower tonnage that are the Gear's hallmarks.

Code Name:	Dark Skirmisher
Manufacturer:	Black Talon Werks
Unit Type:	Recon Gear
Height:	4.2 meters
Weight:	5,500 kg

The Dark Skirmisher is used as a light combat Gear. It was chosen for deployment by the Black Talons for to its sterling record of reliability in the field, low maintenance requirements and its ability to easily fill multiple mission profiles. While stripped of its sensors, it retains its ECM suite allowing it to wreak havoc with enemy comms.

Model Dark Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Dark Cheetah	14	RC	W:7" G:9"	4	3 / 3	1	4+	2+	4+	MRF (Arm), LPZ, LVB (Arm)	Agile, Arms, Comms:2, ECM:1, Sensors:24" (Aux), TD:2	Gear 1.5"
Dark Cheetah: Assault Pack	15	RC	W:7" G:9"	4	3 / 3	1	4+	2+	4+	LBZ (Arm, Split:2), LPZ, LVB (Arm)	Agile, Arms, Comms:2, ECM:1, Sensors:24" (Aux), TD:2	Gear 1.5"
Dark Cheetah: Urban Pack	15	RC	W:7" G:9"	4	3 / 3	1	4+	2+	4+	MAC (Arm), LFC (Arm), RP (PEN:6), LPZ, LVB (Arm)	Agile, Arms. Comms:2, ECM:1, Sensors:24" (Aux), TD:2	Gear 1.5"

Model Dark Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Dark Skirmisher	15	GP, RC	W:7" G:8"	5	3 / 3	1	4+	3+	4+	HRF (Arm, Silent), LPZ, LVB (Arm)	Agile, Arms, Comms:1, ECM:2, TD:1	Gear 1.5"
Dark Skirmisher: Assault Pack	15	GP, RC	W:7" G:8"	5	3 / 3	1	4+	3+	4+	LBZ (Arm, Split:2), LPZ, LVB (Arm)	Agile, Arms, Comms:1, ECM:2, TD:1	Gear 1.5"
Dark Skirmisher: Urban Pack	16	GP, RC	W:7" G:8"	5	3 / 3	1	4+	3+	4+	MAC (Arm), LFC (Arm), RP (PEN:6), LPZ, LVB (Arm)	Agile, Arms, Comms:1, ECM:2, TD:1	Gear 1.5"

Code Name:	Dark Kodiak
Manufacturer:	Black Talon Werks
Unit Type:	Heavy Assault Gear
Height:	5.2 meters
Weight:	10,200 kg

The mission profile of the Dark Kodiak remains unchanged from its CNCS forbearer. Armed with a variety of tank busting weaponry the Gear is often used in an assault capacity. Due to its reliance on CNCS manufacturing facilities for components and replacement parts, the Dark Kodiak is gradually being phased out in favour of its Claw counterparts.
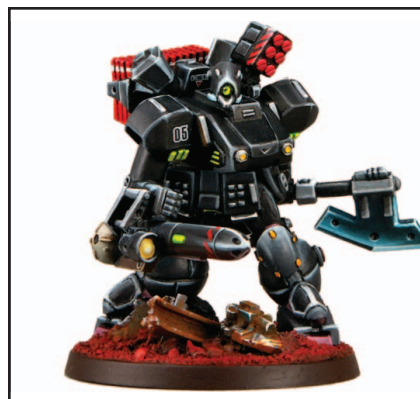
Code Name:	Dark Cobra
Manufacturer:	Black Talon Werks
Unit Type:	Support Gear
Height:	5.0 meters
Weight:	8,900 kg

The Dark Cobra has earned a reputation amongst CEF GRELs as a fearsome support Gear. Armed with a wide array of long-ranged weapons the Gear is capable of delivering highly accurate saturation bombardments to a target area. The Gear is also utilized as a mobile anti-air asset which can also mow down advancing GREL spearheads.

Model Dark Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Dark Kodiak	24	FS	W:4" G:5"	9	4 / 2	2	3+	5+	6+	MPA (Arm, Precise), MRP, MATM, HMG (Link), MVB (Arm)	Arms	Gear 2"
Dark Kodiak: Assault Pack	22	FS	W:4" G:5"	9	4 / 2	2	3+	5+	6+	HBZ (Arm, Precise), MRP, LATM, HMG (Link), MVB (Arm)	Arms	Gear 2"
Dark Kodiak: Support Pack	22	FS	W:4" G:5"	9	4 / 2	2	3+	5+	6+	MPA (Arm, Precise), MRP, MAR, HMG (Link), MVB (Arm)	Arms	Gear 2"

Model Dark Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Dark Cobra	20	FS	W:4" G:5"	8	4 / 2	2	3+	4+	6+	HRC (AA, Arm, Precise), MAR, MRP, MVB (Arm)	Arms	Gear 2"
Dark Cobra: Assault Pack	22	FS	W:4" G:5"	8	4 / 2	2	3+	4+	6+	MPA (Arm, Precise), MAR, MRP, MVB (Arm)	Arms	Gear 2"
Dark Cobra: Support Pack	24	FS	W:4" G:5"	8	4 / 2	2	3+	4+	6+	HRC (AA, Arm, Precise), MAG (Stabilizer), MRP, MVB (Arm)	Arms	Gear 2"

Code Name:	Dark Naga
Manufacturer:	Black Talon Werks
Unit Type:	Assault Strider
Height:	6.4 meters
Weight:	15,340

The Dark Naga is used as a heavy ordnance platform. It is usually armed with paired weapons, allowing it to deliver both direct and indirect support across the battlefield. Sensor booms paired with indirect weapons make the Dark Naga perfect for ambushes.

The nature of Black Talon operations tends to preclude the use of heavy Striders or Tanks within their units. It is for that reason that both the Southern Naga and Peace River Coyote were chosen for the role. The Dark variants of both these variable Striders allow them to participate in the running battles that the strike force often finds itself engaged in.

Code Name:	Dark Coyote
Manufacturer:	Black Talon Werks
Unit Type:	Light Strider
Height:	6.5 meters
Weight:	29,000 kg

The Dark coyote is normally deployed in close support with advancing Gears. While able to provide support the Dark Coyote excels in Electronic Warfare reducing the need to rely on dedicated recon Gears.

Model Dark Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Dark Naga	26	ST	W:5" G:7"	10	4 / 4	2	3+	5+	6+	2x HAR, MRC (FT+F)	Autopilot, Low Profile, Sensor Boom (Aux), TD:0 (Aux)	Strider 2"
Dark Naga: Anti-Tank Pack	32	ST	W:5" G:7"	10	4 / 4	2	3+	5+	6+	2x MATM, MRC (FT+F)	Autopilot, Low Profile, Sensor Boom (Aux), TD:0 (Aux)	Strider 2"
Dark Naga: Suppression Pack	26	ST	W:5" G:7"	10	4 / 4	2	3+	5+	6+	2x HGL, MRC (FT+F)	Autopilot, Low Profile, Sensor Boom (Aux), TD:0 (Aux)	Strider 2"
Dark Naga: Sniper Pack	27	ST	W:5" G:7"	10	4 / 4	2	3+	5+	6+	2x MLC, LPA (FT+F)	Autopilot, Low Profile, Sensor Boom (Aux), TD:0 (Aux)	Strider 2"
Dark Naga: Assault Pack	28	ST	W:5" G:7"	10	4 / 4	2	3+	5+	6+	2x HRL, LPA (FT+F)	Autopilot, Low Profile, Sensor Boom (Aux), TD:0 (Aux)	Strider 2"

Model Dark Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Dark Coyote	30	ST	W:4" G:6"	10	4 / 4	3	3+	5+	5+	MRG (T, Precise), MRC (AA, FT), APGL	ECM:1, Low Profile, Stable, Mount	Strider 2"
Dark Coyote: Suppression Pack	27	ST	W:4" G:6"	10	4 / 4	3	3+	5+	5+	MPA (FT), LLC (AA, FT), APGL	ECM:1, Low Profile, Stable, Mount	Strider 2"
Dark Alpha Dog (Coyote upgrade)	+4	+(CMD)	-	-	-	-	-	-	4+	-	+Init:1, ECM:2, ECCM	

Code Name:	Eagle
Manufacturer:	Black Talon Werks
Unit Type:	Trooper Gear
Height:	4.6 meters
Weight:	6,900 kg

The primary trooper Gear used by the Black Talons, the Eagle Trooper was also the first of the Claw series to roll off the assembly line. Based off Paxton's Warrior Elite program, the Eagle incorporated numerous technological advancements developed for the high risk missions undertaken by Talon operatives.

Code Name:	Owl
Manufacturer:	Black Talon Werks
Unit Type:	Command Gear
Height:	4.8 meters
Weight:	7,500 kg

Designed as a command Gear from the ground up, the Owl incorporates features from both the Southern Gila and Northern Cheetah MkII. Exclusively used by commanders, the Owl features a networked logic engine that assists in decision making by analysing sensor and targeting data from all gears in the squad.

Model Claw Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Eagle	17	GP, SK	W:6" G:7"	7	3 / 3	2	3+	4+	4+	MRL (Arm), MRP, MPZ, LVB (Arm)	Arms, Jetpack:6"	Gear 1.5"
Eagle: Suppression Pack	18	GP, SK	W:6" G:7"	7	3 / 3	2	3+	4+	4+	HAC (Arm), LGL (Arm), MRP, LVB (Arm)	Arms, Jetpack:6"	Gear 1.5"
Eagle: Assault Pack	17	GP, SK	W:6" G:7"	7	3 / 3	2	3+	4+	4+	MBZ (Arm), MRP, LVB (Arm)	Arms, Jetpack:6"	Gear 1.5"
Anti-Infantry (Eagle upgrade)	+0	GP(0+), SK(0+)	-	-	-	-	-	-	-	-MRP, +LAPR	-	

Model Claw Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Owl	18	GP(CMD), SK(CMD), FS(CMD), RC(CMD), ST(CMD),	W:6" G:7"	7	3 / 3	2	4+	3+	4+	MRF (Arm), MRP, LVB (Arm)	Arms, Comms:1, Init:1, ECM:1, ECCM, Jetpack:6", SatUp:4+	Gear 1.5"
Owl: Assault Pack	18	GP(CMD), SK(CMD), FS(CMD), RC(CMD), ST(CMD),	W:6" G:7"	7	3 / 3	2	4+	3+	4+	LRL (Arm), MRP, LPZ, LVB (Arm)	Arms, Comms:1, Init:2, ECM:1, ECCM, Jetpack:6", SatUp:4+	Gear 1.5"
Owl: Suppression Pack Alpha	18	GP(CMD), SK(CMD), FS(CMD), RC(CMD), ST(CMD),	W:6" G:7"	7	3 / 3	2	4+	3+	4+	MAC (Arm), LGL (Arm), MRP, LVB (Arm)	Arms, Comms:1, Init:2, ECM:1, ECCM, Jetpack:6", SatUp:4+	Gear 1.5"
Owl: Suppression Pack Beta	18	GP(CMD), SK(CMD), FS(CMD), RC(CMD), ST(CMD),	W:6" G:7"	7	3 / 3	2	4+	3+	4+	MAC (Arm), MFC (Arm), MRP, LVB (Arm)	Arms, Comms:1, Init:2, ECM:1, ECCM, Jetpack:6", SatUp:4+	Gear 1.5"
Anti-Infantry (Owl upgrade)	+0	-	-	-	-	-	-	-	-	-MRP, +LAPR	-	

Code Name:	Raven
Manufacturer:	Black Talon Werks
Unit Type:	Recon Gear
Height:	4.2 meters
Weight:	5,550 kg

When deployed behind enemy lines Black Talon teams rely on the Raven for espionage and recon duties. To ensure maximum survivability the Raven is more heavily armoured than is normal for your typical light Gear chassis. This allows the Raven to act as a light trooper in addition to recon duties.

Code Name:	Raptor
Manufacturer:	Black Talon Werks
Unit Type:	Support Gear
Height:	5.0 meters
Weight:	9,015 kg

The Raptor is used when the Black Talons are tasked with assaulting fortified enemy positions. Like its namesake, the Raptor is a merciless predator and is equipped with a wide array of tools for quickly dismantling its prey. An unusually high number of Raptor pilots have duelling experience.

BLACK TALON

Model Claw Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Raven	15	RC	W:7" G:9"	5	3 / 3	2	4+	2+	3+	LRF (Arm), LPZ, LVB (Arm)	Agile, Arms, Comms:1, ECM:2, Jetpack:6", Sensors: 18" (Aux), TD:2	Gear 1.5"
Raven: Assault Pack	16	RC	W:7" G:9"	5	3 / 3	2	4+	2+	3+	LBZ (Arm, Split:2), LPZ, LVB (Arm)	Agile, Arms, Comms:1, ECM:2, Jetpack:6", Sensors: 18" (Aux), TD:2	Gear 1.5"
Raven: Suppression Pack	16	RC	W:7" G:9"	5	3 / 3	2	4+	2+	3+	MAC (Arm), LGL (Arm), LPZ, LVB (Arm)	Agile, Arms, Comms:1, ECM:2, Jetpack:6", Sensors: 18" (Aux), TD:2	Gear 1.5"

Model Claw Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Raptor	22	SK, FS	W:5" G:7"	8	3 / 3	2	3+	4+	5+	HRC (Arm), MAPR, MRP, MMG, HPZ, MVB (Arm, Reach 1")	Arms, Brawler:1, Jetpack:6"	Gear 2"
Raptor: Interdiction Pack	22	SK, FS	W:5" G:7"	8	3 / 3	2	3+	4+	5+	LPL (Arm), MAPR, MRP, MMG, MVB (Arm, Reach: 1")	Arms, Brawler:1, Jetpack:6"	Gear 2"
Raptor: Assault Pack	23	SK, FS	W:5" G:7"	8	3 / 3	2	3+	4+	5+	HBZ (Arm, Precise), MAPR, MRP, MMG, MVB (Arm, Reach: 1")	Arms, Brawler:1, Jetpack:6"	Gear 2"

Code Name:	Vulture
Manufacturer:	Black Talon Werks
Unit Type:	Support Gear
Height:	5.2 meters
Weight:	10,240 kg

The Vulture shares similar loadouts to the Peace River Cataphract but has been miniaturized to fit into the frame of a standard fire support Gear allowing it to provide Talon Squads with deadly long range fire support.

Code Name:	Dark Mastiff
Manufacturer:	Black Talon Werks
Unit Type:	Armored Personnel Carrier
Height:	2.3 meters
Weight:	10,240 kg

The Dark Mastiff is the same APC used by Peace River's Combined Task Force regiments. They are very similar in role to the Peace Riiver Mastiffs themselves, but upgraded with reinforced shocks to allow airdropping, as well as stealth systems.

BLACK TALON

Model Claw Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Vulture	24	FS, ST	W:4" G:6"	9	3 / 3	2	3+	4+	5+	LTG (Arm, Precise), MGM, MFC, MVB (Arm, Reach: 1")	Arms, Jetpack:4" (Aux)	Gear 2"
Vulture: Interdiction Pack	24	FS, ST	W:4" G:6"	9	3 / 3	2	3+	4+	5+	LRG (Arm, Precise), MGM, MFC, MVB (Arm, Reach: 1")	Arms, Jetpack:4" (Aux)	Gear 2"
Vulture: Assault Pack	24	FS, ST	W:4" G:6"	9	3 / 3	2	3+	4+	5+	HBZ (Arm, Precise), MGM, MFC, MVB (Arm, Reach: 1")	Arms, Jetpack:4" (Aux)	Gear 2"
Anti-tank (Vulture upgrade)	+2	FS, ST								-MGM, +MATM	-	

Model Dark Series	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Dark Mastiff	6	CV (0+), IN	G:8"	6	3 / 3	1	4+	5+	6+	MRF (FT), APGL	APC:1, Autopilot,	Vehicle 0.5"
Mastiff: Support Pack	7	CV (0+), IN	G:8"	6	3 / 3	1	4+	5+	6+	MGM (T)	APC:1, Autopilot,	Vehicle 0.5"
Mastiff: Suppression Pack	7	CV (0+), IN	G:8"	6	3 / 3	1	4+	5+	6+	MRP (T, Link)	APC:1, Autopilot,	Vehicle 0.5"

Code Name:	Infiltrator Infantry
Manufacturer:	N/A
Unit Type:	Infantry
Height:	2 meters
Weight:	75 kg

Often while enemy forces are being engaged by Talon Gear units, Infantry teams or lone operatives will take the opportunity to infiltrate, secure or sabotage the true target of the operation. Occasionally Infantry teams will also lend their direct support to an assault by designating targets for guided munitions or taking down key targets amidst the confusion of battle.
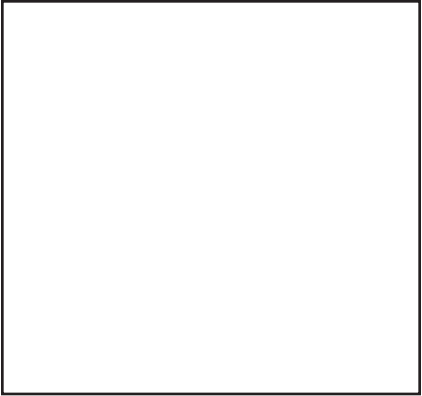
Code Name:	
Manufacturer:	
Unit Type:	
Height:	
Weight:	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Infiltrator Infantry Squad	6	IN (0+)	I:3"	3	3 / 1	1	3+	3+	4+	MIW, MAVM	Agile, Jetpack:4"	Infantry 0.5"
Sniper Team	6	IN (0+)	I:3"	3	2 / 0	1	3+	3+	4+	MIW, HIS (AP:1, Precise, Silent, Stabilizer)	Agile, Jetpack:4"	Infantry 0.5"
Observer Team	6	IN (0+)	I:3"	3	2 / 0	1	3+	3+	3+	LIW	Agile, Comms:1, Jetpack:4", TD:1	Infantry 0.5"

HEAVY GEAR BLITZ!
Living Rulebook Ver. 2.0

LANCES OF DESTINY

COLONIAL EXPEDITIONARY FORCE [CEF]

When finally Earth returned to its wayward colonies it was not as a friend, but as a conqueror. The New Earth Commonwealth (NEC) government knew the colonies would not welcome them back with open arms after being abandoned for hundreds of years.

The Gateships were refurbished and warships were built as quickly as possible, based around modular design elements. The Colonial Expeditionary Force was created with legions of hovertanks, trans-orbital fighters, and their genetically engineered clone super soldiers the GRELs. Then the eight fleets carrying the largest fighting force in human history was sent to bring the colonies back under Earths control.

NEW EARTH COMMONWEALTH

The New Eurasian Commonwealth was formed as a nation from city states in the Siberian region of Asia, quickly expanding outward to include areas near the Black Sea and even further west. The capital of the New Eurasian Commonwealth, and eventually the New Earth Commonwealth, was originally a small settlement built in eastern Europe, but which went through almost unheard of growth and advancement. Indeed, the advanced technology of the NEC came as a surprise to many of their opponents, who fell before legions of Hovertanks and GRELs. Even more surprising was that the NEC was the one nation on Earth to completely avoid the use of Weapons of Mass Destruction during WWIII, instead relying on their radiation-hardened vehicles, trans-orbital fighters, and genetic supermen. This avoidance was later attributed to an organization at the core of the NEC's political structure — the Knights of the Crescent — which requires its members to abide by a strict moral code.

As WWIII screeched to a fiery halt, the NEC was in a clear position of power with the highest remaining population levels and largest standing army. Most nations surrendered and accepted NEC rule, and the broken few that did not quickly fell to GREL assaults. Soon, the New Eurasian Commonwealth was the New Earth Commonwealth, united under a single banner for the first time in nearly four hundred years. New city domes were built to house the population, allowing the citizens, or at least the wealthy citizens, a chance to live without exposure to the harsh conditions precipitated by the war. To further ensure the domed cities were capable of sustained existence, a large scale effort was devoted to creating an interconnecting high-speed rail system between the domes.

Even so, life on Earth is not pleasant. Those fortunate enough to live in the domes live a life of containment. Disease and health problems are abnormally high in the domes. Those living in areas unserved by domes or the railways often live in squalor and experience much worse, as they lack even the most basic health care services. The cost of the infrastructure rebuilding also took its toll, leaving the NEC government no choice but to seek out resources elsewhere. To obtain those resources, Earth looked toward the stars once again.

COLONIAL EXPEDITIONARY FORCE

Either through lack of faith or a desire to rule, the NEC government did not expect the Colonies to willingly accept and aid the planet that left them to fend for themselves. Plans to conquer the Colonies were made, using the most advanced predictive technologies and with a large amount of help from the Sagan Institute on Mars.

Gateships were refurbished and warships were built as quickly as possible, based around modular design elements. GRELs left over from WWIII were hypnotrained for space duties and the cloning tanks placed at full production for the upcoming invasion. Initial plans were based on the assumption that Caprice was vital, and securing it and the next set of colonies would be paramount, planning for a second wave assault on the outlying colonies as soon as the initial wave had successfully pacified their targets. Within three years, the Colonial Expeditionary Force was on its way toward the colonies; eight fleets carrying the largest fighting force in the history of mankind.

The fleets first formed around the station at the Portal System, launching forth toward the Loki System and Caprice once all fleets had taken place in formation. Caprice proved very easily taken. With most of the population contained within the Cat's Eye Trench, threatening attack with directed massdrivers, prompted the ruling corporations to capitulate quickly. Once Caprice was in hand, work turned toward retrofitting the massive shipyards above the planet into a staging base for the first wave of colonial repatriation. The CEF was ahead of schedule and had taken no casualties.
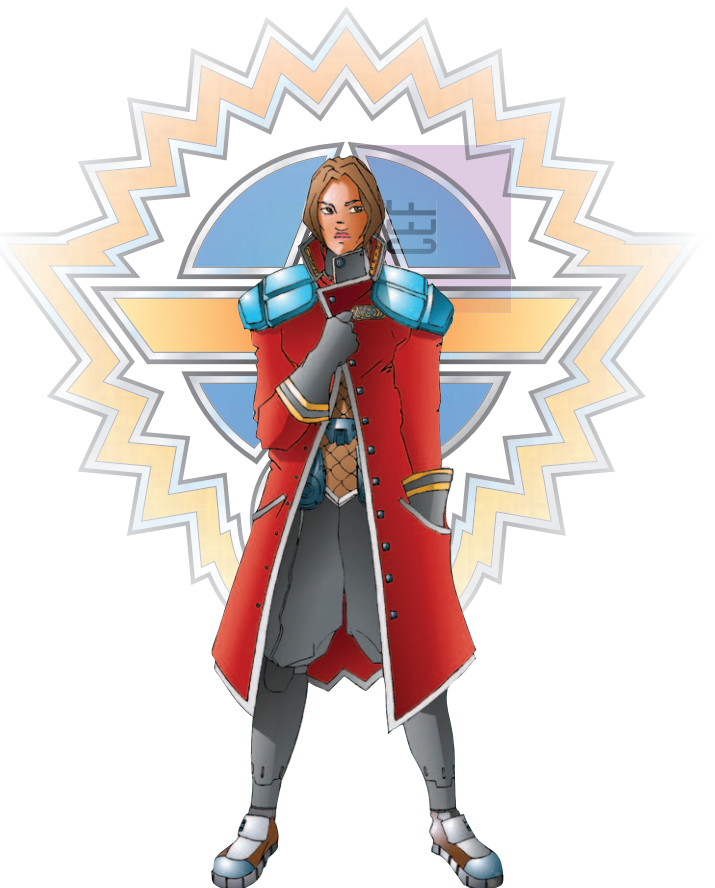
LIFE ON EARTH

Life in the domed cities of Earth is not peaceful. As more and more resources are devoted to retaking the colonies, the domes become more overcrowded, and sickness is running rampant. The average person has seen no benefit from the colonial retaking, and the NEC, no stranger to propaganda, has started using "Terror Warning Levels" and mass news slanting to keep the populace in check. While this is working currently, the government knows it is only a matter of time before the populace is no longer able to be placated. While dissenters are arrested and often disappear, rumors and dissent are rising. Some are beginning to wonder how the NEC is able to get the resources for such massive armies and why many higher ups in Government are so often on the conquered colonies.

The reality is that while the NEC would like to start sending people to new colonies and easing the load on the Earth's fragile biosphere, most colonies are still too newly conquered or in flux to mount expeditions. Some in government have whispered of taking only a select few to the colonies, leaving the rest behind, but even this is impossible unless the colonies are pacified quickly. The NEC needs the colonies and needs them soon. Particularly high on the list is Terra Nova, as it has the most landmass available for colonizing, although some within government have begun to wonder if that is the whole reason behind members of the Knights of the Crescent wanting the planet so badly.

THE FIRST WAVE

As the Fleets set forth from the Loki System, CEF command was in high spirits, and they had every reason to be. Utopia was quickly taken through subterfuge, the Fleet allying with a single planetary faction and quickly taking the planet over. The planet was ravaged by war, leaving most of the inhabitants to live in underground cities, but the inhabitants had been working on terraforming technologies that looked promising in helping not only Utopia, but Earth as well. The Utopian fleet yards and existing ships have been pressed into service to provide more ships for the CEF.

With Utopia easily taken, Botany Bay was chosen as the next colony, as the planet was thought to be easily conquered and the prison planet was regarded as a possible necessity given the likelihood of political dissidents on conquered planets. While the CEF were surprised to see a warrior culture fully developed on the planet, with limited local asteroid mining performed, the planet was taken as the inhabitants had few resources with which to fight the oncoming conquerors. The CEF did, however underestimate the tenacity of the inhabitants, who began a guerilla war on CEF ground troops and have begun attempting strikes on ships using asteroid mining equipment to breach hulls. As the fleet required ships in station above both Utopia and Botany Bay, as well as additional ground troops to fight the Botany Bay rebels, the invasion of Jotenheim would be put off until the second wave.

Atlantis, valued for colony space and medical research, was less of a rousing success. While the planet was secured and the limited landmass was easily taken, the inhabitants of the vast oceans have been hard to pacify. While the CEF did bring submarines capable of traversing even the deepest waters, the 'Atlanteans had much more expertise in oceanic technologies. CEF submarines were outclassed in speed and maneuverability, leaving the CEF submarine fleets sitting in shallower areas and docks as CEF command tried to work out ways to take the planet without ruining the planet's biosphere, thus negating the whole point of taking it in the first place.

With Atlantis "secured" and advancement on the planet deadlocked, CEF command sent two additional fleets out through the Atlantis system toward Home and Eden. Home was still run by a single corporation and had both a vibrant economy and culture. Sandrakar-Xia Interworld (SXI) initially resisted the CEF invasion, but after three months of resistance, internal politics led to a bloody coup within the hierarchy of the corporation. Jules Sandrakar-Xia, a descendent of the original company president, overthrew the board of directors and ordered SXI's troops to stand down. Jules has since made himself something of a favorite amongst the NEC and CEF higher ups, in no small part due to SXI's expertise in genetics, biomechanical interfaces and botany being freely offered to the NEC and the CEF. Indeed, an SXI facility has been recently opened on Botany Bay

Terra Nova proved the most troublesome of the first wave of assaults. While the CEF was surprised at how well the colonies managed on their own, none of them had been quite so prepared for war as Terra Nova. Preliminary intelligence during the landing indicated the polar confederacies were more likely to continue fighting each other than worry about the new threat, but this intelligence proved very wrong. With both poles joining up to fight the CEF, their supply lines cut off by space drones and the last-minute arrival of the Peace River Army, the CEFs Eighth Fleet was forced to withdraw, marking the first time a colony had successfully repelled the CEF.

Questions regarding where the CEF's initial intelligence on Terra Nova and other planets had come from have been raised internally and on the colonies themselves. While the CEF commanders rarely had an abundance of information, there were far too many coincidences in regards to having the right equipment at the right time or being in the right place at the right time. The loss on Terra Nova sparked a large, if hushed, debate over whether the intelligence was reliable or if the Fleet Commanders ignored the intelligence that had so far granted the CEF easy victories.

THE SECOND WAVE
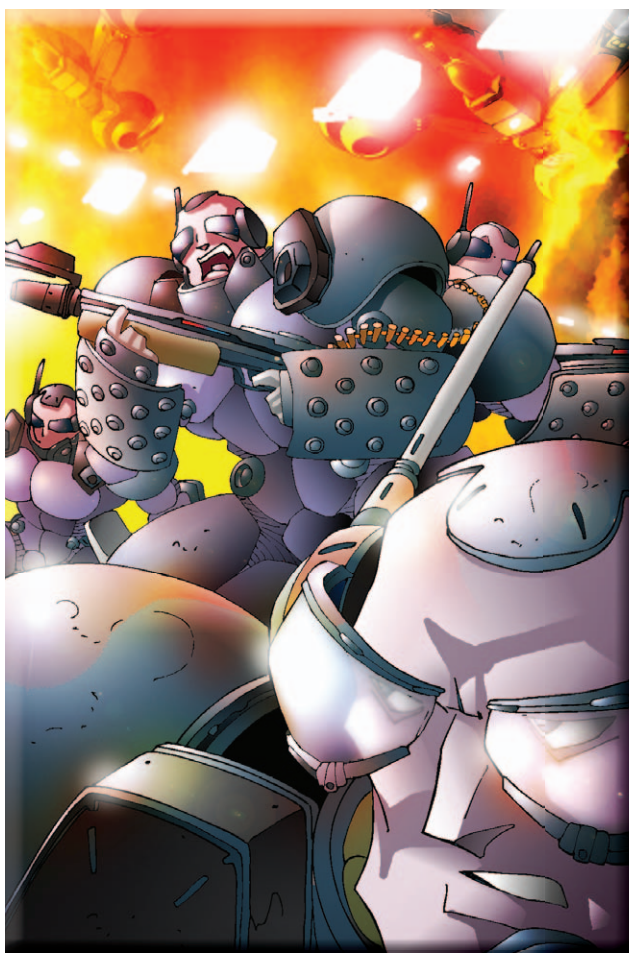
The second wave of invasions was delayed by the loss on Terra Nova. With the Eighth Fleet returning with major losses in personnel and equipment, and having left a large contingent on the planet because they simply could not carry them back, plans for the remaining colonies were rethought and more active reconnaissance was ordered. The times involved in stellar travel and communication left a good five-year gap in between the Eighth Fleet's return and the other fleets heading out for the second wave of assaults.

During the nearly 400 years of isolation, Eden had become something of a modern feudal society with multiple kingdoms covering the planet. The CEF's assault coincided with an attempt by scientists on the planet to implement a new gatedrive technology, one that backfired horribly, wiping out half the invading fleet and approximately one third of the planets surface. This accident was initially assumed to be planetary resistance and the Fleet Commanders authorised orbital bombardments of major cities during the rushed retreat to save the fleet.

The next months were a confusing muddle of meetings, betrayals and skirmishes as the kingdoms fell into disarray and the CEF capitalized on the confusion, allowing the now crippled fleet to take the planet with little resistance. The planet is currently occupied, but is not deemed conquered just yet, as some of the planetary forces formed guerilla militias who continue to make strikes against the overstretched occupying forces. The CEF is reluctant to do any major offensives against these militias as the guerillas have support from local villages and the planetary biosphere is undergoing exceedingly rapid cooling after the gate accident. Scientists from Utopia are being brought in to determine if their terraforming technology can rescue the planet.

Jotenheim's resistance to outsiders even during the Concordat made any intelligence from before the invasion very suspect and initial recon showed only small settlements in the mountain valleys, combined with a relatively high-tech herding culture. CEF command opted for a tactic similar to the one they used on Utopia, hoping to avoid a major invasion, or at the very least obtain some indication of planetary politics and military strength. Initial contact was exceedingly curt and while the Jotenheimers were willing to meet with CEF officers, they appeared very wary, and the questions they asked of the officers were very pointed. CEF officers were barred from any major settlements and the Jotenheim, and proceedings seemed more an attempt to delay the CEF than anything else. After five weeks of getting nowhere, and all intelligence pointing to minimal military capacity on the planet, the CEF launched an assault.

What met them was wholly unexpected. The Settlements on the surface were simply openings to the vast underground complexes built inside the mountains. Jotenheim fighting vehicles poured forth from hidden entrances, surrounded CEF troops and with surprising efficiency, destroyed most invaders. Energy weapon batteries from the planet were able to take down many capital ships and those able to retreat to a safe distance were assaulted by ships seemingly appearing from nowhere. No ships escaped, although a single encoded message was able to be sent back to Utopian space, warning the rest of the fleet. Soon after, an unencoded message was sent. It read "Tell your masters we will have nothing of their ways."

All reports indicated that New Jerusalem was an intentionally non-technological theocratic planet, devoted to pastoral work and religious worship. The CEF was wary of religion, knowing it could be a potent tool and a potent enemy. So they sent the Seventh Fleet with a great number of diplomats with instructions to broach a peaceful arrangement if at all possible. Initial reports indicated things were going well, but it would take time. Then things went quiet, the Fleet missing several check-ins. This is not unusual, but after the fourth missed check-in, the fleet was listed as officially out of communication and missing in action. Twenty scouts were sent to find the fleet, but only one returned, and it did not bring good news. The transmission it was able to receive indicated that the planet was much more dangerous than initially indicated. The Fleet had been destroyed, mutinied, or both, and the remaining loyalists were conducting guerilla attacks on the planet to keep supplied. The contents of the transmission have been kept top secret to prevent word from reaching the already antsy troops on Caprice.

DOCTRINE

Even with the advent of Battleframes, CEF doctrine is very reliant on a modified Blitzkrieg model. While the Blitzkrieg was regarded as only able to work once, the advent of hover technology and very heavy weaponry has given it new life in the 62nd century. Simply put, the original doctrine revolves around a entirely mechanized force concentrating on a small section of the enemy lines and pushing through without regard to its flanks. When backed up properly by air and artillery, this provided a way to divide enemy lines, strike deep into enemy territory, and encircle enemy formations. All of which is very useful for a conquering army.

However, with modern advances in technology, leaving your flanks open is far more dangerous, as enemies can outmaneuver a force very easily, leading to a need to protect flanks while advancing. The CEF solved this by doing multiple shorter advances, doing the Blitzkrieg on a small scale throughout an advance, the Hovertanks would push deep and loop around, pinning the enemy between themselves and the advancing GRELs. While effective, particularly with the speed of the Hovertanks, it was possible to halt the progress and without the momentum of the push, the front would stagnate, much as had happened on the first assault on Terra Nova.

Battleframes were introduced to help combat enemy walkers and to introduce a mobile element capable of protecting flanks while keeping up with the main push. This has led to the hammer and anvil tactic formerly used with GRELs and Hovertanks to be able to be expanded with different units, keep momentum going forward and allow GRELs and FLAILs to secure objectives. Modern CEF tactics seen from above seem very much like a swarm of sparrows taking on crows, while simultaneously moving toward objectives.
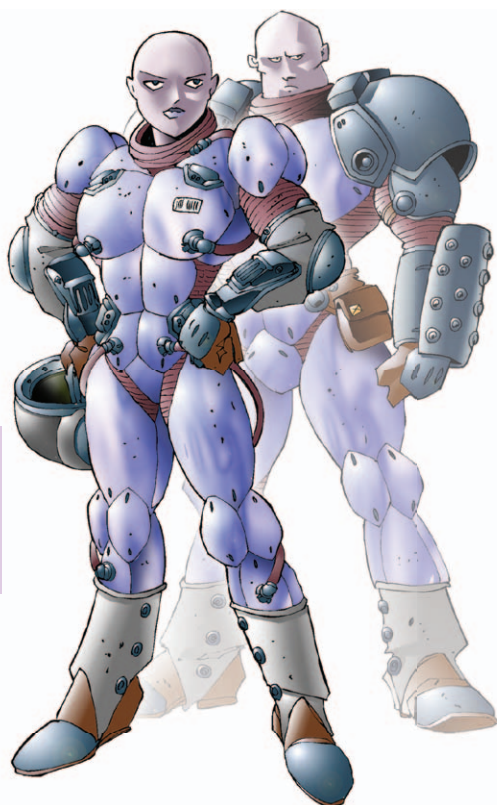
GRELs

Genetically Recombined Experimental Legionnaires are the CEFs frontline troops and primary technical corps. The CEF views GRELs as equipment. They lack rank, and are given only the title of Soldier and an ID name so the commanders may single one out when giving orders. GRELs are "property," and are thus unpaid and are not allowed any personal effects. When focused on their designed role and/or kept hypnotrained, they operate per spec, and while their inflexibility is sometimes a liability in battle, the CEF deems it more acceptable than unpredictably. The desire for individuality or possessions is a sign the GREL has a "personality imprinting" defect and needs to be retrained immediately. Indeed, the problems with GRELs as the CEF see them is their annoying tendency to grow personalities and for human CEF members to start believing the GRELs might be human as well. Unfortunately, "personality imprinting" will arise when the GRELs are unable to be retrained on a regular basis. Humans in contact with GRELs are rotated out of regiments every six months and GRELs are given "retraining" as often as is practical in the field.

As the pressure on the Eighth Fleet's ground and space forces was so high during the War of the Alliance, it was unable to "retrain" its GRELs on any kind of regular schedule. This is how the CEF learned that personalities are often unable to be removed if left alone for long enough. If not given enough mental stimulation after the personality takes root, GRELs often develop extreme mental illnesses related to their original training. Of the GRELs brought back to Caprice with the fleet, most were deemed unsalvageable and imprisoned in Bastille Alpha on Caprice to allow CEF bioscientists to further investigate the phenomenon. The CEF has taken this experience into account and have implemented exercises officers can implement to slow the personality development in the field when proper maintenance cycles are unable to be adhered to. Unfortunately, even when handled properly, Jan-Class GRELs are particularly vulnerable to megalomania and the number inside Bastille Alpha is disproportionately high.

FLAILs

Front-Line Augmented Infantry Legionnaires are the CEF's "upgraded" GRELs. In a distinctly uncharacteristic move, the CEF started offering veteran GRELs a chance to receive "upgrades" that let them utilize new equipment. Many accepted, some were forced, and even new GRELs who had not yet been woken up were sent to the Sandrakar-Xia Interworld facility on Botany Bay. Those that came back had a new designation and were wearing very sophisticated powered armor. After a few trials, the CEF has implemented mass upgrades, with the goal to have as many FLAILs as possible for the second assault on the colonies.

Scuttlebutt in the fleet is that these new units are far more obedient, able to react quicker, and are unnaturally aware of their surroundings. Only the scientists placed in charge of the FLAILs have seen them outside of the armored suits. Officers have been assured the upgrades have dealt with the personality "problem" and that FLAILs will respond much better on the field of battle than GRELs. FLAIL tanks are being outfitted and only FLAILs are able to pilot the main line Battleframes. Another very strange thing about the FLAILs is every unit seems equipped with a self-destruct mechanism that activates in case of severe damage or capture. While not enough to cause damage to a large area, it will turn the entire powered armor suit to slag, along with the user.

CEF FORCES:

A **Generic CEF Force** may be constructed using only the CEF Models List. This is the default option and should be used when learning the game rules.

All the models in the CEF Models List can be used in any of the sub-lists below. These Sub-Lists allow players to add additional specialized upgrades to their models as they collect their Force.

SUB-LISTS:

CEFLF - CEF Line Formation (CEF Sub-List + Allies: Caprice/Utopia/Eden):
A battle formation of GRELs and Hovertanks is a fearsome sight, they form the unbeatable Hammer and Anvil of the Earth Forces. Those few humans who live their lives as the commanders of Earths armies know that casualties are acceptable, failure is not.

- ♦ **Well Supported:** Each Primary Unit in this Force may have two Support units. The number of actions in the Support units may not exceed the standard number of actions for a Support unit: Example: A Primary unit of 5 actions may have up to two Support units of up to 3 actions total.

- ♦ **Allies: Choose one Caprice, Utopia, or Eden.** This Force may select Support units from the chosen Faction Force list to attach to CEF Primary units.

CEFTB - Hovertank Battalion (CEF Sub-List Force):
When the mobile elements of the CEF begin their blitzing attacks it is the Hovertank battalions that lead the way. Powerful enough to destroy most targets but fast enough to escape fights they cannot win, the battalions are a terror force of considerable might.

- ♦ **Commander:** The Tank Battalion CO commander model must be a vehicle with the Unit Availability of LT, MT, or HT.

- ♦ **Hammer:** This Force may only have Primary Units with the Unit Availability of LT, MT, HT, CV, IN (+ Trait: Limited: HB).

- ♦ **Eyes on the Skies:** One model per primary unit may choose the Generic Upgrade: Anti-Air for OTV.

- ♦ **Outriders:** Any model with a Unit Availability of LT, IN (MR:H), or CV may deploy using the Rangers Reserve Deployment (See 15.1c).

CEFIB - GREL/FLAIL Infantry Battalion (CEF Sub-List Force):
The CEF Infantry Battalions swarm across the landscape, each genetically engineered soldier hypnotrained from birth to fight to their last breath and to follow orders to the letter. No more disciplined army has ever been seen in history and no army survives being engaged by the relentless attacks of the CEF Infantry Battalions.

- ♦ **Commander:** The GREL/FLAIL Battalion Commanding Officer model must be a HC-3 or a HPC-64 model.

- ♦ **Anvil:** This Force may only have Primary Units that have the Unit Availability of HT, IN, GP, SK, FS, RC, or CV.

- ♦ **Built to be the Best:** Non-CO commanders in GREL and FLAIL units with 6 actions gain 1 additional Command Point (CP).

Heavy Hover Tank (HHT-90) breaches the defensive line with GREL support.

CEF

CEF MODELS LIST

Code Name:	F6-16 Frame
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Trooper Frame
Height:	4.6 meters
Weight:	6,200 kg

Reverse engineered from Heavy Gear technology recovered from the first invasion of Terra Nova, the F6-16 frame is unique because it is the only frame that is piloted by human CEF commanders. Using powerful hover technology, the Frame can easily keep pace with the Hovertanks that it is designed to support.

Code Name:	CF6-16 Frame
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Command Frame
Height:	4.8 meters
Weight:	6,400 kg

A dedicated command variant, the CF6-16 includes a powerful electronic counter countermeasures suite and a satellite uplink, allowing for real time observation of enemy positions using orbiting assets. The CEF dedicates significant resources to ensuring that human pilots return alive.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
F6-16: No Pack	8	GP, FS	W:5" H:9"	6	3 / 3	1	4+	4+	5+	LLC (Arm), LCW (Arm)	Arms	Gear 1.5"
F6-16: Anti-Tank Pack	10	FS	W:5" H:9"	6	3 / 3	1	4+	4+	5+	LPA (Arm), LATM (LA:2), LCW (Arm)	Arms	Gear 1.5"
F6-16: Assault Pack	9	GP, FS	W:5" H:9"	6	3 / 3	1	4+	4+	5+	LRL (Arm), LCW (Arm)	Arms, Shield:1	Gear 1.5"
F6-16: Recon Pack	10	GP, RC	W:5" H:9"	6	3 / 3	1	4+	4+	5+	LLC (Arm), LCW (Arm)	Arms, Comms:1 (Aux), ECM:1, Sensor Boom (Aux), TD:1 (Aux)	Gear 1.5"
F6-16: Support Pack	9	GP, FS	W:5" H:9"	6	3 / 3	1	4+	4+	5+	LLC (Arm), LGM, LCW (Arm)	Arms	Gear 1.5"
CF6-16 (F6-16 upgrade)	+1	+(CMD)	-	-	-	-	-	-	4+	-	+ECCM, SatUp:6+ (Aux)	
Mobility Pack (F6-16 or CF6-16 upgrade)	+1	-	-	-	-	-	-	-	-	-	+Airdrop, Jetpack:6" (Aux)	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
CF6-16-S: No Pack	10	RC(CMD), SF(CMD)	W:5" H:9"	6	3 / 3	1	4+	4+	5+	LLC (Arm), LCW (Arm)	Arms, ECCM, SatUp:5+, Stealth (*Aux)	Gear 1.5"
F6-16-S: Assault Pack	11	RC, SF	W:5" H:9"	6	3 / 3	1	4+	4+	5+	LRL (Arm), LCW (Arm)	Arms, Shield:1, Stealth (Aux)	Gear 1.5"
F6-16-S: Recon Pack	11	RC, SF	W:5" H:9"	6	3 / 3	1	4+	4+	5+	LLC (Arm), LCW (Arm)	Arms, Comms:1 (Aux), ECM:1, Sensor Boom (Aux), TD:1 (Aux), Stealth (Aux)	Gear 1.5"
Mobility Pack (CF6-16-S and F6-16-S upgrade)	+1	-	-	-	-	-	-	-	-	-	+Airdrop, Jetpack:6" (Aux)	

Code Name:	BF2-21 Frame
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Trooper Frame
Height:	4.6 meters
Weight:	5,950 kg

A clearly heavier design the BF2-21 is piloted or crewed by a GREL, or at least everyone is told that it's a GREL. No one has ever seen a GREL leave the cockpit of such a machine and the BF2-21s are rigged with self destruct devices to prevent them from falling into enemy hands.

Code Name:	BF2-25 Frame
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Recon Frame
Height:	5.4 meters
Weight:	6,200 kg

First observed on Atlantis by Black Talon teams, the BF2-25 was suspected of being a dedicated black ops vehicle but it is now widely known that the 25 was designed for recon missions and only incidentally used for headhunter or espionage missions.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
BF2-21: No Pack	10	GP	W:5" H:9"	6	4 / 2	1	4+	4+	5+	LLC (Arm), LCW (Arm)	ANN, Arms	Gear 1.5"
BF2-21: Anti-Tank Pack	12	GP	W:5" H:9"	6	4 / 2	1	4+	4+	5+	LPA (Arm), LATM (LA:2), LCW (Arm)	ANN, Arms	Gear 1.5"
BF2-21: Assault Pack	11	GP	W:5" H:9"	6	4 / 2	1	4+	4+	5+	MRL (Arm), LCW (Arm)	ANN, Arms, Shield:1	Gear 1.5"
BF2-21: Recon Pack	12	GP	W:5" H:9"	6	4 / 2	1	4+	4+	5+	LLC (Arm), LCW (Arm)	ANN, Arms, Comms:1 (Aux), ECM:1, Sensor Boom (Aux), TD:1 (Aux)	Gear 1.5"
BF2-21: Support Pack	11	GP	W:5" H:9"	6	4 / 2	1	4+	4+	5+	LLC (Arm), LGM, LCW (Arm)	ANN, Arms	Gear 1.5"
Mobility Pack (BF2-21 upgrade)	+1	-	-	-	-	-	-	-	-	-	+Airdrop, Jetpack:6" (Aux)	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
BF2-25: No Pack	13	RC, SF	W:6" H:10"	6	3 / 3	1	4+	4+	5+	LLC (Arm), LSG (Arm)	Airdrop, Agile, ANN, Arms, Comms:1, Jetpack:6" (Aux), Stealth (Aux)	Gear 1.5"
BF2-2: Anti-Tank Pack	15	RC, SF	W:6" H:10"	6	3 / 3	1	4+	4+	5+	LLC (Arm), LATM (LA:2), LSG (Arm)	Airdrop, Agile, ANN, Arms, Comms:1, Jetpack:6" (Aux), Stealth (Aux)	Gear 1.5"
BF2-25: Assault Pack	14	RC, SF	W:6" H:10"	6	3 / 3	1	4+	4+	5+	LLC (Arm), LCW (Arm)	Airdrop, Agile, ANN, Arms, Comms:1, Jetpack:6" (Aux), Shield:1, Stealth (Aux)	Gear 1.5"
BF2-25: Recon Pack	14	RC, SF	W:6" H:10"	6	3 / 3	1	4+	4+	5+	LLC (Arm), LCW	Airdrop, ANN, Agile, Arms, Comms:2 (Aux), ECM:1, Jetpack:6" (Aux), Sensor Boom (Aux), Stealth (Aux), TD:1	Gear 1.5"
Rotary Laser (BF2-25 upgrade)	+0	-	-	-	-	-	-	-	-	-LLC, +MRL		

CEF

Code Name:	BF2-19 Frame
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Support Frame
Height:	6.1 meters
Weight:	10,100 kg

A heavier Frame than the 16 or the 21, the BF2-19 carries the heaviest weapon load of all known frame designs. The BF2-19 is also rigged with self destruct devices leading Terra Novan engineers to speculate that the BF2-19 is related to the BF2-21.

Code Name:	LHT-67
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Light Hovertank
Height:	2.6 meters
Weight:	25,000 kg

The first Hovertanks that Polar forces met during the first invasion of Terra Nova by the CEF were the LHT-67. Fast and nimble, the LHT-67 can strike quickly from a flanking position and then dart away before a response can be coordinated.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
BF2-19: No Pack	13	FS	W:4" H:7"	7	4 / 2	1	4+	4+	5+	MLC (Arm), MRP, LATM, MCW (Arm)	ANN, Arms	Gear 2"
BF2-19: Anti-Tank Pack	15	FS	W:4" H:7"	7	4 / 2	1	4+	4+	5+	MPA (Arm), MRP, MATM (LA: 2), MCW (Arm)	ANN, Arms	Gear 2"
BF2-19: Assault Pack	14	FS	W:4" H:7"	7	4 / 2	1	4+	4+	5+	MRL (Arm), MRP, LATM, MCW (Arm)	ANN, Arms, Shield:1	Gear 2"
BF2-19: Support Pack	14	FS	W:4" H:7"	7	4 / 2	1	4+	4+	5+	MLC (Arm), LATM, MGM, MCW (Arm)	ANN, Arms	Gear 2"
BF2-19: Recon Pack	15	FS	W:4" H:7"	7	4 / 2	1	4+	4+	5+	MRL (Arm), MRP, LATM, MCW (Arm)	ANN, Arms, Comms:1 (Aux), ECM:1, Sensor Boom (Aux), TD:1 (Aux)	Gear 2"
Mobility Pack (BF2-19 upgrade)	+2	-	-	-	-	-	-	-	-	-	+Airdrop, Jetpack:5" (Aux)	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
LHT-67: No Pack	18	LT	H:10"	8	4 / 4	2	4+	4+	5+	MPA (T), LABM (T)	Airdrop, Agile. Jump Jets:3" (Aux), Sensors:18", TD:0	Vehicle 2"
LHT-67: AA Pack	18	LT	H:10"	8	4 / 4	2	4+	4+	5+	MLC (AA, T), LATM (T)	Airdrop, Agile, Jump Jets:3" (Aux), Sensors:18", TD:0	Vehicle 2"
LHT-67: Assault Pack	18	LT	H:10"	8	4 / 4	2	4+	4+	5+	MRL (T), MFC (FT, Link)	Airdrop, Agile, Jump Jets:3" (Aux), Sensors:18", TD:0	Vehicle 2"
GREL/FLAIL Crew (LHT-67 upgrade)	+2	-	-	-	-	-	-	-	-	-	+ANN	

Code Name:	LHT-71
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Light Hovertank
Height:	2.8 meters
Weight:	26,000 kg

Heavier than the LHT-67, the LHT-71 is slower but can survive more punishment. Carrying a range of weapons to suit different tactical situations; the light Hovertank is more than capable of dueling at range with any Gear that Terra Novan armies can field.

Code Name:	MHT-95
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Medium Hovertank
Height:	3.1 meters
Weight:	33,000 kg

The MHT-95 is a change from the other fast Hovertanks. It steadily advances and pins the enemy in pace with its heavy weaponry while other elements flank and close in for the kill. Previously only available to CEF forces several examples of the MHT-95 were appropriated by the Port Arthur Korps and reverse engineered.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
LHT-71: No Pack	18	LT	H:9"	8	5 / 3	2	4+	4+	5+	MPA (T), LABM (T)	Airdrop, Agile, Jump Jets:3" (Aux), Sensors:18", TD:0	Vehicle 2"
LHT-71: AA Pack	18	LT	H:9"	8	5 / 3	2	4+	4+	5+	MLC (AA, T), LATM (T)	Airdrop, Agile, Jump Jets:3" (Aux), Sensors:18", TD:0	Vehicle 2"
LHT-71: Assault Pack	18	LT	H:9"	8	5 / 3	2	4+	4+	5+	MRL (T), MFC (FT, Link)	Airdrop, Agile, Jump Jets:3" (Aux), Sensors:18", TD:0	Vehicle 2"
GREL/FLAIL Crew (LHT-71 upgrade)	+2	-	-	-	-	-	-	-	-	-	+ANN	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
MHT-95: No Pack	24	MT, LT	H:6"	9	5 / 3	2	4+	4+	6+	MRG (T), MRP (T, Link), MLC (FT, AA), HMG (FT, Auto)	Airdrop, Jump Jets:3", Sensors:18"	Vehicle 2"
MHT-95: Assault Pack	24	MT, LT	H:6"	9	5 / 3	2	4+	4+	6+	HGL (T), MFC (FT), MRP (T, Link), MLC (FT, AA), HMG (FT, Auto)	Airdrop, Jump Jets:3", Sensors:18"	Vehicle 2"
MHT-95: Support Pack	24	MT, LT	H:6"	9	5 / 3	2	4+	4+	6+	MAG (T), MRP (T, Link), MLC (FT, AA), HMG (FT, Auto)	Airdrop, Jump Jets:3", Sensors:18"	Vehicle 2"
GREL/FLAIL Crew (MHT-95 upgrade)	+2	-	-	-	-	-	-	-	-	-	+ANN	

CEF

Heavy Gear BLITZ!
Living Rulebook Ver. 2.0

Code Name:	MHT-68
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Medium Hovertank
Height:	3.6 meters
Weight:	45,000 kg

Fast enough to escape from anything it cannot kill, the MHT-68 provides a heavy punch to the forces, of the CEF. Hovertank units of 68s continuously circle around enemy forces waiting for them to make a mistake and punishing them heavily with their weapons.

Code Name:	MHT-72
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Medium Hovertank
Height:	3.7 meters
Weight:	47,000 kg

Slower but more heavily armored, the MHT-72 is used in shock assaults when heavy tanks break the enemy line and fan out to exploit weak positions. Though not as agile as the MHT-68, the 72 is still fast enough to take advantage of wide flanking maneuvers. The MHT-72 dominates any battlefield it fights on.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
MHT-68: No Pack	28	MT	H:8"	10	4 / 4	3	4+	5+	5+	HPA (T), MATM (T), MABM (T)	Airdrop, Jump Jets:3" (Aux), Sensors:18", TD:0	Vehicle 2"
MHT-68: AA Pack	28	MT	H:8"	10	4 / 4	3	4+	5+	5+	HLC (AA, T), MATM (T), MSAM (T)	Airdrop, Jump Jets:3" (Aux), Sensors:18", TD:0	Vehicle 2"
MHT-68: Assault Pack	28	MT	H:8"	10	4 / 4	3	4+	5+	5+	HRL (T), MFC (FT, Link), MATM (T)	Airdrop. Jump Jets:3" (Aux), Sensors:18", TD:0	Vehicle 2"
GREL/FLAIL Crew (MHT-68 upgrade)	+2	-	-	-	-	-	-	-	-	-	+ANN	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
MHT-72: No Pack	28	MT	H:7"	10	5 / 3	3	4+	5+	5+	HPA (T), MATM (T), MABM (T)	Airdrop, Jump Jets:2" (Aux), Sensors:18", TD:0	Vehicle 2"
MHT-72: AA Pack	28	MT	H:7"	10	5 / 3	3	4+	5+	5+	HLC (AA, T), MATM (T), MSAM (T)	Airdrop, Jump Jets:2" (Aux), Sensors:18", TD:0	Vehicle 2"
MHT-72: Assault Pack	28	MT	H:7"	10	5 / 3	3	4+	5+	5+	HRL (T), MATM (T), MFC (FT, Link)	Airdrop, Jump Jets:2" (Aux), Sensors:18", TD:0	Vehicle 2"
GREL/FLAIL Crew (MHT-72 upgrade)	+2	-	-	-	-	-	-	-	-	-	+ANN	

CEF

Code Name:	HPC-64
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Armored Personnel Carrier
Height:	3.4 meters
Weight:	15,000 kg

A Pacifier-class Hover APC can carry two fully-armed squads of GREL infantry in support of a Hovertank advance. Mounting a small anti-vehicle laser or artillery rockets allows the humble Pacifier to play a more active role on the battlefield.

Code Name:	Peregrine Gunship
Manufacturer:	Gallot Enterprices (Caprice)
Unit Type:	VTOL
Length:	7.4 meters
Weight:	8,100 kg

The Type 42 Peregrine Gunship was developed in response to the intense atmospheric effects that often make traditional air power very difficult to maintain on colony planets..

Code Name:	HC-3A
Manufacturer:	Kadellie Weapon Systems
Unit Type:	Recon Hovercar
Height:	2.4 meters
Weight:	7,850 kg

An old but reliable design, the HC-3A first saw action on the battlefields of Earth as a spotter for CEF hover artillery. The HC-3A in its current iteration has been designated as a high priority target by Terra Novan forces so much so that bounties have been placed for its destruction or capture.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
HPC-64	7	CV (0+), IN	H:9"	7	4 / 4	1	4+	4+	5+	LLC (FT)	Airdrop, APC:2, Jump Jets:2" (Aux)	Vehicle 2"
HPC-64: Support	9	CV (0+)	H:9"	7	4 / 4	1	4+	4+	5+	MAR (T)	Airdrop, APC:1, Jump Jets:2" (Aux)	Vehicle 2"
HPC-64: Medic	4	IN (0-1)	H:9"	7	4 / 4	1	4+	4+	5+	-	Airdrop, APC:1, Jump Jets:2" (Aux), Medic	Vehicle 2"
Command (HPC-64 upgrade)	+1	+(CMD)	-	-	-	-	-	-	4+	-	+ECM:1, SatUp:6+ (Aux)	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
HC-3A	9	RC (0+), CV	H:10"	5	3 / 3	1	4+	3+	3+	LLC	Airdrop, Agile, Comms:2, ECM:3, Jump Jets:2" (Aux), Sensors:24" (Aux), TD:1	Vehicle 2"
Command (HC-3A upgrade)	+2	+(CMD)	-	-	-	-	-	-	-	+LATM (LA:1)	+ECCM, SatUp:4+ (Aux)	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Peregrine Gunship	14	VL (0+)	H:12"	6	4 / 4	2	4+	3+	5+	MRL (FT+F, AA), LRP (AA, Aux, Link)	Agile	Vehicle 3"
Tank Hunter (Peregrine Gunship upgrade)	+2	VL	-	-	-	-	-	-	-	-LRP, + LATM (Aux, Link)	-	-

CEF

Code Name:	GREL Infantry
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Infantry
Height:	2.3 meters
Weight:	100 kg

Genetically Recombined Experimental Legionnaires (GREL) are the CEFs frontline troops and primary technical corps. The CEF views GRELs as equipment and but they are neither mistreated, nor abused. They are weapons of war and just like any other weapon require careful maintenance in the form of hypnotraining or subconscious indoctrination.

GREL Infantry

Morgana GREL

Code Name:	GREL Hoverbike
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Infantry
Height:	1 meter
Weight:	500 kg

While GRELs are often transported via APC, it is now common to see them hurtling across the battlefield mounted on Hoverbikes they strike hard and fast at the enemies of Earth.

CEF

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
GREL Squad	4	CV, IN(0+), HT	I:4"	4	3 / 1	1	3+	3+	6+	HIW, LIS		Infantry 1"
GREL Mortar Squad	5	CV(0-1), IN, HT	I:4"	4	3 / 1	1	3+	3+	6+	HIW, HIM		Infantry 1"
GREL Anti-Tank Squad	6	CV(0-1), IN, HT	I:4"	4	3 / 1	1	3+	3+	6+	HIW, MAVM		Infantry 1"
GREL Support Squad	5	CV(0-1), IN, HT	I:4"	4	3 / 1	1	3+	3+	6+	HIW, HIS		Infantry 1"
Jan (GREL Squad upgrade)	+1	+(CMD)	-	-	-	-	-	-	-	-	+Comms:1	
Morgana Assault GREL Team	6	IN, HT	I:5"	3	3 / 0	1	3+	3+	5+	MIW, VB (AI, AP:1, PEN:4)	Agile, Brawler:1, Stealth	Infantry 0.5"
Morgana Sniper GREL Team	7	IN, HT	I:5"	3	3 / 0	1	3+	3+	5+	MIW, HIS (AP:1, Precise, Silent)	Agile, Brawler:1, Stealth	Infantry 0.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Hoverbike GREL Squad	6	CV, IN(0+)	H:12"	3	3 / 0	1	4+	3+	6+	HIW	Agile, Jump Jets:2", Limited:HB	Infantry 1"
Hoverbike Anti-Tank Squad	8	IN	H:12"	3	3 / 0	1	4+	3+	6+	HIW, LPZ	Agile, Jump Jets:2", Limited:HB	Infantry 1"
Jan (Hoverbike upgrade)	+1	+(CMD)	-	-	-	-	-	-	-	-	+Comms:1	

Code Name:	FLAIL Infantry
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Infantry
Height:	2.7 meters
Weight:	550 kg

Front-Line Augmented Infantry Legionnaires are the CEF's "upgraded" GRELs. A seamless melding of man and machine, these powered infantry are a terror on and off the battlefield. They feel no pain nor fear and can easily weather a storm of anti-infantry fire. So fearsome are they that Terra Novan forces have resorted to using Gear squads to deal with them.

Code Name:	HHT-90
Manufacturer:	Colonial Expeditionary Force
Unit Type:	Heavy Hovertank
Height:	8.6 meters
Weight:	155,000 kg

The HHT-90 Overlord represents the pinnacle of CEF hover technology. Purpose-built to engage and destroy Terra Novan landships, it is the king of the battlefield. Its Macro Accelerator Cannon is for all intents and purposes a scaled down naval gun and its chassis can withstand severe punishment while transporting a full unit of GRELs in safety.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
FLAIL Squad	6	IN(0+), HT	I:4", H:6"	5	3 / 1	1	3+	3+	5+	HMG, LIS	Jetpack:4", Limited:FL(UA:IN)	Infantry 1"
Support FLAIL Squad	7	IN, HT	I:4", H:6"	5	3 / 1	1	3+	3+	5+	HMG, HIM	Jetpack:4", Limited:FL(UA:IN)	Infantry 1"
Anti-Tank FLAIL Squad	8	IN, HT	I:4", H:6"	5	3 / 1	1	3+	3+	5+	HMG, HAVM	Jetpack:4", Limited:FL(UA:IN)	Infantry 1"
Interdiction FLAIL Squad	7	IN, HT	I:4", H:6"	5	3 / 1	1	3+	3+	5+	HMG, HIS	Jetpack:4", Limited:FL(UA:IN)	Infantry 1"
Morgana FLAIL Team	7	IN, HT	I:4", H:7"	4	3 / 0	1	3+	3+	4+	HMG, LVB (AI)	Agile, Brawler:1, Jetpack:4", Stealth, Limited:FL(UA:IN)	Infantry 1"
Close Support (FLAIL upgrade)	+1	-	-	-	-	-	-	-	-	+LPZ	-	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
HHT-90	70	HT (0-1)	-	-	-	-	-	-	-	-	-	Vehicle, 3"
Turret			-	11	5 / 3	3	4+	6+	5+	TG (T, AP:5, PEN:12), HAM (T), HATM (T), HRL (FT, AA)	Attached: HHT Body, AMS (Aux), ECCM, Comms:1 (Aux), Resist:H, SatUp:4+ (Aux), Sensors: 18", Vet, TD:1	-
Body			H:6"	12	5 / 5	3	5+	6+	6+	MRL (FT+R, Auto), MRL (FT+L, Auto), HRP (L, Aux), HRP (R, Aux), HPA (FT+F)	APC:4, CBS (Aux), Init:1, Jump Jets:2", Resist:H, Stable, Sensors:18", Vet	

Note:The HHT-90 may not be taken in a Support unit.

DAGGERS OF DECEPTION

CAPRICE

Caprice lacks most requirements for a settlement world. The planet is mostly barren, with what little atmosphere there is being very thin, except within the large Cat's Eye Trench. Indeed, it took years for humans to adapt to the harsher surface of the planet, and they still require rebreathers and oxygen tanks to support themselves outside of the Trench. Caprice was thus a corporate world first and foremost, with settlement limited to corporate workers and scientists sent to exploit the planet and explore the myriad of gates within the Loki system. From these beginnings as Earth's first colony, Caprice grew into an economic powerhouse and center for interstellar trade with Earth's other colonies, as all ships bound to Earth from these colonies or to the colonies from Earth had to go through the Loki System.

Despite the surface being inhospitable, the planet itself is geologically wealthy. The surface is scarred by centuries of careless strip mining and the endless cycle of building and abandoning mining camps. It is this lonely and isolated landscape the Liberati of the world inhabit. Wandering from camp to camp, sometimes as workers, sometimes squatting in abandoned facilities, the Liberati spend most of their short lives on the surface. There is little doubt that the Liberati are the hardiest people on the planet. They survive not out of hope, but stubbornness and persistence. Many people convicted of crimes not severe enough for imprisonment are sent to work in the mines and many of them are taken in by the Liberati, giving them friends and family after they were exiled from their own.

GOMORRAH

Gomorrah was the first non-corporate community on Caprice. Originally a small pleasure resort specializing in legalized gambling and prostitution, it remained neutral, even to the point of authorizing its security forces to use lethal force on anyone breaking the rules of the resort. The corporations, in turn respected the authority of Gomorrah, as it was the only place on the planet their workers could go to relax. Soon after, Gomorrah started the nearly forgotten practice of mail-order "brides," as a way to ensure continued monetary income. As the corporate housing settlements were designed mostly as barracks, Gomorrah built temporary family housing, and soon found itself in the real estate business, as the corporations were slow to adopt family housing.

Even after family housing was built by the corporations, Gomorrah remained the preferred living area, as more families lived there than any other area. Gambling remained a primary business of the resort, though prostitution became much less common as corporations brought in their own "entertainers" for the workers without families. Eventually, Gomorrah became the name for all habitation districts within the trench, and it increased from a town to the size of a moderate city within three centuries.

LIBERATI REVOLTS

As corporations exploited more and more of the surface of the planet, they also exploited their workers. Safeguards found on other planets were nonexistent. Miners were force-adapted to the harsh surface. Education was neglected, public services all but nonexistent and the nearest hospitals were on neighboring colonies. Indentured servitude became a norm, and the corporations felt that as the center of all trade in the galaxy, they were free to set their own laws, while corrupt Concordat officials looked on, uncaring. Yet surprisingly, it was those who were free of such shackles who sparked the seeds of revolt. The nomadic squatters known as the Liberati wandered the surface, taking over abandoned facilities until corporate security removed them, and then wandered again. They were viewed by the corporations as a nuisance, and like the reverence of ancient Earth birds that had built up in the Liberati culture only added to outsiders viewing the Liberati as "flighty." Unlike the corporations' own workers, however, these men and women were already adapted to the surface and trained in the most dangerous aspects of mining on Caprice. As such, they were often hired to do the work deemed too dangerous even for indentured workers.

In the decades before the situation exploded, miners joined the Liberati in droves. Many were those laid off by the corporations without the money to return to Earth, while others escaped indentured servitude. Tensions between the Liberati and the corporations grew into animosity and then to near violence. The only thing needed for a revolt was a catalyst. And in the late summer of 5370 AD, the Trent Sector Incident proved to be the spark for that revolt.

The Trent Sector, located near the planet's north pole, had many valuable mineral deposits, but was habitable only during summer. A group of Liberati known as the Aurora Miners were the lone group who bothered working the area, returning to the middle climes of the planet before the dangerous winters hit. In 5370, these miners were trapped in the sector during an unanticipated early storm. They were forced to break into an abandoned Slayke Industries facility. Alerted to the makeshift camp inside the facility by security systems, the company authorized the use of deadly force to deal with the squatters, turning the automated mining drones against the Liberati. Less than a dozen of over one hundred people survived, but they brought word of the horror to other Liberati.

Throughout Caprice, the Liberati mounted guerilla-style raids against the corporations. The corporations tried handling the matter, but it soon became clear that the population was supporting the Liberati, and the corporations turned to the Concordat for help.
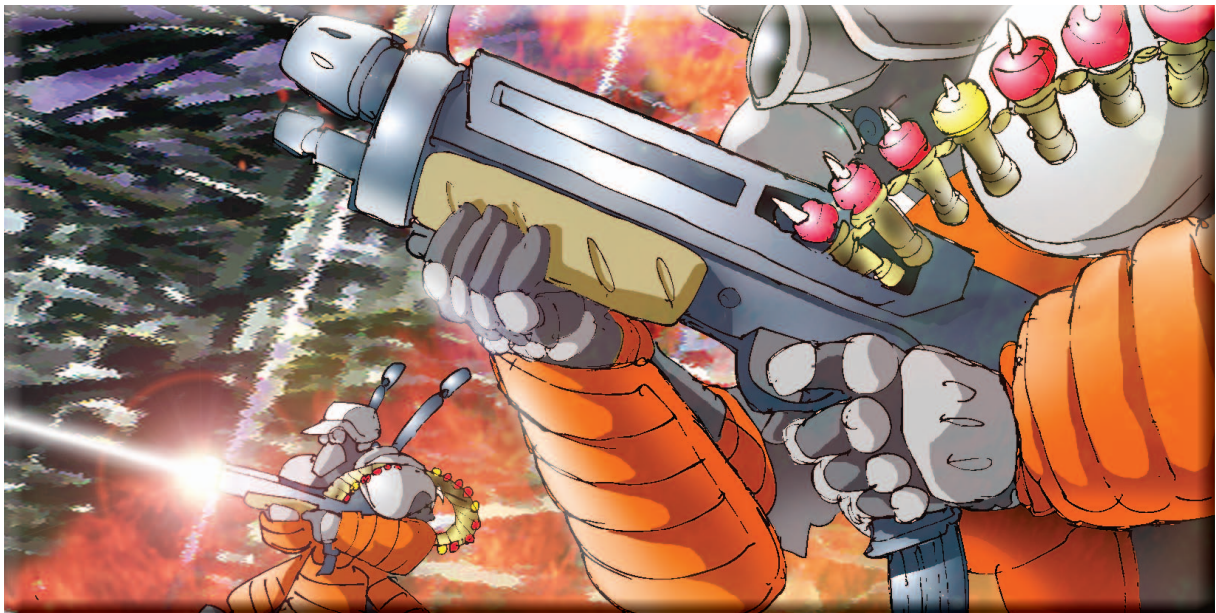
PROSPERITY

The Concordat declared military rule immediately and dismissed the corporations' desires for backup in favor of doing an investigation. Soon, it was discovered that the bureaucracy was corrupt and the investigators became extremely outraged at the obvious human rights violations. The Trent Sector Accord, named after the fatal incident that sparked the revolts, was ratified by the Concordat in short order. It formed a pseudo government known as the Caprician Corporate Executive, removed the draconian practices allowed under previous rule, enacted universal programs for services and formalized Gomorrah as the official name of the trench-city. For the first time, all Capricians had education, waste management and health care programs, along with law enforcement that was no longer tied to individual corporations.

While animosity between the Liberati and the corporations lasted for several generations, the CCE managed to balance commercial and private sectors. While Caprice is a dedicated industrial world, the CCE wished to ensure that living conditions were as high as on Mars or on Earth. From this wish came the ideas of Responsible Bureaucracy, wherein the corporations were responsible for the well-being of their employees, and Responsible Loyalty, wherein the employees were responsible for the well being of the Corporation. Many outsiders viewed this as nearly socialist, and the corporations as condoning corporate slavery but the corporations were indeed very capitalistic, and the rules of Responsible Bureaucracy and Responsible Loyalty were codes of conduct rather than governing laws. In the minds of the Capricians, healthy and satisfied workers meant profitable businesses and vice versa.

In the centuries that followed, Gomorrah grew to a megalopolis and Caprice was the hub for all of the Concordat's trade. Gomorrah was ranked amongst the best cities in the Concordat to live, yet the people of Caprice remained isolated in their chaotic city, with outsiders unable to fully grasp the mindset of the people there.

ISOLATION

The collapse of the Human Concordat was a very hard time for Caprice. Officials, including Gomorrah's political executives, abandoned their responsibilities and fled to Earth amongst the last ships. It was also during this time that Gomorrah underwent a massive influx of people as many fleeing to Earth were trapped on the planet, due to lack of finances or ships. Anarchy reigned and the Arclight weapons platform had to be used against three unfinished ships stolen from the Monolith Shipyards by refugees, lest they crash into the planet. Gomorrah's economic stability teetered as corporations were without their main customer and the city was bursting with new people. Riots swept the city and at their apex, a riot near an oil field became horribly violent. Rioters broke into the control station and the damage done overloaded the pipes, sending multiple geysers into the air which were quickly lit by the fires caused by the riots. Fire rained from the sky and over three quarters of the city burned to the ground. The corporations were forced to unify their security forces and take over the positions of the officials who abandoned their posts.

Gomorrah was rebuilt from the ashes, but it was a long process, even with the vast mineral wealth of the planet. Where once the economy was built around mass production for other colonies, it was reworked to function for the inhabitants. The pro-tem government worked hard to stabilize the world, and even worked on interplanetary trade, but in the wake of the disaster on the planet, many of the twelve serviceable gateships had to be turned into water-haulers to bring ice from the nearby asteroid field for the parched planet.

What trade did occur was limited. Attempts to reach Earth were met with military resistance as the remains of the Concordat were overly paranoid and fighting amongst themselves. Limited trade with Utopia occurred until the planet underwent a nuclear holocaust, and Atlantis proved somewhat xenophobic. Trade with Terra Nova continued until 5988, when the gateship crew inadvertently brought the St. Vincent's plague to the Loki System. Luckily, it was contained within the Liberty Space station near Loki gate XII. This led to the Station being quarantined for two years as the population had no defenses against "alien" illnesses. Soon after, the pro-tem government authorized the formation of the Magellan Genome Project to make a comprehensive exploration of all alien life-forms to help develop vaccines against non-native viruses. The project did well particularly after trade with Terra Nova was re-enabled, with ships traveling every decade or so until the CEF invaded Caprice.

INVASION

The CEF returned to Caprice to find it a much different world than it left. Gomorrah now encompassed the entirety of the Cat's Eye Trench and had blossomed upwards, with food and water processing plants lining the edge of the canyon. Having the populace in a single area made the conquest of Caprice very quick, with planetary leaders capitulating to the CEF rather than see their city destroyed by mass drivers in the blink of an eye. There were, however, complications.

While the Capricians supposedly cooperated, they were in reality enacting the hastily formed Operation Feint. A handful of "freedom fighters" escaped into the outlands to fight the CEF. They knew it would likely cost their lives, but these decoys were the first line of reconnaissance against an enemy that no-one understood. The freedom fighters fought the CEF in a series of rebellious engagements, during which human and electronic spotters observed the CEFs abilities. If the rebels won, any equipment able to be salvaged from the CEF was smuggled to corporate research facilities for study.

A few months later, a few volunteers staged a last stand versus the CEF in an abandoned facility. The CEF won handily and found the facility littered with the dead rebels they had been hunting down. While they died, most of the bodies found were actually from other engagements or accidents. The CEF believed it had won, and the Capricians had enough information to start fighting back for real.

Once the surface was believed to be secured, the CEF landed its main force, consisting of mostly human troops for public relations reasons. Unfortunately, the thousands of GRELs prepped for the invasion and accounted in the "acceptable losses" category were not killed in battles and the CEF had no contingency plans for this. Those still in cold storage were shipped to other fleets for their invasion forces. Some of the GRELs already woken up were placed in garrisons or in fleet tending duties, while the remainder were shipped to Bastille Alpha for storage and eventual euthanization.

After Caprice, the CEF sent forces to Atlantis, Terra Nova and Utopia, assuming things would go quickly, based on what intelligence they had, but within three years, the Eighth Fleet came limping back from Terra Nova. The Caprician resistance knew that if it wanted to remove the CEF presence from Caprice, it needed to know how Terra Nova succeeded. While the Capricians kept secret watch over the CEF, who still have the bulk of their fleets above the planet, they were also working on ways of contacting Terra Nova.

CAPRICIAN OVERVIEW

Currently, Caprician society is in a state of uneasy coexistence with the invaders. The Coalition resistance is laying low, letting the CEF operate as it wishes, while the Corporate council manages the surface much as before. While a portion of the manufacturing on the planet has been turned over to supplying the CEF, progress is slow, ostensibly due to Capricians' unfamiliarity with CEF equipment. The real reason is the resistance wishes to hinder the CEF as much as possible. CEF officials are beginning to suspect as much, but there is very little they can do, particularly with the CEF's Commonwealth Intelligence Directorate (CID) being overworked manning Bastille Alpha. Many things fall through the cracks in the system, and the resistance knows exactly how to make that happen.

Originally, the CID looked at ways to control the population's activities, but standard curfews do not work when Gomorrah never sleeps and the Liberati miners need to check equipment at odd hours. Soon, they discovered the data-rigs almost all Capricians had could be tracked through the network grid, thus eliminating the need for extra manpower and work. The Corporations and Liberati were quite amenable to this as almost every member of the resistance already knew how to bypass the tracking systems.

CAPRICIAN INSTALLATIONS

Bastille Alpha is the only prison on Caprice. The huge structure is located in the far northern tundra of the planet and all criminals sentenced to time in prison are sent here. When the CEF sent their excess GRELs here for storage, it became crowded. After the Eighth Fleet returned, many of the GRELs sent to Terra Nova were sent to the Alpha, and now, the prison is severely overcrowded. There is barely enough room for the GRELs added into the population, let alone the humans originally incarcerated. Even with regular shipments of GRELs from the prison to Botany Bay, conditions are deplorable, and the CEF is only willing to put in enough effort to prevent mass rioting, as GRELs are not regarded as people. As the population grows more and more restless, the CEF has begun offering gladiatorial death-fights, promising freedom or a return to active service to winners. In reality, this is done as a method to give the prisoners an outlet for their emotions, as well as test GRELs in physical combat for research. Winners are almost always examined in Elite Genome Labs' facilities and none have ever survived these examinations. Prisoners who show excessive enthusiasm during these fights are often chosen for shipment to Botany Bay.

The Liberati have operatives inside the prison, attempting to discern what the reason is behind GRELs being shipped to Botany Bay. They do, however know what happens to GRELs who win the arena combats and have begun spreading the word. Plans are in place for a massive jailbreak, but the timing and resources are not yet finalized. The Liberati wish to place GRELs who have escaped into the Fleets to serve as spies, and many have already agreed.

Vega Spaceport was built about a hundred kilometers from Gomorrah after the original spaceport was destroyed in the fires following the Concordat's withdrawal. The spaceport was rather small by planetary standards, but it was used only to ferry water back and forth from the fleet ships. Since the arrival of the CEF, however, it has been expanded greatly to handle the larger flow of military traffic. Separate civilian and military launch areas have been set up, and while the CEF monitors all Caprician water fleet activity, the port is overly busy and the resistance has been noting methods to bypass security.

MODERN GOMORRAH

Gomorrah is known as the Infinite City. No matter where you travel within the city, there is always more city, above, below and around you. The Cat's Eye Trench is eleven kilometers deep on average and every inch of the trench, from north to south, is crammed with the city, and the city is growing upward. Three hundred and eleven million people fill the trench and its offshoots. Sunlight rarely reaches the depths, instead the city itself is lit constantly by artificial means. From space, it is like staring down at a miniature galaxy within the iris of a giant cat.

Originally, no zoning or planning went into the city, with structures being built at the whims of corporations. While the city was given proper zoning and planning after the massive fires sparked when the Concordat pulled out, the city is still confusing. Many of the lower levels were built over top of previous structures during the nearly three centuries of confusing riots and violence. Within a few blocks, it is quite possible to pass well-maintained business towers, dilapidated tenements, corporate arcologies and remnants from the Concordat days.

While the city itself is varied, there are a few design elements that are common enough to note. It is quite possible that Gomorrah itself will become a single building at some point in the future as all space vertically and horizontally is used up, and city engineers have taken this into account with new buildings and those undergoing renovations. These are constructed with an exoskeletal framework, to enable "stacking." This has given the city a bit of a "hive" feel about it.

Streets are designated in levels Alpha through Epsilon. Alpha level streets are narrow, winding affairs along the lowest levels of the trench, and most are not maintained. Very few people use Alpha Level streets anymore, as the area is almost maze-like and has been built over repeatedly. Of particular interest to the rebellion are forgotten streets and mine shafts in Alpha Level that lead underneath important structure such as Juniper Street which runs beneath the CEF's Paladin's Lots encampment for nearly three kilometers.

Beta and Gamma level streets are main thoroughfares. Again, these are rather chaotic, but unlike Alpha Level, they are maintained and are sometimes routed through buildings. While most of the time the roadways through buildings are sealed, many shopping arcades and plazas are left open for passenger disembarking, although safety measures are in place to filter pollution and prevent pedestrians from accidentally entering roadways. Delta and Epsilon Level streets are reserved for traffic to buildings at or above one kilometer above the trench floor. As of yet, these are rare, and most of these roads are reserved for civilian traffic only. Commercial heavy duty roads have yet to be built. All roads, regardless of level have service platforms for vehicles and there are inter-level ramps, but these are less common between the higher levels. Heavy vehicles are often required to use elevators to prevent slowing traffic on ramps.

Most buildings are joined with enclosed walkways. Indeed, it is to the point where many jokingly call any open space in the city a "park." That said, parks hold a particular importance to those in the city, for they form places of tranquillity in the sea of chaos that is the city. From simple concrete enclosures with sculptures to the massive sundecks of the largest arcologies, every Gommoran has at least one park that is "their" place. The Tachyon Monorail system connects major hubs in the city and allows rapid transit for those who do not feel like walking the hundreds of kilometers of walkways or driving in the chaotic streets.

Gomorrah also has thirty-eight mesas within the city. Twenty-six are hidden beneath the sprawl, riddled with tunnels and installations. Four have been turned into parks, complete with sunlight routing equipment, cobblestones and trees. Two are helipad stations, one serves as a massive amusement arcology and two are on the last legs of being mined out. The remaining three were off-limits due to unstable foundations. The original plan was for these mesas to be filled with concrete in an effort to stabilize and prevent collapse, as they form the structural supports of buildings above, but the NEC mysteriously vetoed the plan and took control of the mesas. The purpose is unknown, but troop carriers have been seen entering and leaving during the least active times of the day. Indications are that construction is being done, but there is no indication of what is being built. The Liberati are understandably very curious as to what is being built, but so far all attempts at infiltration have failed.

CORPORATIONS

While the Liberati prepare for open conflict with the CEF, the corporations have been waging a shadow war between themselves. The battle lines, are not cut clearly across planetary divides, however. Many Caprician corporations work willingly with the CEF, while others pay only lip service and are a major force in the resistance. Regardless of their intentions, all corporations must survive and that means fighting for CEF work and "riding the tiger" to maintain influence. But for some, it doesn't matter who wins the war, but who gets the contracts and technology from the war and survives afterward. This places the corporations who are helping the resistance in a very tight spot, as any resources spent helping the Liberati are resources that will not be spent remaining competitive.

The Corporate Regulatory Authority (CRA) is officially in charge of adjudicating disputes between corporations and enforcing regulatory measures on Caprice. Unfortunately, many of the corporations that came to Caprice with the CEF fall outside of the CRA's jurisdiction and work without the restrictions put in place to ensure a stable Gomorrah. While come on the corporate council wish to disband the CRA, seeing it as a hindrance, others still support the CRA and the CRA has opened up the Caprician Mercantile Exchange (CME). The CME is designed as a mechanism to trade goods and services to the Terran corporations. While this does seem to be legitimizing the interlopers, it forces Terran companies to follow market forces in Gomorrah which are able to be manipulated by Caprician Corporations who still outnumber the Terran corporations. The New Earth Commonwealth representatives with the CEF have actually encouraged the CME, as they think it will foster good will and eventually sway the corporations into accepting CEF rule. Unfortunately for the NEC and the CEF, they have once again underestimated the resolve and resourcefulness of the Capricians.

CAPRICE FORCES:

A **Generic Caprice Force** may be constructed using only the Caprice Models List. This is the default option and should be used when learning the game rules.

All the models in the Caprice Models List can be used in any of the sub-lists below. These Sub-Lists allow players to add additional specialized upgrades to their models as they collect their Force.

SUB-LISTS:

CID - Caprice Invasion Detachment (Caprice Sub-List + Allies: CEF/Black Talon/Utopia/Eden):
Seconded to the invasion fleets of Earth, a Caprice Invasion Detachment is a chance for the corporate security forces to gain a reputation as a military force too. Equipped with the advanced quadwalkers called Mounts, the forces of Caprice specialize in combat in built up environments. Though never a traditional part of the Mount training, the soldiers of Caprice have learned to use the climbing pitons on the Mounts feet as devastating close combat weapons.

♦ **Well Supported:** Each Primary Unit in this Force may have two Support units. The number of actions in the Support units may not exceed the standard number of actions for a Support unit: Example: A Primary unit of 5 actions may have up to two Support units of up to 3 actions total.

♦ **Allies: Choose one CEF, Black Talons, Utopia, or Eden.** This Force may select Support units from the chosen Faction Force list to attach to Caprice Primary units.

CCSD - Caprice Corporate Security Detachment (Caprice Sub-List + Allies: CEF/Utopia/Eden):
The Security Detachments loyalty to their corporation is absolute, as long as the money keeps flowing. Tasked with security for the most secret of all research installations and other deniable actions, the Corporate Security Detachments are the first pick of a young officer looking to make connections and move up the social ladder of Caprice.

♦ **The Best Money Can Buy:** This Force is an Elite force and must upgrade all models to Veterans for +2TV per model.

♦ **Justifiable Expenses:** Commander models may select one Veteran Upgrade at -1TV.

♦ **Acquisitions:** This Force always has the Capture objective as one of their Objectives. Select other objectives as normal.

♦ **Allies: Choose one CEF, Utopia, or Eden.** This Force may select Support units from the chosen Faction Force list to attach to Caprice Primary units.

CLRC - Caprice Liberati Resistance Cell (Caprice Sub-List + Allies:Black Talon/Utopia/Eden):
Quietly supported by the very corporations that they purport to oppose the Liberati are a pawns in a larger power game. Forced to use hit and run tactics to survive the Liberati know that theirs is a desperate fight against tyranny. Nevertheless they continue their struggle to oppose, the invaders of Earth, knowing that if they die their ideals will live on.

♦ **Heroes of the Resistance:** This Force may select models with the Mount trait as Duelists. This Force may ignore the normal limit of one Duelist and include any number of models upgraded to Duelists. Each Duelist must be a different Support unit as normal.

♦ **Leaders of the Resistance:** This Force always has the Assassinate objective as one of their Objectives. Select other objectives as normal.

♦ **Ambush:** This Force adds +2D6 to the Initiative roll for the first Round.

♦ **Allies: Choose one Black Talons, Utopia, or Eden.** This Force may select Support units from the chosen Faction Force list to attach to Caprice Primary units.

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Code Name:	Acco
Manufacturer:	Various Corporations
Unit Type:	3.0 Trooper Mount
Height:	3.4 meters
Weight:	5,000 kg

The Caprician Acco is a common sight both on the battlefield and off. It is considered to be the workhorse of the Caprician people and is used in a civil, police and military capacity. It comes armed with either standard projectile weapons or a flamethrower, which are equally useful in the tight confines of the Cat's Eye trench.

Code Name:	Bashan
Manufacturer:	Various Corporations
Unit Type:	Recon Mount
Height:	4.0 meters
Weight:	7,500 kg

Jammer Bashan

The Bashan is often used in support of either Accos or Apheks. The Bashan's main role is as a communications platform. Unlike its larger cousin the Kadesh, the Bashan is equipped with a smaller leg arrangement, allowing it to quickly scurry from cover to cover while effectively providing targeting data and comms support.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Acco	6	GP (0+), FS, ST	W:6"	6	3 / 3	1	5+	3+	6+	LAC, LRP, MMG, CW (AP:1, PEN:5)	Agile, Climber, Mount	Gear 1"
Stalker Acco	6	GP (0+), RC, SK	W:6"	6	3 / 3	1	5+	3+	6+	LFC, LRP, MMG, CW (AP:1, PEN:5)	Agile, Climber, Mount	Gear 1"
Pyro Acco	6	GP (0+), SK	W:6"	6	3 / 3	1	5+	3+	6+	LFL, LRP, MMG, CW (AP:1, PEN:5)	Agile, Climber, Mount	Gear 1"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Bashan	10	RC (0+)	W:8"	7	3 / 5	1	5+	3+	4+	MAC, MMG, LSG	Autopilot, Brawler:1, Climber, Comms:2, ECM:1, Low Profile, Mount, TD:1	Strider, 2"
Jammer Bashan	12	RC, SK	W:8"	7	3 / 5	1	5+	3+	4+	MAC, LSG	Autopilot, Brawler:1, Climber, Comms:1, ECM:2, ECCM (Aux), Low Profile, Mount, SatUp:6+, TD:1	Strider, 2"

CAPRICE

Code Name:	Aphek
Manufacturer:	Various Corporations
Unit Type:	Recon Mount
Height:	5.7 meters
Weight:	10,500 kg

A light support Mount, the Aphek's main role on the battlefield is to provide support fire in the tight confines of the Cat's Eye Trench. Its scorpion-esque configuration allows it to engage opponents from the safety of cover without ever exposing itself. It can also further enhance these defensive capabilities with its ECM systems.

Code Name:	Kadesh
Manufacturer:	Various Corporations
Unit Type:	Support Mount
Height:	5.0 meters
Weight:	10,000 kg

While designated a fire support Mount, the Kadesh often finds itself deployed in support of the Meggido assault Mount. Equipped with a powerful jetpack, the Kadesh marries the benefits of heavy armour with high speed. Terra Novan's have named the Kadesh the "Flea" in reference to the high speed, low altitude jump maneuvers its pilots are so fond of.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Aphek	12	RC (0+)	W:7"	7	4 / 4	1	4+	4+	5+	MRC, LRP, HMG, LSG (Link)	Autopilot, Brawler:1, Climber, ECM:1, Low Profile, Mount, TD:1	Strider, 2"
Close Support Aphek	12	RC, SK	W:7"	7	4 / 4	1	4+	4+	5+	LRP (Link), HMG, LSG (Link)	Autopilot, Brawler:1, Climber, ECM:1, Low Profile, Mount, TD:1	Strider, 2"
Support Aphek	14	RC	W:7"	7	4 / 4	1	4+	4+	5+	MRC, LATM, HMG, LSG (Link)	Autopilot, Brawler:1, Climber, ECM:1, Low Profile, Mount, TD:1	Strider, 2"
Mortar (Aphek upgrade)	+1	-	-	-	-	-	-	-	-	+LGM (T)	-	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Kadesh	15	FS (0+)	W:6"	8	4 / 4	1	4+	4+	6+	MRC, MMG, MSG (Link)	Autopilot, Brawler:1, Climber, Jetpack: 4", Low Profile, Mount	Strider, 2"
Close Support Kadesh	15	FS, SK	W:6"	8	4 / 4	1	4+	4+	6+	MRP, MMG, MSG (Link)	Autopilot, Brawler:1, Climber, Jetpack: 4", Low Profile, Mount	Strider, 2"
Support Kadesh	15	FS	W:6"	8	4 / 4	1	4+	4+	6+	LPA, MMG, MSG (Link)	Autopilot, Brawler:1, Climber, Jetpack: 4", Low Profile, Mount	Strider, 2"

CAPRICE

Code Name:	Meggido
Manufacturer:	Various Corporations
Unit Type:	Support Mount
Height:	5.9 meters
Weight:	13,500 kg

A brutal war machine that embodies the trinity of speed, armor and firepower, the Megiddo is the Caprician answer to the assault Gears of Terra Nova. Meggidos come in a variety of loadouts from the stock model to support, sniper, close support, and rocket support variants.

Code Name:	Ammon
Manufacturer:	Various Corporations
Unit Type:	Heavy Mount
Height:	6.9 meters
Weight:	23,000 kg

A walking Tank, the Ammon brings very heavy firepower to the battlefield. The Ammon can be outfitted with weapons for either area saturation, long range engagement, or anti-tank. Either configuration more than capable of tearing enemy formations to shreds with its twin weapons pods.

CAPRICE

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Meggido	18	FS (0+)	W:6"	9	4 / 4	1	3+	4+	6+	HRC, MGL, HMG, MSG (Link)	Autopilot, Brawler:1, Climber, Jetpack: 4", Low Profile, Mount	Strider, 2"
Support Meggido	20	FS	W:6"	9	4 / 4	1	3+	4+	6+	HRC, LATM, HMG, MSG (Link)	Autopilot, Brawler:1, Climber, Jetpack: 4", Low Profile, Mount	Strider, 2"
Sniper Meggido	20	FS, SK	W:6"	9	4 / 4	1	3+	4+	6+	LPL, LATM, HMG, MSG (Link)	Autopilot, Brawler:1, Climber, Jetpack: 4", Low Profile, Mount	Strider, 2"
Close Suport Meggido	18	FS, SK	W:6"	9	4 / 4	1	3+	4+	6+	MGL, MRL, HMG, MSG (Link)	Autopilot, Brawler:1, Climber, Jetpack: 4", Low Profile, Mount	Strider, 2"
Rocket Support Meggido	20	FS	W:6"	9	4 / 4	1	3+	4+	6+	MRP, LATM, HMG, MSG (Link)	Autopilot, Brawler:1, Climber, Jetpack: 4", Low Profile, Mount	Strider, 2"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Ammon	26	ST (0+)	W:5"	11	4 / 4	2	4+	5+	5+	2x HRP (Range 6-18/96"), HMG, MSG (Link)	Autopilot, Climber, Low Profile, Mount, Stable, TD:0	Strider, 2"
Support Ammon	28	ST	W:5"	11	4 / 4	2	4+	5+	5+	2x MRG, HMG, MSG (Link)	Autopilot, Climber, Low Profile, Mount, Stable, TD:0	Strider, 2"
Missile Support Ammon	30	ST	W:5"	11	4 / 4	2	4+	5+	5+	2x MATM, HMG, MSG (Link)	Autopilot, Climber, Low Profile, Mount, Stable, TD:0	Strider, 2"

Code Name:	Moab
Manufacturer:	Various Corporations
Unit Type:	Heavy Mount
Height:	6.9 meters
Weight:	25,000 kg

The Moabs massive frame allows it to carry some of the devastating weapons known to man. Armed with either rotary lasers, particle accelerators or anti-tank missiles, the Moab rains death upon the enemies of Caprice. Moabs are favoured over Ammons by non-corporate forces on Caprice due to its availability.

Code Name:	Hamath
Manufacturer:	Various Corporations
Unit Type:	Armored Personnel Carrier
Height:	5.5 meters
Weight:	12,500 kg

When the need arises to deploy armed personnel within the labyrinth of mines on Caprice, there is no better transport than the Hammath. This six legged walker is able to traverse the rough Caprician terrain by either hanging from the ceilings or scurrying along the walls and mine floors.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Moab	22	ST (0+)	W:6"	10	4 / 4	2	5+	5+	6+	2x HRL, HCW (Link)	Autopilot, Climber, Low Profile, Mount, Stable, TD:0	Strider 3"
Close Support Moab	24	ST	W:6"	10	4 / 4	2	5+	5+	6+	2x MPA (Split:2), HCW (Link)	Autopilot, Climber, ECM:1, Low Profile, Mount, Stable, TD:0	Strider 3"
Support Moab	26	ST	W:6"	10	4 / 4	2	5+	5+	6+	2x MATM, HCW (Link)	Autopilot, Climber, Low Profile, Mount, Stable, TD:0	Strider 3"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Hamath	8	IN	W:7"	7	4 / 4	1	5+	4+	6+	LRC, LCW (Link)	APC:2, Climber, Low Profile, Mount	Strider 2"
Hamath Medic	4	IN (0-1)	W:7"	7	4 / 4	1	5+	4+	6+	LCW (Link)	APC:1, Climber, Low Profile, Medic, Mount	Strider 2"
Command (Hamath upgrade)	+2	+CMD	-	-	-	-	-	-	-	-	+Init:1, Comms:1	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Corporate Troops	3	IN (0+)	I:3"	2	2 / 2	1	4+	4+	5+	LIS (AI), HIS (Stabilizer)	TD:1, Climber	Infantry 0.5"
Support Troops	4	IN (0+)	I:3"	2	2 / 2	1	4+	4+	5+	LIS (AI), MIM	TD:1, Climber	Infantry 0.5"
Missile Support Troops	4	IN (0+)	I:3"	2	2 / 2	1	4+	4+	5+	LIS (AI), MAVM	TD:1, Climber	Infantry 0.5"

CAPRICE

DRONES OF DESOLATION

UTOPIA

Utopia no more, the years following Earth's withdrawal were a cruel time for the Utopians. Conflict arose and lead to total war with with all the horrors of nuclear and biological weaponry being used indescriminately, laying utter waste to a previously verdant planet. The world's population huddled in their bunkers and waited for the madness to end, but as the war ended the surface had become unlivable. The survivors chose to expand their massive bunkers and the development of the Deep Cities resulted.

Due to the necessity for preserving life, warfare in the post-Great War years was largely fought by automated drones, which increasingly became more and more sophisticated. When the CEF returned to Utopia, they encountered a devastated planet with superior technology compared to their own. Faced with the prospect of a force armed with superior technology, the CEF chose to ally themselves with the Utopians.

COLONIZATION

Discovered in 5435 A.D., the planet was initially considered not worth colonizing as the surface was simply barren rock that lacked any flora or fauna even though it resided in the solar system's life zone. After a number of years, the interest was renewed when a few mega-corporations on Earth looked at the possibility of terra-forming the planet for habitation.

One of these companies was Wilder-Grosz, who purchased the planet eight years after its discovery. The corporation invested a tremendous amount of capital into terra-forming the planet using the latest techniques, and less than a century later the planet was ready for habitation by colonists. In 5509 A.D., the planet was opened for colonization, and massive waves of colonists traveled to Utopia to start a new life. Wilder-Grosz moved their entire corporation to the planet shortly after opening, and began the process of exploiting the planet to increase their profits.

POST-CONCORDAT ERA

After centuries of prosperity, Utopia faced a daunting future with the withdrawal of the Human Concordat. The unified government that had existed under Wilder-Grosz splintered into five major countries spread throughout the continents. The most aggressive of these nations, the Magnate City States, declared war on their neighbors, the Vanguard of Donovan. The resultant short war included the use of anti-matter bombs used to annihilate three of the Vanguard's largest cities. The panic that ensued from the bombings lead to the realignment of the five nations into three superpower nations and a bunker building mentality throughout the world.

Decades later, a single terrorist act at an economic summit sent the relative peace of the world into a spiral of destruction the Utopians would call the Great War. Nuclear and biological weaponry were used indiscriminately, laying utter waste to the once verdant planet. The world's population huddled in their bunkers and waited for the madness to end, but as the war ended the surface had become unlivable. The survivors chose to expand their massive bunkers and the development of the Deep Cities resulted.

In the centuries after the Great War, four major states developed to unify shattered countries. On the continent of Etrusca, the United Republic of Steelgate grew out of the Magnate City States to emerge as a resource-rich power under military control. In the southern part of the Etruscan continent, the Greenway Alliance came together from the surviving Wilder-Grosz city states, and benefited from their expertise in biological fields. On the continent of Sumer, the Industrial States of Kogland and the Independent States contested each other for superiority of the lands.

Due to the necessity for preserving life, warfare in the post-Great War years was largely fought by automated drones, which increasingly became more and more sophisticated. When the CEF returned to Utopia, they encountered a devastated planet with superior technology compared to their own. Faced with the prospect of a force armed with superior technology, the CEF 2nd Fleet chose to ally themselves with the Steelgate Republic rather than facing a unified planet as the 8th Fleet did on Terra Nova. The tactic worked exceedingly well; within nine months, the planet was totally subjugated by the CEF.

After the conquest, the CEF continued their tactic of collaboration and brought Kogland, Greenway, and the Independent States under a single Colonial State with representatives from each faction. The resulting participation from all of the planet's governments was a marked increase in productivity and technological advancements. Within a few decades, Utopia became a principal source for rearming and equipping the second stages of the CEF. The efforts of Utopia were recognized by the CEF, and the Utopian Colonial Corps were created to offer the planet's powers access to off-planet resources.

UTOPIAN COLONIAL CORPS

Developed after the Utopian Colonial Senate passed a motion to centralize and standardize the planet's military, the Colonial Corps was key in bringing the modernization of Utopian forces. The War of the Alliance on Terra Nova had taught hard lessons to the CEF, and as plans developed for the second invasion, Steelgate and Kogland competed heavily to influence their CEF masters by developing and producing new weapons systems and armaments.

Commonwealth Integrity Directorate, the political control mechanism of the CEF and the main force of control exerted on Utopia, saw an opportunity to exploit the competing factions into a joint development venture and eventual armament of the two countries' armies for the coming attacks on Terra Nova, Jotunheim, and New Jerusalem. Three Terran years prior to the second invasion of Terra Nova, the two largest factions of Utopia ceded nearly a third of their military to aid in the colonial expansion of the various systems. CID promised increased funding into the rebuilding and decontamination processes utilizing captured colonial material in exchange for the added troops and material.

Armed with the new Armiger Automaton Controller units and advanced weapons systems, the new Utopian forces contributed significantly to the three planned invasion theaters.

ARMIGER AUTOMATION CONTROLLER SUIT

DEVELOPMENT HISTORY

Utopia's military industrial capacity is more advanced than other colonies as the people were forced to adapt to the severe conditions resulting from the nuclear devastation that killed much of the population and irradiated the surface of the once verdant planet. To compensate for the loss of life, early Utopian scientists constructed drones and sealed environmental suits called APES (Augmented Power Environmental Suits) for soldiers to operate on the harsh surface. Decades of constant warfare honed the craft of the surviving states' military technology and would eventually lead to the development of NAI (Near Artificial Intelligence) Matrices and their superior drone controller abilities.

The current leader of NAI technology is the Industrial States of Kogland, a collectivist high-technology nation located on the continent of Sumer. The heavily industrialized state received many of the CEF's contracts in the years following Earth's successful conquest of Utopia, and most of Earth's frames and hovertanks for the current push into Jotunheim, Terra Nova, and New Jerusalem were manufactured in the non-stop factory complexes found in the deep cities of the state. Access to this new technology and combat footage from the first invasion of Terra Nova aided engineers and scientists in designing a heavier, more versatile platform to control the next generation NAI Automaton Drones.

When the NIC discovered the secret design process Kogland had begun, they chose to leak the information collected from their spies to the United Republic of Steelgate's industries. The CEF approached the Viceroys of Steelgate's deep cities with a proposal to award the lucrative contracts for refitting and arming the newly founded Utopian Colonial Corps. A fierce competitive atmosphere emerged with corporate espionage rife in both factions' development. The stolen information resulted in identical modular component points and NAI technology being integrated into the two chassis systems developed by both factions.

The recce (RE-101) and commando (CO-101) variants emerged from the first few years of development. CEF 2nd Fleet command saw the potential in both units and ordered the addition of a fire support variant capable of greater automaton control. The contract was awarded to both factions in order to spur on the competitive design process. The final variant (FS-101) of what would be called the Armiger project, rolled out of the Kogland factories in the fall of the following year and the industrial state was awarded the bulk of the armament contracts for the Utopian Colonial Corps.

OPERATIONS HISTORY

The three variants have seen little field service since their introduction; however, testing in the wastes of Utopia have shown a significant improvement over the aging APES systems. Armiger pilots in the Colonial Corps have complained about the stifling cockpit design, and jokingly refer to the interior as crypts or coffins. The advanced NAI Matrices have received high praise from all of the pilots in the field on Terra Nova.

Nearly 600 Armiger Automaton Controller Suits are in operation throughout the desert planet acting as the eyes of the many CEF Korps campaigning across Terra Nova. Assisting these pilots are thousands of NAI enabled N-KIDU (Neural Kinetic Interceptor Drone Unit) Automatons, a next generation modular drone developed specifically for the invasions.

UTOPIA FORCES:

A **Generic Utopia Force** may be constructed using only the Utopia Models List. This is the default option and should be used when learning the game rules.

All the models in the Utopia Models List can be used in any of the sub-lists below. These Sub-Lists allow players to add additional specialized upgrades to their models as they collect their Force.

Utopia Special Rules:
These rules apply to any Utopia Force or Unit even if selected as Allies for another Force.

♦ **Armiger Rarity:** Utopia units are limited to a maximum of 2 Armigers per unit, regardless of variant.

♦ **Drone Matrix:** Utopia Primary units comprised only of N-KIDU models may have up to 8 actions. These units may have a Support unit that has up to ½ the number of actions of the Primary unit.

♦ **Limited Design: N-KIDU:** N-KIDU models are limited to only the Anti-Aircraft upgrade from the Generic Upgrade List. N-KIDU models may not be Duelists.

♦ **Companions: N-KIDU:** Armiger models with the Drone Bay trait may select N-KIDU models instead of Drones from the Generic Upgrade list. These N-KIDU models must match the Unit Availability requirements of the unit as normal, may not be docked, and do not count towards the maximum number of Actions in the unit. Companion models are not removed when the model they are attached to is destroyed.

♦ **Decoy: N-KIDU:** Any Armiger, or N-KIDU commander, targeted by a Non-melee attack action may choose to redirect the attack to a friendly N-KIDU model within 3" of the target model. The attacker must have Lock to the Decoy model. Redirect the attack before measuring range for weapons.

All the models in the Utopia Models List can be used in any of the sub-lists below by allowing players to add additional specialized upgrades to their models as they collect their Force.

SUB-LISTS:

UCFT - Utopian Combined Forces Troupe (Utopian Sub-List + Allies:CEF/Black Talon/Caprice/Eden):
The industrial powerhouse of the Colonies, Utopia uses advanced artificial intelligences to operate most of their manufacturing and fight using the robotic vehicles called N-KIDUs. Though highly advanced, these drones still require the support of Human pilots in their Armiger suits to function effectively.

♦ **Well Supported:** Each Primary Unit in this Force may have two Support units. The number of actions in the Support units may not exceed the standard number of actions for a Support unit: Example: A Primary unit of 5 actions may have up to two Support units of up to 3 actions total.

♦ **Allies: Choose one CEF, Black Talons, Caprice, or Eden.** This Force may select Support units from the chosen Faction Force list to attach to Utopian Primary units.

UCT - Utopian Commando Troupe (Utopian Sub-list):
Utopian Commando Troupes excel in attacking using many threat vectors at once to surround and overwhelm their targets. The Drones that are chosen to join them are those that have developed stealthy personalities and a practical attitude to war.

♦ **Going Commando:** The only Armiger models this Force may select are Commando Armigers.

♦ **Commander:** All Commander models in this force must be upgraded to Veterans for +0TV.

♦ **Who Dares:** Units with Commando Armigers may use the Pathfinder Reserve deployment option (See 15.1c)

URT - Utopian Recon Troupe (Utopian Sub-List):
Utopian Recce Troupes are filled with humans and drones that have a natural rapport with the wilderness. Liberated from their normal underground environments, these units can undertake long missions and adapt well to any terrain and excel in stealth and assassination missions.

♦ Going Native: The only Armiger models this Force may select are Recce Armigers.

♦ **Commander:** All Commander models in this force must be upgraded to Veterans for +0TV.

♦ **Quiet Death:** Recce Armigers gain the Silent Trait on any Arm mounted weapons.

UST - Utopian Support Troupe:
The Utopians who serve in the Support Troupes have a healthy respect for firepower and its use. Often found with drones that also have a penchant for excessive force, the Support Troupes believe that firepower is everything.

♦ **Going Boom:** The only Armiger models this Force may select are Support Armigers.

♦ **Commander:** All Commander models in this force must be upgraded to Veterans for +0TV.

♦ **Big Guns:** Support Armigers may upgrade their MRP to MABM for +0TV or LATM for +1TV.

Code Name:	Recce Armiger
Manufacturer:	Kogland
Unit Type:	Recon Armiger
Height:	4.4 meters
Weight:	5,900 kg

One of the most advanced battle platforms ever to be built, the RE-101 Recce Armiger was designed specifically to support CEF efforts on Terra Nova by acting as an autonomous reconnaissance unit. It is armed with advanced laser weaponry and a vast assortment of auxiliary systems allowing it to operate with virtually no support on the battle field.

Code Name:	Recon N-KIDU
Manufacturer:	Steelgate Central Foundries
Unit Type:	Recon Drone
Height:	3.2 meters
Weight:	2,400 kg

The Recon variant of the Neural Kinetic Interceptor Drone Unit is one of the most common in the Utopian Colonial Corps. Primarily deployed in support of the RE-101, these drones also see use in Commando squads. N-KIDU [R]'s can be equipped with either comms gear or electronic warfare suites allowing them to effectively contribute to any engagement.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Recce Armiger	12	RC , GP (0-1)	W:5" H:8"	6	4 / 2	1	4+	4+	3+	LLC (Arm), MRP, LVB (Arm), MHG	Agile, Arms, ECM:2, Drone Bay:2, ECCM, NCM:6", Sensors:18", Stealth (Aux)	Gear 1.5"
Close Support Recce Armiger	12	RC	W:5" H:8"	6	4 / 2	1	4+	4+	3+	MRL (Arm), MRP, LVB (Arm), MHG	Agile, Arms, Drone Bay:2, ECM:2, ECCM, NCM:6", Sensors:18", Stealth (Aux)	Gear 1.5"
Missile Support Recce Armiger	14	RC	W:5" H:8"	6	4 / 2	1	4+	4+	3+	LLC (Arm), LATM, LVB (Arm), MHG	Agile, Arms, Drone Bay:2, ECM:2, ECCM, NCM:6", Sensors: 18", Stealth (Aux)	Gear 1.5"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Recon N-KIDU	4	RC (0+), SK	W:6"	3	4 / 2	1	5+	4+	5+	HIW	Conscript, Comms:1, Stealth, TD:1	Gear 1"
Hunter Recon N-KIDU	4	RC (0+), SK	W:6"	3	4 / 2	1	5+	4+	5+	MIS	Conscript, Comms:1, Stealth, TD:1	Gear 1"
MP Recon N-KIDU	4	RC (0+)	W:6"	3	4 / 2	1	5+	4+	5+	MIW (Frag, AI)	Conscript, Comms:1, Stealth, TD:1	Gear 1"
Recon-ECM N-KIDU	4	RC	W:6"	3	4 / 2	1	5+	4+	5+	MIL	Conscript, ECM:1, Stealth	Gear 1"
Comms Recon N-KIDU (unreleased)	2	RC	W:6"	3	4 / 2	1	5+	4+	5+	HIW	Comms:1, NCM:6", SatUp:6+, Stealth	Gear 1"
Battery (Recon N-KIDU upgrade),	+1	-	-	-	-	-	-	-	-	+LRP	-	-
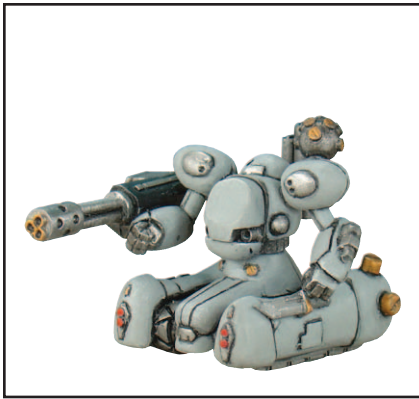
Code Name:	Support Armiger
Manufacturer:	Kogland
Unit Type:	Support Armiger
Height:	4.1 meters
Weight:	7,100 kg

While sharing the base chassis of all Armiger units, the FE-101 swaps the mobility of bipedal motive units for a pair of caterpillar tracks. This allows the unit to utilise weaponry that far surpasses its weight class. Due to its low profile the Armiger can be used aggressively as it uses cover to position itself until ready to bring heavy weapons to bear.

Code Name:	Support N-KIDU
Manufacturer:	Steelgate Central Foundries
Unit Type:	Support Drone
Height:	2.9 meters
Weight:	2,500 kg

Much like its recon variant the Fire Support N-KIDU is used in support of its Armiger equivalent. The N-KIDU [F] can deliver a deadly rocket barrage or be armed with guided missiles for light anti armour work. Like the FS-101, the N-KIDU [F] is mounted on a set of caterpillar tracks for increased stability and carrying capacity.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Support Armiger	13	FS , GP (0-1)	G:5"	8	5 / 1	1	4+	5+	5+	HRC (Arm), MGM, MRP, LVB (Arm)	Arms, Autopilot, Drone Bay:2, NCM:6", Offroad:2	Vehicle 1"
Missile Support Armiger	15	FS	G:5"	8	5 / 1	1	4+	5+	5+	HRC (Arm), MATM, MRP, LVB (Arm)	Arms, Autopilot, Drone Bay:2, NCM:6", Offroad:2	Vehicle 1"
Sniper (Support Armiger upgrade)	+1	-	-	-	-	-	-	-	-	-HRC, +MLC (Arm)	-	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/ Height
Support N-KIDU	5	FS (0+)	G:5"	4	4 / 2	1	4+	5+	5+	MRP	Conscript, Offroad:1	Gear 1"
Battery Support N-KIDU	8	FS (0+)	G:5"	4	4 / 2	1	4+	5+	5+	LATM	Conscript, Offroad:1	Gear 1"
Comms Support N-KIDU (unreleased)	2	FS	G:5"	4	4 / 2	1	4+	5+	5+	-	NCM:6", Offroad:1, SatUp:6+	Gear 1"

UTOPIA

Code Name:	Commando Armiger
Manufacturer:	Kogland
Unit Type:	Commando Armiger
Height:	5 meters
Weight:	6,200 kg

The most aggressive of the Armigers, the CO-101 is used for headhunting missions and performs well when paired with the N-KIDU [C] variant. Similarly armed as its Recce cousin the CO-101 however sports better armour and is able to utilise a jump pack, making it a very difficult target to track amid the chaos of battle.
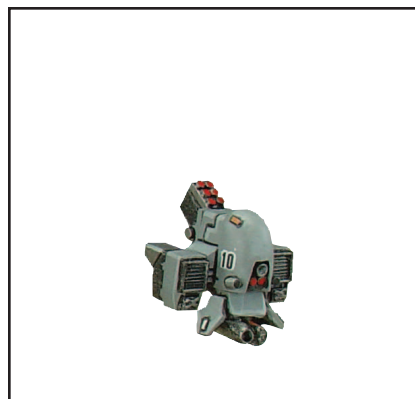
Code Name:	Commando N-KIDU
Manufacturer:	Steelgate Central Foundries
Unit Type:	Commnado Drone
Height:	2.3 meters
Weight:	2,100 kg

Armed with a bazooka for Anti-Gear operations the Commando variant N-KIDU has been the bane of Gear squads across Terra Nova. Fast, agile, and incredibly maneuverable the N-KIDU [C] variant NAI cores tend to display predatory behaviour and have been known to stalk their targets.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Commando Armiger	14	SK, GP(0-1)	W:5" H:8"	7	3 / 3	1	3+	3+	5+	MRL (Arm), MRP, LVB (Arm), LHG	Agile, Airdrop, Arms, Drone Bay:2, Jetpack: 6", NCM:6", Stealth (Aux)	Gear 1.5"
Grenadier Commando Armiger	14	SK	W:5" H:8"	7	3 / 3	1	3+	3+	5+	MGL (Arm), MRP, LVB (Arm). LHG	Agile, Airdrop, Arms, Drone Bay:2, Jetpack: 6", NCM:6", Stealth (Aux)	Gear 1.5"
Sniper Commando Armiger	14	SK	W:5" H:8"	7	3 / 3	1	3+	3+	5+	MLC (Arm), MRP, LVB (Arm)	Agile, Airdrop, Arms, Drone Bay:2, Jetpack: 6", NCM:6", Stealth (Aux)	Gear 1.5"
Anti-Tank (Commando Armiger upgrade)	+1	SK	-	-	-	-	-	-	-	-MRP, +LATM	-	

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Commando N-KIDU	5	SK(0+), FS	H:8"	3	4 / 2	1	4+	3+	5+	BZ (AP:1, PEN:6)	Conscript, Airdrop, Agile, Jetpack: 6", Stealth	Gear 1.5"
Commando-ECM N-KIDU (unreleased)	7	SK, FS	H:8"	3	4 / 2	1	4+	3+	5+	BZ (AP:1, PEN:6)	Conscript, Airdrop, Agile, ECM:1, Jetpack: 6", Stealth	Gear 1.5"
Comms Commando N-KIDU (unreleased)	3	SK, FS	H:8"	3	4 / 2	1	4+	3+	5+	-	Airdrop, Agile, Jetpack: 6", NCM:6", SatUp:6+, Stealth	Gear 1.5"
EMT Commando Drone (unreleased)	2	GP(0-1), SK(0-1), FS(0-1), RC(0-1)	H:8"	3	4 / 2	1	4+	3+	5+	-	Conscript, Airdrop, Agile, Jetpack: 6", Recovery, Stealth	Gear 1.5"

Code Name:	Constable APE
Manufacturer:	Various
Unit Type:	Augmented Infantry
Height:	3.4 meters
Weight:	800 kg

The APE is a form of hardened exoskeleton originally designed for harsh environment work but now adapted to military tasks. Their small size and low weight mean they can execute dynamic maneuvers with their backpack jet packs. Used for scouting missions and commando operations the APE is a versatile weapon platform.

Marshal APE

Code Name:	Man at Arms APE
Manufacturer:	Various
Unit Type:	Augmented Infantry
Height:	3.9 meters
Weight:	2,100 kg

When firepower is more important that speed the Man at Arms APE is deployed to support the Constables. Mounting large caliber weapon for such a small suit, the Man at Arms also has impressive mobility for a support platform, able to relocate to high ground or to a flank easier than any other support unit.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Marshal APE	7	GP(CMD), SK(CMD)	W:6"	5	4 / 2	1	4+	4+	5+	LAC (Arm), LRP, APGL, LVB (Arm)	Airdrop, Arms, ECM:1, ECCM, Jetpack:8", Stealth	Gear 1"
Constable APE	7	GP(0+)	W:6"	5	3 / 3	1	4+	4+	6+	LAC (Arm), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:8", ECM:1, Stealth	Gear 1"
Ignus Constable APE	7	GP	W:6"	5	3 / 3	1	4+	4+	6+	LFL (Arm), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:8", ECM:1, Stealth	Gear 1"
Suppressor Constable APE	7	GP	W:6"	5	3 / 3	1	4+	4+	6+	LGL (Arm), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:8", ECM:1, Stealth	Gear 1"

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Man at Arms APE	7	SK(0+)	W:6"	6	3 / 3	1	4+	5+	6+	LAC (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8", Stealth	Gear 1"
Sniper Man at Arms APE	8	SK	W:6"	6	3 / 3	1	4+	5+	6+	MRF (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8", Stealth	Gear 1"
Suppressor Man at Arms APE	8	SK	W:6"	6	3 / 3	1	4+	5+	6+	LGL (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8", Stealth	Gear 1"
Ignus Man at Arms APE	7	SK	W:6"	6	3 / 3	1	4+	5+	6+	MFL (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8", Stealth	Gear 1"

UTOPIA

CUTLASSES OF UNCERTAINTY

EDEN

Eden's society is built on a feudal structure with kingdoms ruled by nobles. Warfare itself is limited to organized battles broadcast to the entire planet where Nobles would lead power-armored troops, in Golems, against each other like ancient knights. Meanwhile, on the seas, privateer kings made their living doing dirty work for other kingdoms.

Disaster struck involving Tannhouser gate just as the Earth's Colonial Expeditionary Forced arrived. The resulting chaos left scars across the surface of multiple planets in the system, including Eden. Many kingdoms surrendered immediately to the CEF and those that fought back were quickly subjugated.
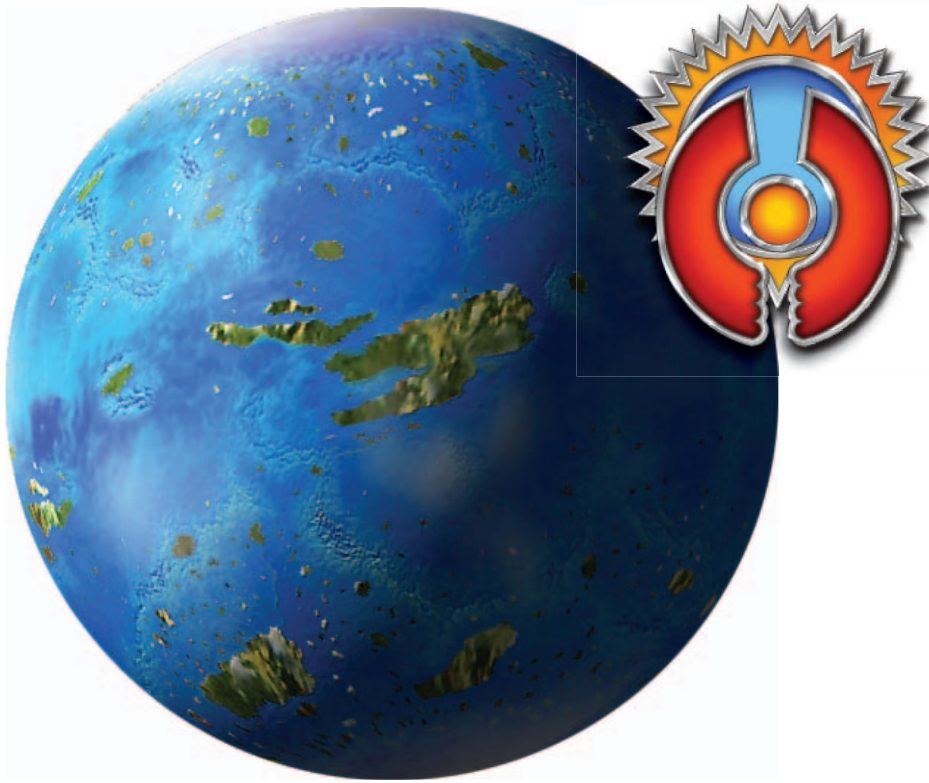
EDEN

First surveyed in 5428 AD, initial surveys reported Eden was in the first stages of developing Earth-like life. The planet was bought by Udunar Corporation, which quickly set about terraforming the planet. Due to the "ripe" nature of the planet, the process was achieved quickly and exceeded expectations, turning Eden into a lush paradise.

COLONIZATION

Terraforming the planet, however, came at great expense and Udunar Corporation collapsed before it could see profit. Local employees used a technicality within the legal contracts involved to buy the planet for a fraction of its worth and quickly set about turning the planet into the ultimate tourist destination. Each of the planet's "shareholders" was given their own section of the planet to run and citizens quickly began to identify these resort "kingdoms" as "nations." While anyone on the planet could live a rich life without the need for work, and the resorts provided luxuries unimaginable to those from Earth or her other colonies, interstellar travel remained expensive, limiting both tourism and incoming settlers. Due in part to this and having very little else to do, the various "kingdoms" participated in friendly one-upmanship in a variety of areas from colorful constabulary uniforms to scientific research. For anyone visiting, Eden was indeed a paradise and a sight to behold and marvel at.

RISE OF KINGDOMS

When the concordat fell, life of Eden changed very little. It was not until much later that the "resort kingdoms" started having disputes and slowly morphed into real kingdoms ruled by descendants of the original owners. "Warfare" was waged between the kingdoms in reality and in competitive rituals. Land disputes were resolved by seeing which kingdom could build an arcology habitat the fastest, who could make a monument with the most opulence, and so on. Warfare itself was often limited to organized battles broadcast to the entire planet where Nobles would lead power-armored troops against each other like modern knights. Meanwhile, on the seas, privateer kings made their living doing dirty work for other kingdoms.

MILITARY EQUIPMENT

Edenite Military equipment reflects their feudal structure mixed with the tendency toward urban and underground fighting. Since most of the planet's population is in arcologies, larger machines of war have been dropped in favor of smaller, more infantry-based weapons of war. While each kingdom on the planet has its own makes and models, stagnation of technology and political climates have led to most models being very similar in abilities. The most unique feature of the Edenite's overgrown power armors is the parasail used for long range patrols and aerial insertion. When combined with the vectored thrust of the Golem jump jets, the parasails allow Golems to remain aloft for hours, much to the displeasure of the pilots inside.

EDEN
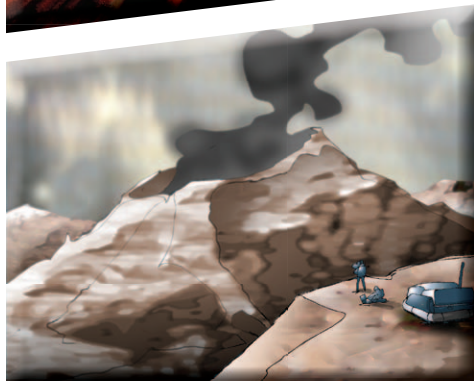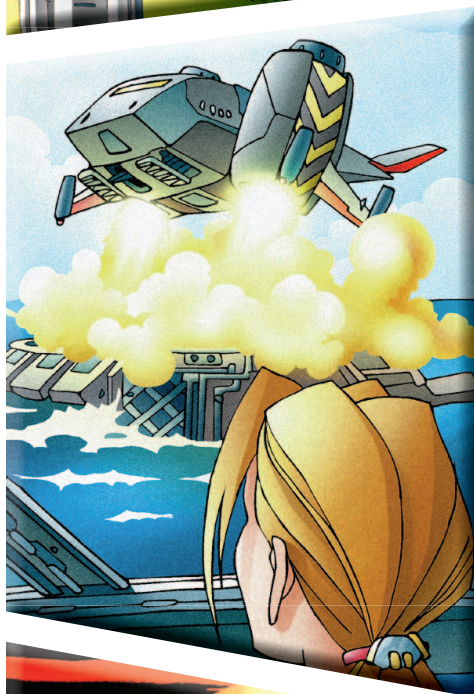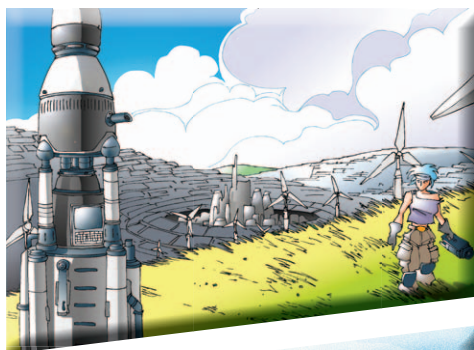
INVASION

It was during a ritualized scientific contest involving Tannhouser anomalies that the CEF arrived. The contest was involving who could open the smallest anomaly, and while the equipment was active, the largest gate in the system unexpectedly opened. The resulting gravitational shifts threw the Edenite ship off course, resulting in a massive explosion aboard the vessels in the area and an immediate closing of both gates with an enormous amount of radiation being released. The resulting chaos left scars across the surface of multiple planets in the system, including Eden.

The CEF lost the gateship used to open their end of the gate and the force that had made it through quickly determined that the Edenite forces were not responsible and were in disarray as the planet had taken severe impact and radiation damage. Many kingdoms surrendered immediately and those that fought back were quickly subjugated. Even in the lush valleys where the Golem power armors technically had the advantage, the Edenite forces were no match for the CEF as confusion reigned and militias used for parade went up against genetic supersoldiers.

The seas, however, remained free. Privateer Kings, who held the courts on luxury liner s and held the loyalty of hundreds of smaller vessels, took to fighting the CEF in raids wherever they could. While their decentralized nature helped them avoid notice, their lack of focused organization or true military resources, the privateers were of little consequence to the CEF. Many kingdoms turned to simply avoiding the notice of the CEF.

PRESENT

While the impacts of the remains of the research ships threw great amounts of dust and ash into Eden's atmosphere, the real damage was from the radiation resulting from the gate explosions. Vegetation across the planet began dying relatively quickly and the combination of airborne particles and lack of carbon dioxide production led to a very rapid cooling trend on the planet that scientists are still at a loss to reverse. The CEF, meanwhile, has secured the planet and brought in their own scientists, most of them from Shandrakar-Xia Interworld, to examine the problem. Edenite forces have been forcibly conscripted to work with the CEF for future invasions.

Some enterprising Nobles (or those who claim to be) have managed to form militias to fight back against the CEF, but their success has been limited. Talon teams on Eden have contacted the militias and provided aid, but until recently, very little progress has been made. The privateer kingdoms proved to be a great resource in allowing the Talons to stay hidden, but their lack of a solid base or foothold has hampered large scale actions. Only once the Talon teams discovered that the CEF was in fact aiding the rapid global cooling and made this known to the populace were militias able to gain enough support to start fighting back on any appreciable level.

Progress on this front has been hampered by the Talon recall to Terra Nova. While a few teams have remained behind, they are keeping their heads down. The last known communiqué to talon command was that almost all the scientists behind the aiding of the global cooling were from Shandrakar-Xia Interworld and that SXI have set up biological research facilities near the poles.

EDEN FORCES:

A **Generic Eden Force** may be constructed using only the Eden Models List. This is the default option and should be used when learning the game rules.

All the models in the Eden Models List can be used in any of the sub-lists below. These Sub-Lists allow players to add additional specialized upgrades to their models as they collect their Force.

SUB-LISTS:

EIM - Eden Invasion Milicia (Eden + CEF/Black talons/Utopia/Caprice Sub-list Force):
The milicias of Eden are a mix of ancient feudal households and pirate bands and modern military units. Though some Edenites resist the Earth invasion, most of them believe that aligning with the homeworld is the only way to save their world from the rapid environmental catastrophe engulfing it. Seldom well equipped enough to fight on their own, the Edenite militias have grown adept at combined arms actions using their golems to great effect with their speed and firepower.

♦ **Well Supported:** Each Primary Unit in this Force may have two Support units. The number of actions in the Support units may not exceed the standard number of actions for a Support unit: Example: A Primary unit of 5 actions may have up to two Support units of up to 3 actions total.

♦ **Allies: Choose one CEF, Black Talons, Utopia, or Caprice.** This Force may select Support units from the chosen Faction Force list to attach to Eden Primary units.

ENH - Eden Noble Household (Eden Sub-List Force):
Some of the most hidebound of the nobility of Eden believe that the great forms of ancient combat will be resurgent, and maybe they are correct. The combined charge of an Edenite Household with its distinctive heraldry and lowered vibro-lances has won many engagements through surprise as much as force of arms.

♦ **Lancers:** Any Golem model may be upgraded to a Lancer for +1TV. Lancers gain the Brawler:1 trait, and add the Reach:2" trait to one melee Weapon.

♦ **Champions:** This Force may ignore the normal limit of one Duelist and include any number of models upgraded to Duelists. Each Duelist must be a different Support unit as normal.

♦ **Proud:** This Force may not select the Utopian APES upgrade.

EDEN

HEAVY GEAR BLITZ!
Living Rulebook Ver. 2.0

Code Name:	Constable Golem
Manufacturer:	Various
Unit Type:	Augmented Infantry
Height:	3.4 meters
Weight:	800 kg

Outwardly indistinguishable from the Utopian version, the Golem represents Eden's main combat unit. Combat on Eden was, until the CEF invasion, highly ritualised and had more in common with the Terra Novan gladiatorial arenas then the chaos of a battlefield and the Constable was used as a pawn in these war games.
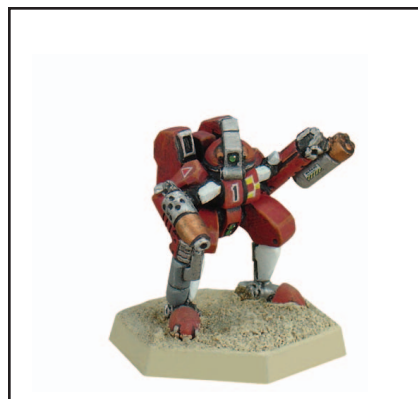
Code Name:	Marshal Golem
Manufacturer:	Various
Unit Type:	Augmented Infantry
Height:	3.4 meters
Weight:	1,000 kg

Piloted exclusively by nobility, a Marshal is either a leader of a household or a direct relative. These pilots have been given the important task of representing the family on the battlefield to win renown and elevate the family name. Some of the more backward lords even insist that the troops paint their armor with heraldry.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Marshal Golem	5	GP(CMD), SK(CMD)	W:6"	5	4 / 2	1	4+	4+	5+	LAC (Arm), LRP, APGL, LVB (Arm)	Airdrop, Arms, ECM:1, ECCM, Jetpack:8"	Gear 1"
Constable Golem	5	GP	W:6"	5	3 / 3	1	4+	4+	6+	LAC (Arm), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:8", ECM:1	Gear 1"
Ignus Constable Golem	5	GP, LT	W:6"	5	3 / 3	1	4+	4+	6+	LFL (Arm), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:8", ECM:1	Gear 1"
Suppressor Constable Golem	5	GP, LT	W:6"	5	3 / 3	1	4+	4+	6+	LGL (Arm), APGL, LVB (Arm)	Airdrop, Arms, Jetpack:8", ECM:1	Gear 1"
Utopia APES (Constable and Marshal upgrade)	+2	GP	-	-	-	-	-	-	-	-	+Stealth, +Support	

Code Name:	Man at Arms Golem
Manufacturer:	Various
Unit Type:	Augmented Infantry
Height:	3.9 meters
Weight:	2,100 kg

Code Name:	
Manufacturer:	
Unit Type:	
Height:	
Weight:	

When the situation demands that use of heavier weapons then the Man-at-Arms is called to action. Typically armed with a medium rifle and light rocket pack, this powered infantry man is capable of engaging targets at range or laying down a barrage of rocket fire. Like the Constable, Man-at-Arms can easily swap weapon loadouts as the situation demands.
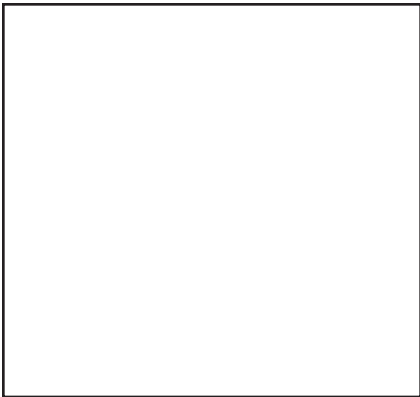
Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Man at Arms Golem	5	SK(0+), FS	W:6"	6	3 / 3	1	4+	5+	6+	LAC (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8"	Gear 1"
Sniper Man at Arms Golem	6	SK	W:6"	6	3 / 3	1	4+	5+	6+	MRF (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8"	Gear 1"
Suppressor Man at Arms Golem	6	SK, FS	W:6"	6	3 / 3	1	4+	5+	6+	LGL (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8"	Gear 1"
Ignus Man at Arms Golem	5	SK, LT	W:6"	6	3 / 3	1	4+	5+	6+	MFL (Arm), LRP, LVB (Arm)	Airdrop, Arms, Jetpack:8"	Gear 1"
Utopia APES (Man at Arms and Constable upgrade)	+2	SK	-	-	-	-	-	-	-	-	+Stealth, +Support	

EDEN

NOTE: GENERIC SUPPORT (AIRCRAFT, TURRETS, DRONES, ETC.) MAY NOT SELECT ANY GENERIC OR VETERAN UPGRADES.

Code Name:	Aircraft
Manufacturer:	Various
Unit Type:	Airstrike Counter
Height:	N/A
Weight:	N/A

Air superiority on Terra Nova is difficult to achieve for any length of time. Wild storms and corrosive sand can reach the upper atmosphere and ground aircraft for weeks only delay the inevitable struggle for the sky that any armed conflict demands. The control of Terra Novan airspace is hotly contested between CEF transatmospheric craft and League states.

Rocket Turret

Auto Cannon Turret

Code Name:	Outpost
Manufacturer:	Various
Unit Type:	Building
Height:	11.5 meters
Weight:	N/A

Defensive turrets erected by league militaries or local militias dot the landscape of Terra Nova and vary from high tech composite construction to poured concrete. Who built what is never as important as who currently occupies the structures and many conflicts hinge around the strongpoint that a fortification can provide.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Generic Fighter	8	GF (0-3)	F:14" G:2"	6	2 / 4	2	5+	3+	6+	2x MAC, LSAM (LA:2)	Agile, TD:0	Flyer
Generic Flghter/ bomber	15	FB (0-3)	F:12" G:2"	6	3 / 3	2	5+	3+	6+	2x HAC, LSAM (LA:2), HRP	Agile, TD:0	Flyer
Generic Bomber	20	GB	F:10" G:2"	7	4 / 4	3	4+	4+	5+	LRC (FT), MSAM (LA:2), 2x MBB (LA:2)		Flyer
Recon UAV	12	UV	F:12" G:2"	4	2 / 2	1	5+	5+	4+	LATM (LA:2)	TD:1, Sensors:24"	Flyer

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
AutoCannon Turret (1)	15	SU	0"	10	4 / 2	1	4+	-	6+	HAC (FT, Link)	Sensors 18" (Aux)	Fortification 1"
Rocket Turret (1)	15	SU	0"	10	4 / 2	1	4+	-	6+	HRP (Link)	Sensors 18" (Aux)	Fortification 1"
Anti-Air Turret (1)	15	SU	0"	10	4 / 2	1	4+	-	6+	HAC (FT, AA, Flak)	Sensors 18" (Aux)	Fortification 1"
Outpost	20	SU	0"	10	5 / 3	3	4+	-	5+	3x MAC (T, Auto)	HGC:2, APC:6, Sensors:18" (Aux)	Fortification 3"
Minefields (6"x3")	5	SU	0"	-	-	0	-	-	-	-	-	Hazard 0"
Obstacles (5)	5	SU	0"	8	6 / 0	0	-	-	-	-	-	Hazard 1"
Bunker (1)	5	SU	0"	12	6 / 0	0	-	-	-	-	APC:2	Fortification 1"
Trench (6"x1")	5	SU	0"	10	6 / 0	0	-	-	-	-	APC:3	Fortification 0.5"

NOTE: GENERIC SUPPORT (AIRCRAFT, TURRETS, DRONES, ETC.) MAY NOT SELECT ANY GENERIC OR VETERAN UPGRADES.

Code Name:	Recon Drone
Manufacturer:	Obelisk Electronics
Unit Type:	Drone
Height:	0.3 meters
Weight:	80 kg

Recon drones are used by all militaries to provide backup recon capability to their forces. Typically attached to advancing units, recon drones provide a means to designate high-value targets for elements behind the lines. Often referred to as Gear pets by pilots, some drones sport the colors of a particular Gear dueling stable or rally team.

Hunter Killer Drone

Code Name:	Demo Drone
Manufacturer:	Paxton
Unit Type:	Drone
Height:	0.6 meters
Weight:	120 kg

Often fatalistic in their personality programming, Demolition drones are often recognized too late for an inattentive Gear pilot to combat and many grizzled pilots bear the scars caused by the massive explosions. Hunter Killer Drones are viewed with a particular hatred by ground pounding infantry and Gear pilots with an attached drone can expect a lot of negative attention.

Model	TV	UA	MR	AR	H/S	A	GU	PI	EW	Weapons	Traits	Type/Height
Recon Drone	1	Attached upgrade	H:8"	1	2 / 0	1	-	5+	5+	-	TD:0	Drone, 0.5"
Demo Drone Grenade	1	Attached upgrade	G:5"	2	2 / 0	1	5+	6+	-	MHG (LA:1)*	Offroad:1	Drone, 0.5"
Demo Drone Charge	1	Attached upgrade	G:5"	2	2 / 0	1	-	6+	-	MSE (LA:1)*	Offroad:1	Drone, 0.5"
Hunter Killer	1	Attached upgrade	H:6"	1	2 / 0	1	5+	4+	-	MIW (FT, Auto)	Jump Jets:2	Drone, 0.5"
Hunter Killer Defender	1	Attached upgrade	H:6"	1	2 / 0	1	5+	4+	-	LIW (FT)	AMS, Jump Jets:2	Drone 0.5"
Hunter Killer Air Defense	1	Attached upgrade	H:6"	1	2 / 0	1	5+	4+	-	MIW (FT, AA)	Jump Jets:2	Drone 0.5"

MISC.

APPENDIX 4: MODEL TRAITS

A4.1 MODEL TRAITS:

Trait Ratings:

Traits that have ratings use a colon (:) to separate the trait name from the rating. A trait rating may be a number rating, a dice rating, a dice modifier, or a word(s) used to reference another trait.

[Agile] Agile: Attacks targeting this model will miss on a Margin of Success of zero (MOS:0) or less. A Braced model loses the benefit of Agile (See 10.2).

[Airdrop] Airdrop: This model may deploy using the Reserve rules (See 15.1b)

[Ammo:X] Ammunition Variants:X : A weapon with two or more Ammo:X traits must select one of the Ammo:X traits to apply to each attack where X is the associated trait that applies to the attack. Non-Ammo:X traits on the same weapon apply to all attacks regardless of the Ammo:X trait selected.

[Amphib] Amphibious: This model is not destroyed by entering water terrain that is greater than half its height. This model may move in water at its slowest speed movement type and does not count water as Difficult terrain. While in water terrain that is greater than half its height an Amphibious model has Light Cover. Hover vehicles may not claim cover from water terrain.

[AMS] Anti-Missile System: This model gains a free Reroll when attacked by weapons using the Indirect or Missile categories. Friendly Models within 6" of this model also gain this Reroll.

[ANN] Advanced Neural Net: When choosing a posture, select one Skill rating. Improve that Skill rating by 1 for the duration of the models activation.

[APC:X] Armored Personnel Carrier:X: This model may transport up to X Infantry Squad Models. Two Teams or Drones may be Transported in place of one Infantry Squad (Se 16.3).

[Arms] Arms: This model can use a weapon with the Arm Arc to Snap Fire. This model may purchase Grenades, Shaped Charges, and Panzerfausts upgrades. This model may climb vertical terrain without requiring the Climbing trait (See 6.5f).

[Attached:X] Attached:X: The model name X is attached to this model. Do not count the Actions of any attached models when creating units.

[Autocom:X"] Autocom:X": The range for models to be in Formation with this model is X" (See 5.3).

[Autopilot] Autopilot: When this model uses the Standby action it gains one additional standby token.

[Brawler:X] Brawler:X: Add the rating as a modifier to any Melee attack or Melee defense rolls this model makes with a target in an Arc with a melee category weapon. A model with multiple instances of the Brawler trait adds them all together for the total modifier.

[Climber] Climbing Equipment: Allows a model to scale vertical terrain easily (See 6.5f). Note that climbing equipment can take the forms of grappling hooks, climbing claws, spike guns, etc and is not specific to a particular kind of equipment.

[Conscript] Conscript: This model may not be purchased for a unit as a commander. If out of formation, this model degrades all its skills by 1 (GUN:4+ becomes GUN:5+) (See 5.3)

[CBS] Counter-Battery Sensors: This model, and any friendly models in Formation with it, may Snap Fire in response to an enemy Indirect attack. A Snap Fire reaction using CBS may select an Indirect Category weapon to Snap Fire with and counts as having Forward Observed the target (See 14.3). Only terrain that overlaps the target model will provide a cover modifier against CBS Snap Fire attacks.

[Comms:X] This model may use the Comms:X trait to count as X Comms rolls successes (See 14.1a). If passive ECM reduces the Comms:X trait to zero, this model must roll Comms as normal but may only count successes up to the rating of the trait (See 14.1, 14.2). This model may Relay (See 14.1e).

[Drone Bay:X] Drone Bay: X: This model may Purchase X Drones from the Generic Upgrades list without counting towards the maximum, or minimum, number of actions in a unit. This model may transport any attached Drones (not N-KIDU drones).

[ECM:X] Electronic Counter Measures system: A model with this trait reduces the Comms:X rating of enemy models within Sensor range by the ECM Trait rating. A model with ECM may use any Electronic Warfare actions noted as ECM actions (See 14.2, 14.2a, 14.2b, 14.2c).

[ECCM] Electronic Counter-Counter Measures system: Models with ECCM may Reroll Comms rolls and EW rolls. A model with ECCM may take passive EW rolls for any friendly models within 6" that are targeted by an enemy EW action. Requires Lock to active model (See 14.2, 14.2b).

[Field Armor] Field Armor: This model suffers one less damage from each damaging attack to a minimum of one damage.

[HGC:X] Heavy Gear Carrier:X: This model may transport X models with the Type: Gear or Type: Infantry Squad. Two Infantry Teams or Drones may be transported instead of one Squad.

[Init:X] Initiative:X : Add XD6 to any initiative test that this model makes (See 3.1, 5.0).

[Jetpack:X"] Jetpack:X": This model may use its Jetpack to make a Powered Boost move instead of a normal Move. A Powered Boost move may only turn once at the start of the move and does not use any movement type advantages or disadvantages. The model may move forwards or backwards in a straight line with both a horizontal and vertical distance equal to the Jetpack trait rating and may not interrupt this move to use an action. Any terrain less than the vertical maximum of the jump rating is ignored and no dangerous terrain tests are made for terrain that the model power boosts over.

[Jump Jets:X] Jump Jets:X: When this model Moves it may displace vertically up to the rating of the trait each time it encounters terrain up X Height or less. This model may not end its movement on terrain that is too narrow to contain its base.

A4.1 MODEL TRAITS [CONTINUED]:

[Limited:X] Limited Availability:X: This model may only be included in units that share the UA of X. "X" may be either a standard UA or a unique UA of the limited unit. Models with Multiple UAs listed with their Limited trait must select one listed UA to apply when constructing a Force. *Example: A model has UA: GP(0+), IN and the Trait Limited:MI, IN. This model may only be included in GP units that either have the Limited:MI trait or in units that have the UA:IN.*

[Low Profile] Low Profile: This models silhouette is always ½ the Height indicated. When Activating, this model may choose to use its regular Height when choosing posture. A model with a standby token may choose to use its full height when it uses the standby token to take an action.

[Lumbering] Lumbering: This model may only turn once per Move.

[Medic] Combat Medic: This model removes two intensity from Fire or Corrosion tokens when it uses a Damage Control Action (See 9.6b) targeting a model with the Infantry type. Medics may not be commanders. For details See 16.5.

[NCM:X"] N-KIDU Command Matrix:X": Conscript N-KIDU models within X" of this model count as In Formation with a commander.

[MCV] Multi-Component Vehicle: This model has one or more additional components attached to it. Each component is a separate target (See 16.6)

[Mount] Mount: This model does not have a rear arc. Its front arc extends 360 degrees around the model. Unless noted otherwise, all weapons on a model with Mount have the Fast Turret arc (FT).

[Offroad:X] Offroad:X: This model adds +X" to the distance it may move in difficult terrain. This does not apply to water features.

[Recon] Recon: This model may deploy using the Recon Special Deployment options.

[Recovery] Recovery Vehicle: This model removes two intensity from Fire or Corrosion tokens when it uses a Damage Control Action (See 9.6b) targeting a non-infantry model. Recovery Vehicles may not be Commanders (See 16.5).

[Resist:C] Corrosion Resistance: This model degrades the Target Number of Corrosion Marginal hit rolls to 5+ (See 9.6).

[Resist:F] Fire Resistance: This model degrades the Target Number of Fire Marginal hit rolls to 5+ (See 9.6).

[Resist:H] Haywire Resistance: This model is not affected by Haywire and does not suffer any marginal damage rolls from a Haywire weapon attack, though it does take normal damage (See 9.6).

[SatUp:X+] Satellite Uplink:X+: This model may use actions and abilities noted as requiring a SatUp:X trait (See 14.0). This model may Relay (See 14.1f).

[Sensor Boom] Sensor Boom: This model may extend its silhouette by 1" in any direction when making an attack action for purposes of Lock and Sensor Lock.

[Sensors:X] Sensors:X: This model's Sensor range is X. This model may use the Sensor Boost action (See 7.7).

[Shield:X] Shield:X: This model gains a +XD6 modifier to defense from attacks from the front. Attacks that ignore cover ignore this bonus. AE attacks with the primary target in this models front arc do allow the modifier.

[Smoke:X] Smoke:X: Combat or Braced posture models with Smoke:X may use an Action to fire Smoke. Firing Smoke places a AE:3" centered on the location of the Active model. Smoke is Light Area Cover and has a height of 4". Each Smoke trait can be used X times per game. Remove Smoke Area Effects in the Cleanup Phase

[Stable] Stable Weapons Platform: This model adds a +1D6 modifier to all Gunnery rolls

[Stealth] Stealth: This model improves its Piloting Skill by 1 for Defense Rolls against Direct and Indirect attacks targeting the model if the model has adjacent and intervening cover. This modifier does not apply when the model is using an attack action or reaction, active sensors, an EW action, or making a Comms roll. This modifier does not apply if the model is attacked with a melee attack, or has no cover from the Observer of a Forward Observation (See 14.3). Sensor Lock against a model with the Stealth trait has a -6" modifier to the range of the Sensors.

[Support] Support: This model may only be selected as part of a Support Unit.

[TD:X] Target Designator: A TD may only be used at Combat or Braced speeds and only if the target model does not have Full Cover. A Forward Observation by a model using a Target Designator trait may use the TD trait to activate the Guided trait on weapons chained to the Forward Observation. The TD trait adds a +XD6 modifier to a Guided attack. A Target Designator allows the target the terrain Cover modifier it would have against a direct attack from the observing model.

[Towed] Towed: One model with this trait may be transported by a vehicle with the APC trait without using the transport capacity of the towing vehicle. After movement is completed this model is placed within 1" of the rear of the vehicle and may be attacked as a separate target. A Towed model must still disembark from the transport in order to fire. A towed model may not change elevation in a building and must be deployed on the lowest floor.

[Transport:X/Y] Transport:X/Y: This model may transport X models of the Y model type (See 16.3).

[Vet] Veteran: This model is a veteran and has one skill point. This model may purchase upgrades from the Veteran upgrade list (See A.2, 18.6)

[Vuln:C] Vulnerable to Corrosion: This model suffers Corrosion Marginal damage on a target number of 3+ (see 9.6).

[Vuln:F] Vulnerable to Fire: This model suffers Fire Marginal damage on a target number of 3+ (See 9.6).

[Vuln:H] Vulnerable to Haywire: This model suffers one additional Marginal hit when hit by a weapon with Haywire (See 9.6).

APPENDIX 4: WEAPON TRAITS

A4.2 WEAPON TRAITS:

[AA] Anti-Air: This weapon resolves attack rolls against Flying models using the firing model's normal Gunnery skill instead of a 6+. Do not add the additional 12" of range when firing at a model using an Air Strike action. This model may Snap Fire at models using the Flying movement type to cross the battlefield (See 17.3c).

[AI] Anti-Infantry: This weapon may do more than one damage per attack against models with the Infantry type.

[AE:X"] Area Effect X": Models within X inches of a target Primary model or point are Secondary targets. (See 10.2). AE attacks ignore ECM Defence (See 14.2c).

[Ammo:X] Ammunition Variants:X : A weapon with two or more Ammo:X traits must select one of the Ammo:X traits to apply to each attack where X is the associated trait that applies to the attack. Non-Ammo:X traits on the same weapon apply to all attacks regardless of the Ammo:X trait selected.

[AP:X] Armor Piercing:X: A Target with an Armor Rating higher than the Penetration Rating of the attack will suffer damage equal to the Margin of Success up to the rating of the trait, or normal damage, whichever is greater. Area Effect attacks with the AP trait only resolve the AP trait against primary targets. AP attacks can damage infantry, the AP trait itself has no effect on infantry models.

[AS] Anti-Structure: Double the Margin of Success of an attack when resolving damage against Terrain, Structures, or Fortifications.

[Auto] Automatic Fire System: The weapon system this trait is attached to may snap fire without spending an action. The attack resolves with its Gunnery skill degraded by 1.

[Blast] Blast: Attacks with Blast ignore the effect of the Agile trait and ECM Defense modifiers. The cover modifier against blast attacks for Secondary targets is determined from the target model or point.

[Burst:X] Burst:X: Add a +XD6 modifier to any attack roll made with this weapon.

[Corrosion:X] Corrosion:X: This weapon uses the Corrosion Special Weapon rules (See 9.6).

[Fire:X] Fire:X: This weapon uses the Fire Special Weapon rules (See 9.6).

[Flak] Flak: Weapons with Flak add a +2D6 modifier to attacks targeting Flying models.

[Frag] Fragmentation: Weapon with Frag add a +2D6 modifier to attack rolls targeting Infantry.

[Guided] Guided: A Guided weapon that attacks a target that has been Forward Observed with a Target Designator may benefit from the Target Designator:X (TD:X) rating modifier, and does not suffer the range modifiers for attacking using the Indirect Category (See 8.2).

[Haywire] Haywire: This weapon uses the Haywire Special Weapon rules (See 9.6).

[LA:X] Limited Ammunition:X: This weapon may Attack a number of times equal to the X rating. Mark this model with a token to indicate ammunition remaining.

[Link] Linked Weapon: Attacks with this weapon improve the attack skill rating of the active model by 1.

[Open] Open Topped: Transported models may fire their weapons while transported by this model. The transported model must use the same posture as the transporting model. If the Open trait has an attached arc indicated then the models may only fire in that arc.

[PEN:X] Penetration:X: This weapon has a Penetration rating of X instead of the normal listed Penetration rating.

[Pintle] Pintle Mounted Weapon: A transported infantry unit may fire a Pintle mounted weapon as an attack action.

[Precise] Precise: Hits with a margin of zero (MOS:0) ignore the Agile trait. Note: This weapon may be used to target very small models like Demo or Recon drones.

[Proximity:X] Proximity:X: Weapons with this trait have an Area Effect that is centered on the attacking model. Do not resolve the attack against the firing model. All targets of an Area Effect attack with Proximity are Primary Targets.

[Range:X-Y/Z"] Range X-Y/Z": Replace the normal range of this weapon type with the range indicated in the rating of the trait.

[Reach:X] Reach:X: This melee weapon has a range of 0-X / X".

[Split:X] Split Fire:X: This weapon may split attacks between X targets (See 10.5).

[Spray] Spray: Attacks with this weapon ignore cover modifiers for partial and area terrain and the Agile trait. Attacks with Spray ignore ECM Defence (See 14.2c).

[Silent] Silenced: Attack actions with this weapon do not remove a Hiding token (See 7.6), or cause a model to lose its Stealth trait bonus to defense.

[Stabilizer] Stabilizer: This weapon may only be fired if the model is Braced (See 6.0).

A4.3 WEAPON TABLE:

Weapon Type	Code	Range	L	M	H	Traits	Category
Air Burst Missile	*ABM	18-48 / 96"	5	6	7	AI, AE:3", Blast, Guided	Missile, Indirect
Anti-Personnel Rockets	*APR	6-18 / 36"	3	5	7	AI, AE:5"	Ballistic, Indirect
Anti-Personnel Grenade Launchers	APGL	0"	3	-	-	Proximity: 3", AI, Frag	Ballistic, Indirect
Anti-Tank Missile**	*ATM	12-36 / 72"	8	9	10	AP:2/4/6, Guided	Missile, Indirect
Anti-Vehicle Missile	*AVM	6-18 / 36"	5	6	7	AP:1, Guided	Missile, Indirect
Anti-Vehicle Rocket Pack	*RP	6-18 / 36"	7	8	9	AE:4"	Ballistic, Indirect
Artillery Gun	*AG	24-48 / 96"	8	10	12	AE:4", AP:1, AS, Blast	Indirect
Artillery Missile	*AM	18-48 / 96"	7	9	11	AE:4", AS, Blast, Guided	Missile, Indirect
Artillery Rockets	*AR	18-36 / 72"	7	8	9	AE: 5"	Indirect
Auto-Cannon	*AC	6-18 / 36"	6	7	8	Burst:1, Split:2	Ballistic
Bazooka**	*BZ	6-12 / 24"	7	8	9	AP:2/3/4	Ballistic
Bomb	*BB	0-3 / 3"	8	10	12	AE:5", Blast	Indirect
Combat Weapon	*CW	0-0 / 0" ***	5	7	9	-	Melee
Field Gun*	*FG	12-24 / 48"	8	9	10	AE:3", Ammo: AS, Ammo:AP:1/2/3	Ballistic, Indirect
Field Mortar	*FM	18-36 / 72"	8	9	10	AE:4", Blast	Indirect
Flamer**	*FL	0-6 / 9"	3	4	5	AE:3", AI, Fire:2/3/4, Spray	Ballistic
Frag Cannon	*FC	3-9 / 18"	5	6	7	Ammo: AP:1, Ammo: Frag (AI)	Ballistic
Grenade Launcher	*GL	6-12 / 24"	7	8	9	AE:3", Blast, AP:1	Ballistic, Indirect
Grenades	*HG	3-6 / 9"	8	9	10	AE:3", Blast, AP:1	Indirect
Guided Mortar	*GM	18-36 / 72"	7	8	9	AE:3", Blast, Guided	Indirect
Infantry Laser	*IL	6-18 / 36"	3	4	5	AI, Burst:1	Advanced
Infantry Mortars	*IM	18-36 / 72"	4	5	6	AE:2", Blast, AI, Stabilizer	Indirect
Infantry Support Weapons	*IS	6-18 / 36"	3	4	5	-	Ballistic
Infantry Weapons	*IW	3-9 / 18"	2	3	4	AI, Burst:1	Ballistic
Laser Cannon	*LC	12-36 / 72"	8	9	10	Precise	Advanced
Machine Gun	*MG	3-9 / 18"	2	3	4	AI, Burst:2	Ballistic
Pack Gun	PG	0-6 / 9"	6			Burst:2, Split:2	Ballistic, Melee
Panzerfaust**	*PZ	3-6 / 9"	6	7	8	AP:2/3/4	Ballistic
Particle Accelerator	*PA	6-18 / 36"	7	8	9	Haywire	Advanced
Pulse Laser	*PL	12-24/ 48"	9	10	11	AS, AE:2", Blast	Advanced
Railgun**	*RG	12-36 / 72"	8	9	10	AP:2/4/6	Advanced
Rifle	*RF	12-24 / 48"	7	8	9	Precise	Ballistic
Rotary Cannon	*RC	6-12 / 24"	6	7	8	Burst:2, Split:2	Ballistic
Rotary Laser	*RL	6-12 / 24"	7	8	9	Burst:1, Split:2	Advanced
Shaped Explosives**	*SE	0-0 / 0" ***	8	9	10	AP:2/3/4, AS, Brawler:-1D6	Melee
Snub Cannon**	*SC	3-9 / 18"	8	9	10	AP:2/3/4, AS	Ballistic
Spike Gun**	*SG	0-0 / 0" ***	6	7	8	AP:2/4/6	Melee
Surface to Air Missile	*SAM	12-36 / 72"	5	7	9	AA, Flak, Guided	Missile
Tank Gun**	*TG	18-36 / 72"	9	10	11	Ammo:AP:2/3/4, Ammo:AS (AP:1)	Ballistic
Vibro Blade	*VB	0-0 / 0" ***	7	8	9	AP:1/3/5	Melee

*Letter Prefix indicated which Penetration rating column to use for the weapon Penetration rating, L = Light, M = Medium, or H = Heavy.

**Weapons listings with trait ratings listed as Trait:X/Y/Z use X for the Light rating, Y for the Medium rating, and Z for the Heavy rating weapon.

*** Range may vary based on Reach trait.

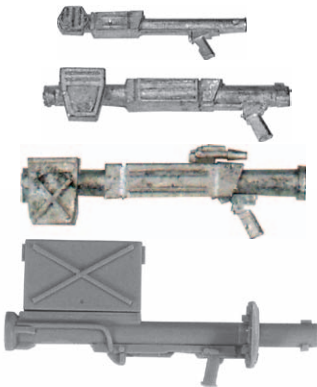Permission granted to photocopy or printout for personal use.

BALLISTIC WEAPONS

[*RP] Anti-Vehicle Rocket Pack: Firing unguided missiles to saturate target areas the rocket pod is a cheap and effective weapon that also gives many light vehicles and gears anti-tank capability.

[*AC] Auto-Cannon: Ranging in size from 20mm to 40mm caseless and cased ammunition autocannons are rugged and dependable front-line weapons.

[*RC] Rotary-Cannon: A higher rate of fire autocannon with a slightly shorter range.

[*BZ] Bazooka: Used to supply heavy firepower to Gears, they provide anti-tank and anti-strider capability. Firing a rocket-boosted dart, this short-ranged but effective weapon is a favorite for ambush attacks.

[*FL] Flamer: Originally purposed for anti-infantry and incendiary missions, the Gear-portable flame unit can also cause mechanical failures and sensor damage to Tanks and Striders.

[*FC] Frag Cannon: A high velocity flechette cannon that can also fire heavy shot at close quarters.

[*MG] Heavy Machine Gun: Anti-Infantry Weapon.
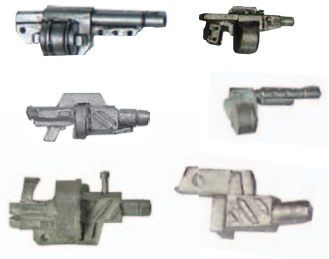
[*GL] Grenade Launcher: Used to launch grenades at range where they explode with a large area of effect.

[*PG] Pack Gun: A light autocannon that can be used at melee range.

[*PZ] Panzerfaust: A handheld high explosive round that can be launched over short distances.
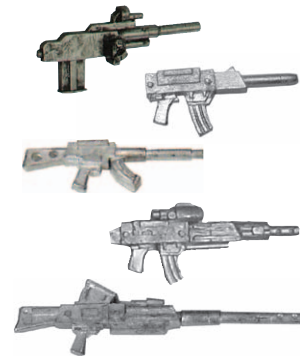
[*RF] Rifle: Range in size from 20mm to 40mm caseless and cased ammunition. Rifles are long range weapons used for precision attacks.

Hybrid Weapon [*AC] / [*GL]: A weapon with two or more types of weapons joined.

Hybrid Weapon [*AC] / [*FC]: A weapon with two or more types of weapons joined.
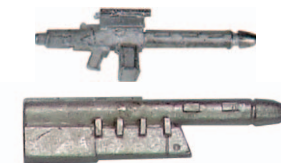
[*SC] Snub Cannon: Deployed for anti-fortification missions, the penetrator rounds from a Stub cannon can destabilize and crack most large fortifications that Gears face.

ADVANCED WEAPONS
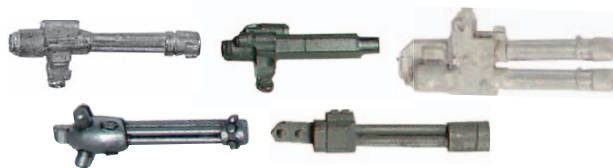
[*RL] Rotary Laser: Using a multi-barrel construction, the rotary laser can maintain an enormous rate of fire though requires high efficiency capacitors.
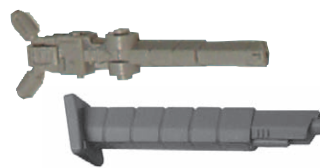
[*RG] Rail Gun: The acceleration of a railgun's solid projectile to hypersonic speeds with linear magnetic accelerators causes enormous impact and penetration damage to targets.
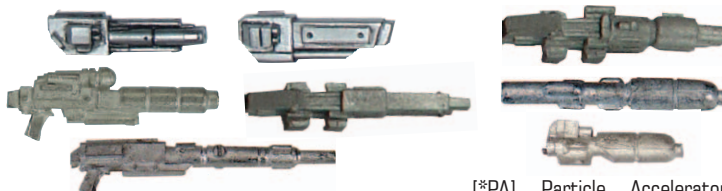
[*LC] Laser Cannon: Designed as a precision weapon, the laser cannon has explosive effects on target armor as it boils and explodes the various layers of polymer and ceramic armor plates.

[*PA] Particle Accelerator: Causing damage through intense heat at the point of impact as well as an electric disruption effect makes the particle accelerator a feared weapon.

[*PL] Pulse Laser: A pulse laser is a high intensity but short duration laser. This reduces the effective range but vastly improves the damage potential to the target hit.

MISSILE WEAPONS

[*ATM] Anti-Tank Missile: Built to a variety of specifications and requirements, anti-tank missiles use precision guidance from spotters to attack a target's weak spots.

[*ABM] Air Burst Missile: Exploding in midair the wide dispersal of flechettes, fragments, or bomblets can carpet a target area with a dangerous amount of ordnance.

INDIRECT FIRE WEAPONS
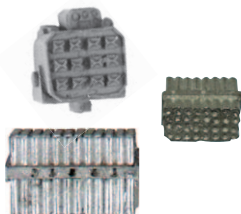
[*AR] Artillery Rockets: The high trajectory of unguided artillery rockets gives them a long range but low accuracy and no control over the distribution of rockets in the target area.

[*GM] Guided Mortar: From 81mm to over 160mm, the large round a mortar fires can saturate an area due to the high yield of the warhead. Smaller yields can allow a small guidance system to be fitted.

[*FM] Field Mortar: Same as above but not guided.
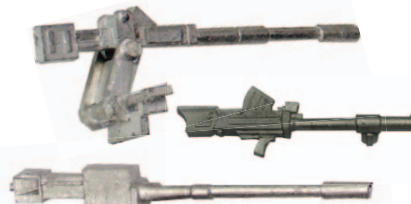
[*FG] Field Gun: Capable of firing heavy projectiles over a ballistic or high trajectory, the field gun is a simple weapon to maintain and can fire a variety of ammunition using sabot loads and auto-selection ammunition storage.

[*HG] Grenade: A short-ranged thrown high explosive with large area of effect.

MELEE WEAPONS

Melee Weapons: Gear Dueling has a long, storied, and violent history. A vibroblade can carve armor sheeting from a tank and cut hydraulic lines as well as any armor penetrating round. Spike guns are armor piercing rams that drive a spike deep into a target to destroy vital systems.

[*CW] Combat Weapon

[*VB] Vibro Blade
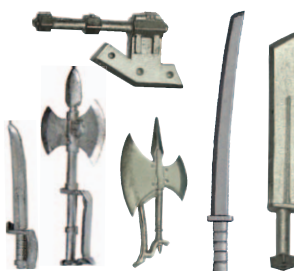
[*VB] Vibro Blade with Reach

[*VB] Vibro Blade (Fighting Staff)

[*SG] Spike Gun

[*SG] Spike Gun with Reach

HEAVY GEAR BLITZ!
Living Rulebook Ver. 2.0

Hunter CMD Head

Anti-Vehicle Rocket Pack [LRP]

Vibro Blade [*VB]

Rifle [LRF]

Rotary Laser [MRL]

Paratrooper Weapon [LAC/LGL]

Jager CMD Head

Black Mamba CMD Head

Jaguar CMD Head

Anti-Vehicle Rocket Pack [MRP]

Anti-Tank Missile [LATM]

Rifle [HRF]

Frag Cannon [*FC]

Rotary Cannon [HRC]

SatUplink Spitting Cobra

SatUplink Black Mamba

SatUplink Jaguar

SatUplink Grizzly

Anti-Tank Missiles [LATM] [MATM]

Bazooka [LBZ]

Packgun Folded & Deployed [PG]

Rotary Cannon [HRC]

SatUplink and Parts Chatterbox Iguana

Anti-Vehicle Rocket Packs White Cat [RP] Ferret [LRP]

White Cat Arms

Ferret SatUplink

Bazooka [LBZ]

Bazooka [MBZ]

Autocannon [LAC]

Autocannon [MAC]

Laser Cannon [LLC]

Laser Cannon [MLC]

Guided Mortar [LGM]

Machine Gun [HMG]

Extra King Cobra Lower Left Arm

Anti-Vehicle Rocket Pack Kodiak [MRP]

Extra Kodiak Lower Left Arm

Ferret Ground Mode Legs

Panzerfaust [*PZ]

Bazooka [HBZ]

Snub Cannon [*SC]

Autocannon [HAC]

Particle Accelerator [MPA] King Cobra Style

Flamer [MFL]

Flamer [HFL]

Grenade Launcher [MGL/HGL]

x2

Field Mortar [MFM] Guided Mortar [MGM]

Anti-Tank Missile [LATM] Kodiak

Grenades [LHG] [LHG/MHG] [HHG]

Field Gun with mounting bracket [LFG]

Particle Accelerator [MPA] Kodiak Style

Artillery Rockets [MAR] Spitting Cobra

Artillery Rockets [MAR] King Cobra

Anti-Personnel Rockets [LAPR]

FG-16 CMD Head

FG-16 CMD Shoulder Parts and Center Mount SatUplink

Jumpjets and Back Mounting Part for FG-16, F2-19, F2-21, and F2-25

Anti-Vehicle Rocket Pack [LAP] Acco

Frag Cannon [LFG] Acco

Autocannon [LAC] Acco

Flamer [LFL] Acco

Machine Gun [HMG] on FLAIL arms

Missile/Rocket Mounting Part

Anti-Tank Missile [LATM]

Anti-Vehicle Rocket Pack [MRP]

Laser Cannon [*LC]

Rotary Cannon [HRC] Meggido

Anti-Tank Missile [LATM] Meggido

Anti-Vehicle Rocket Pack [MRP] and Hadesh mounting part

Anti-Tank FLAIL [HAVM]

Support FLAIL [HIM]

Assault Pack [Shield] Frames

Recon Pack Frames

Particle Accelerator [*PA]

Anti-Vehicle Rocket Pack [LAP] Aphek

Rotary Cannon [MRC] and Aphek mounting part

Grenade Launcher [MGL] Meggido

FLAIL [LIS]

Rotary Laser [*RL]

Machine Gun [MMG] Bashan/Hadesh

Autocannon [MAC] and Bashan mounting part

Guided Mortar [LGM] Aphek

Rotary Laser [MRL] Meggido

FLAIL [HIS]

Support Pack [LGM] Frames

Rotary Laser [MRL] F2-25

Machine Gun [HMG] Aphek/Meggido

Particle Accelerator [MPA] Hadesh

SatUplink & Electronic Warfare Pod Bashan Jammer

Railgun [MRG] MHT-95

Artillery Gun [MRG] MHT-95

Grenade Launcher [HGL] MHT-95

Machine Gun [HMG] Ammon

Ammon Weapon Mounting Pod

Anti-Vehicle Rocket Pack [HRP] Ammon

Anti-Tank Missile [MATM] Ammon

Railgun [MRG] Ammon

Standard Modifiers Table 2.2:

Standard Modifier	Dice Modifier for Actions or Reactions	Dice Modifier for Defense Rolls
Critical Damage (no Hull rating remaining)	-1D6	-1D6
Posture*: Combat *See 6.0	+0D6	+0D6
Posture*: Braced *See 6.0	+1D6	-1D6
Posture*: Top Speed *See 6.0	-1D6	+1D6

Standard Base Size Table 2.8:

Model Type	Height Range	Standard Base Size**	Max Base Size**	Examples
Heavy Gear, ORV, or Beast	0.5"-1.5"	1"/25mm Hex base or 30mm Round	40mm round	Hunter, Barnaby Riding Beast, Antelope ORV
Heavy Gear (Large AR:8+)	2" - 2.5"	40mm round	50mm round	Kodiak, Grizzly, Spitting Cobra
Infantry Squad, ATV	0.5"-1"	40mm round or 3x/25mm Hex base	50mm round or 3x1"/25mm Hex base	Infantry Squads, Wallaby ATVs, South Lizard Riders
Vehicle	0.5"-2"	40mm round*	75mm round*	Badger, Caiman, Mastiff APC
Vehicle (Large AR:11+)	1"-3"	75mm round*	120x95mm oval*	Visigoth, Aller, Voltigeur
Strider (Standard AR:1-9)	1"-3"	40mm round*	60mm round*	Naga, Cataphract
Strider (Large AR:10+)	1"-4"	40mm round*	120x95mm oval*	Hussar, Red Bull Mk2, Fire Dragon, Drake, Scimitar
Mount	1"-3"	50mm*	75mm round*	Caprice Mounts

*These models do not require bases but may be used for aesthetic purposes and to protect paint from chipping.

**Note that base sizes are given in millimeters because that is the industry standard for standard base sizes.

Initiative Roll Modifiers Table 3.1b:

Modifier	Effect
Testing model is critically damaged	-1D6
Command trait rating	+/- XD6 (varies)

Common Actions Table 3.4:

Action	Effect	Skill/Trait used
Direct Attack	Use a weapon to attack another model (See 10.1a).	Gunnery
Indirect Attack	Use an Indirect category weapon to attack another model (See 10.1b)	Gunnery
Melee Attack	Attack another model in base to base with a melee category weapon (11.0).	Pilot
ECM Defense	Create an area of sensor interference to improve defense Pilot rolls (14.2c).	ECM:X trait
Order	A Commander model directs and improves a Units performance with an order (5.5).	None
Stand By	A model prepares to fire a weapon or support other models or to chain an Indirect attack to a Forward observation (See 10.3).	Varies
Snap Fire (reaction)	A model can return fire in response to being targeted by an action (10.4).	Gunnery
Forward Observation	A model transmits targeting information to waiting Units with a Comms roll (14.2).	Electronic Warfare
Active ECM (reaction)	A model with ECM:X tries to prevent a Comms roll (14.6b).	Electronic Warfare, ECM:X trait
Hide	Gives a model a Reroll to defense (see 7.4)	No Test required

Commander Attributes Table 5.0:

Rank	Initiative Skill (Init:X+) Rating	Command Points
Commanding Officer (CO)	4+	2
Executive Officer (XO)	4+	1 *
Combat Group Leader (CGL)	5+	1
Second-in-Command (2iC)	6+	1 *
Non-Commander model	NA	0

*These Command Points count as skill points until the XO or 2iC replaces a destroyed CO or CGL.

APPENDIX 5: REFERENCE TABLES

Posture Effects Table 6.0*:

Posture	Action roll modifier	Defense roll modifier	Number of Moves allowed	Number of turns allowed per move**
Combat	None	None	1	X
Braced	+1D6	-1D6	0	1
Top Speed	-1D6	+1D6	2	X

* Whenever Pilot skill is not being used for a defense check, such as a dangerous terrain roll, it uses the normal Action roll modifiers.
** X depends on the movement type used (See 6.3)

Movement Type Effects Table 6.3:

Movement Type*	Turns per Move	Difficult Terrain Move Maximum	Road Terrain Movement Rating
Walker (W)	unlimited **	MR	MR:+1"
Ground (G)	one	2" ***	MR:+2"
Hover (H)	one	2"	MR:+3"
Infantry (I)	unlimited	MR	MR:+1"
Flying (F)	none	NA	NA

*A model that has more than one Movement Type may choose which to use for each Move.
**Walker Models with the Lumbering trait may only make one turn per move.
***Add the rating of the Offroad:X trait to the distance that can be moved in Difficult Terrain.

Climbing Table 6.5f:

Movement Type	No Climbing Trait	With Climbing Trait
Walker with Arms	Model Height	Movement Rate
Walker	No	Movement Rate
Ground	No	2"
Hover	No	2"
Infantry	1"	Movement Rate

Dangerous Terrain Roll Modifiers Table 6.6a:

Modifier	Effect
Crippled	-1D6
Using Top Speed	-1D6
Using Walker Movement	+1D6

A model that rolls one or more Successes has passed the roll for that Move and suffers no effects.
A model that rolls no Successes will move 2", take one damage, and be Immobilized.

Cover modifiers Table 7.1:

Cover Rating	Full Cover Modifier	Partial Cover Modifier
Light Cover	+1D6 + Sensor Lock*	+1D6 + Lock**
Heavy Cover	+2D6 + Sensor Lock*	+2D6 + Lock**
Solid Cover	No Lock or Sensor Lock	+2D6 + Lock**

*Add in addition to Adjacent Cover.
**Only Adjacent Partial Cover applies.

Sensor Range Modifiers Table 7.3a:

Target Model Type/Height	Sensor Range modifier
Infantry, Vehicle, or Gear: 1" or less	-6"
Gears, Vehicles, and Striders: 1.5" to 2.0"	+0"
Vehicle or Strider: 2.5"" Height or more	+6"
Target Model has the Stealth Trait	-6"

Range Modifiers by Weapon Category Table 8.2a:

Weapon Category	Optimal Range	Sub-Optimal range
Ballistic	-	-1D6
Advanced	Gunnery Improves by 1	-
Indirect*	-1D6	-2D6
Missile	-	-2D6**
Melee	-	-1D6

*Note: Indirect category weapon may not attack if there is terrain that completely overhangs them. **Unless Forward Observed with a Target Designator (TD:X)

Attack and Defense Modifiers Table 8.2b:

Attack Roll Modifiers	Defense Roll Modifiers
+ Standard modifiers (See 2.2)	+ Standard modifiers (See 2.2)
+ Range modifier (See table 8.2a)	Adjacent Terrain Cover: +1D6 or +2D6
Attacking Gear or Strider from Back Arc: +1D6	Any additional Full Cover Terrain: +1D6 or +2D6
Attack Vehicle from Back Arc: +2D6	ECM:X Defense: +XD6
Elevation: +1D6	Model Trait modifier: +XD6
Weapon Trait: +XD6	
Target or attacker is off board: Degrade Skill by 1	
Model Trait modifier: +XD6	

Standard Hull and Structure Table 9.5:

Toughness Rating Name	Infantry Hull/Structure: 4	Gears Hull/Structure: 6	Tank and Strider Hull/Structure: 8	Multi-Component Vehicles Core* Hull/Structure:10 *See 16.6
1: Flimsy	-	1/5	2/6	3/7
2: Fragile	1 / 3	2/4	3/5	4/6
3: Standard	2 / 2	3/3	4/4	5/5
4: Tough	3 / 1	4/2	5/3	6/4
5: Rugged	-	5/1	6/2	7/3

Melee Modifiers Table 11.1:

Modifier Name	Effect	Modifier
Flanked Gear or Strider	Attacker is completely in the targets Back (B) Arc. A model must begin their activation in the back arc to gain this modifier	+1D6
Flanked Vehicle	Attacker is completely in the targets Back (B) Arc. A model must begin their activation in the back arc to gain this modifier	+2D6
Brawler (Trait)	The Attacker/Defender has the Brawler trait. Multiple instances of the Brawler trait add together.	+XD6
Defenseless	A model without a weapon in the melee category.	-1D6
Standard modifiers	See 2.2 for standard posture and critical damage modifiers.	+/-XD6

EW Actions/Reactions Table 14.0:

Section	EW action/ reaction	Trait Required	Range	Effect	Counter
14.1d	Comms Boosting	None / Comms:X	Formation	Add +1D6 to a Comms roll or Comms:X rating to target.	None
14.2	Passive ECM	ECM:X	Sensors:X"	Reduce enemy Comms:X traits by the ECM:X rating.	None
14.2a	Active ECM:X	ECM:X	Sensors:X"	Roll opposed EW. If target fails their Coms action will be cancelled.	ECCM
14.2b	ECM Sensor Jamming	ECM:X	Sensors:X	Roll opposed EW. If target fails place a Haywire token on target (See 9.6)	ECCM
14.2c	ECM Defense	ECM:X	6"	Models within 6" gain a +XD6 modifier to defense rolls.	None
14.3	Forward Observation	None	Sensors:X"	Chain Indirect attacks to attack the target.	Active ECM
14.3b	Satellite Forward Observation	SatUp:X+	Off-Board	Chain indirect attacks to attack a non-flying offboard model.	None

Objective Selection Table 15.3:

#*	Objective	Random Mirrored	Random Individual: Re-roll if UA does not match**	Selected: Requires matching UA)
			Objective Selection Method	
1	Assassinate	-	SK, SF, MN	SK, SF, MN
2	Recon	-	RC, PT, CV, HV	RC, PT, CV, HV
3	Break the Line	-	GP, SK, ST, PT, HV	GP, SK, ST, PT, HV
4	Hold	-	GP, FS, ST, MT, HT, IN	GP, FS, ST, MT, HT, IN
5	Capture	-	GP, SK, PT, LT, CV, IN	GP, SK, PT, LT, CV, IN
6	Wipe Them Out	-	GP, FS, ST, MT, HT	GP, FS, ST, MT, HT

*Casualties is always an objective.
**Only re-roll once.

15.3 OBJECTIVE CARDS:

#1 - Assassinate

Assassinate (UA: SK, SF, MN): Destroy the highest ranked enemy Commander model to complete this objective. If the enemy Commanding Officer is not deployed on the Battlefield during deployment, randomly select a Commander who has been deployed as the target. If no Commanders are deployed in the first Round randomly choose one in the earliest Cleanup phase possible.

#2 - Recon

Recon (UA: RC, PT, CV, HV): Succeed in using a Detailed Scan action to target any two enemy models (See 7.6). These models must be from different units unless facing a Force with only one unit. Note: Enemy models includes destroyed enemy models.

#3 - Break the Line

Break the Line (UA: GP, SK, ST, PT, HV): Have one Combat Group with 50% or more of its starting number of actions in an enemy deployment zone in the C leanup phase of the last Round.

#4 - Hold

Hold (UA: GP, FS, ST, MT, HT, IN): Before deployment, place two 40mm Hold objective markers outside your deployment zone. These objectives must not be within 12" of each other, or a board edge, and must be placed at ground level. Select one objective secretly to be the real Hold objective. The objective is achieved if you Control this objective at the end of the game.

#5 - Capture

Capture (UA: GP, SK, PT, LT, CV, IN): Before deployment your opponent must place two 40mm objective markers outside their deployment zone. These objectives must not be within 12" of each other, or a board edge, and must be placed at ground level. Secretly select one of these objectives to to be your capture objective. Control this objective for two consecutive Cleanup phases to complete the objective.
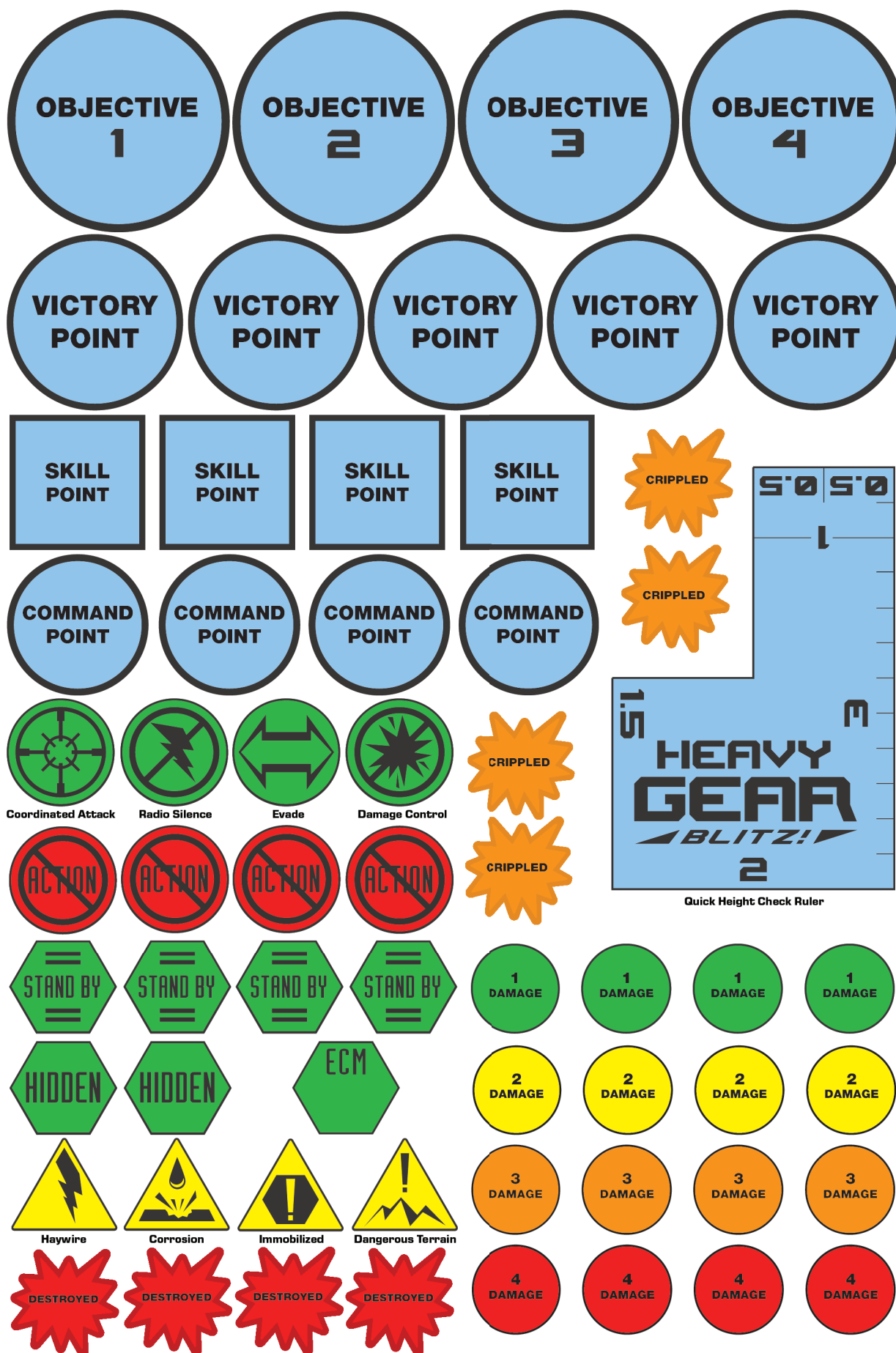
#6 - Wipe Them Out

Wipe Them Out (UA: GP, FS, ST, MT, HT): Randomly select one deployed enemy combat group in the cleanup phase of the first round. The objective is successful if the combat group is reduced to 50% or less of its starting number of actions. If no Combat Groups are deployed in the first Round randomly choose one in the earliest Cleanup phase possible.

Action Phase: The second game phase when all actions and movement occur.

Active: The descriptive term for a model that is activating

Activating: A state of game play when a model may move and use actions.

Arc: A direction determined by a model's orientation.

Attack: An action that can cause damage to a target model.

Attribute: A number or letter that defines a capability of a model.

Braced: A posture of preparedness for accurate attacking but implies a vulnerability to defense.

Chain: An action that is used when triggered by another action.

Cleanup Phase: The third phase when any persistent damage effects are resolved, victory conditions are verified and the board is prepared for the following round.

Combat Speed: A posture of preparation for combat, the normal default resting state of all models.

Elevation: A position where the Active model is entirely higher than a target passive model..

Heavy Gear (Gear): A humanoid walking machine with a single pilot and interchangeable weapons.

Height: A measure from the bottom of a model's base to the effective top of the model's Silhouette.

Infantry: Regular squads of infantry, usually mounted multiple figures per base.

Lock: The ability of one model to see and target another model with actions.

Model: Any playing piece used to represent a Gear, a Vehicle,Strider, Infantry, or terrain.

Opposed Roll: A roll of dice that decide the result of an action between two models.

Passive: The term for a model that is not activating.

Phase: Divided part of a Round.

Posture: A state of motion that defines the modifiers for a model when taking tests.

Reaction: An action that can be taken in response to another action.

Refresh: Returning an attribute to its original rating.

Re-Roll: The ability to roll all the test dice of a single test again.

Roll: A game effect that requires that dice are rolled to determine a result.

Setup Phase: The first game phase when the initiative test is determined.

Sensor Lock: The distance a model can Lock a target model through full cover.

Silhouette: A shape defined by a model's base and its Height to help determine Lock.

Strider: A Large model with a Walker movement type.

Target: A model that must defend against an attack, EW action, or effect.

Top Speed: A posture of accelerated speed or awareness to danger.

Turn: A rotation of a model of up to ninety degrees.

Unopposed Roll: A roll against a skill or Target number.

Use: To spend or reduce a rating or activation to a Used state.

Used: A state of play where a model has used all of its actions.

Vehicle: Any tracked, wheeled, or hover movement type of machine.

Common Unit Availability Codes:

GP - General Purpose	PT - Paratrooper	EG - Engineering	ST - Strider
SK - Strike	MN - Mountaineering	LT - Light Tank	HV - Hover Vehicle
FS - Fire Support	SF - Special Forces	MT - Medium Tank	VL - VTOL
RC - Recon	CV - Cavalry	HT - Heavy Tank	IN - Infantry

OBJECTIVE 1

OBJECTIVE 2

OBJECTIVE 3

OBJECTIVE 4

VICTORY POINT

VICTORY POINT

VICTORY POINT

VICTORY POINT

VICTORY POINT

SKILL POINT

SKILL POINT

SKILL POINT

SKILL POINT

CRIPPLED

CRIPPLED

COMMAND POINT

COMMAND POINT

COMMAND POINT

COMMAND POINT

0.5 0.5

1

1.5

3

HEAVY GEAR BLITZ!

2

Coordinated Attack

Radio Silence

Evade

Damage Control

CRIPPLED

CRIPPLED

Quick Height Check Ruler

ACTION

ACTION

ACTION

ACTION

STAND BY

STAND BY

STAND BY

STAND BY

1 DAMAGE

1 DAMAGE

1 DAMAGE

1 DAMAGE

HIDDEN

HIDDEN

ECM

2 DAMAGE

2 DAMAGE

2 DAMAGE

2 DAMAGE

Haywire

Corrosion

Immobilized

Dangerous Terrain

3 DAMAGE

3 DAMAGE

3 DAMAGE

3 DAMAGE

DESTROYED

DESTROYED

DESTROYED

DESTROYED

4 DAMAGE

4 DAMAGE

4 DAMAGE

4 DAMAGE

HEAVY GEAR BLITZ!

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